

Stefan Feld
City Collection
4

MARRAKESH

A cube tower game for 2 - 4 players aged 14 years up



GENERAL OVERVIEW

There is a lot to be done in Marrakesh!

Use your assistants to increase your influence in the Koutoubia mosque and in the Bahia palace. Profit from the wisdom of the scholars, captured on valuable scrolls. Roam the souks to haggle with the merchants over precious luxury goods. Go to the market place Jemaa el-Fnaa with its water vendors, story tellers, snake charmers and jugglers. Find oases in the Sahara and navigate the Tensift river. But over all this don't forget to pay the people and provide sufficient dates and most of all water!

This city in southwestern Morocco - known as "Pearl of the South" - was founded in the year 1070 AD and is one of the country's four royal cities. The country's name can be derived directly from the city's name Marrakesh. The historic center, the Agdal Gardens, and the Menara Gardens were listed by UNESCO as a World Heritage Site in 1985.



COMPONENTS

- 1 Game board



- 1 Cube tower

consisting of a tower with two intermediate layers and one funnel

See page 15 for assembly instructions!



- 1 Cube tower base

consisting of one base and 3 walls to fold up and 2 separate wall pieces to be inserted



- 4 Player boards

1 in each player color

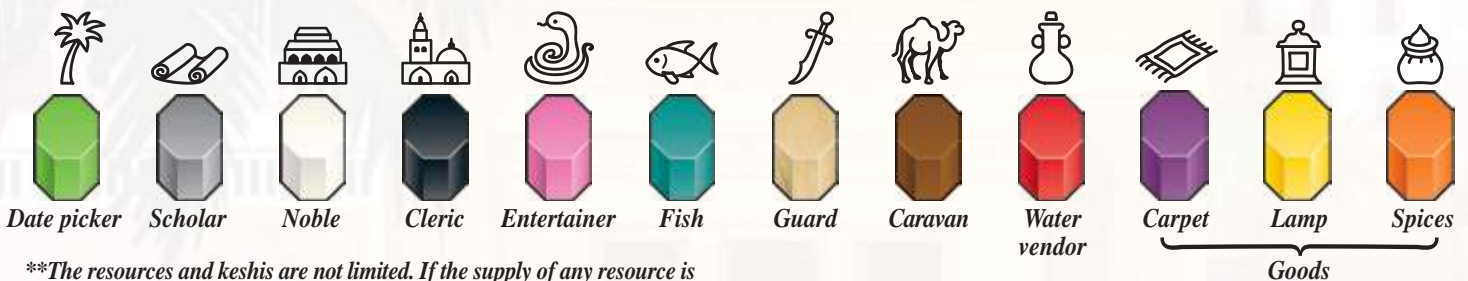


- 4 Supply boards - 1 per player



- 300 Keshis** 25 in each color

(Derived from the title MarraKESH the wooden octagon cylinders in this game function as workers or goods and are called "keshis.")



**The resources and keshis are not limited. If the supply of any resource is spent you may use a substitute. In the rare case that the supply of all keshis of one color is empty, you may exchange keshis of that color from the player boards with keshis of another color from the supply. They still count as keshis of the corresponding district color.

- 4 Screens

1 in each player color



- 26 Pawns

6 in each

player color:

3× Assistant,

1× Imam's

student,

1× Sultan's

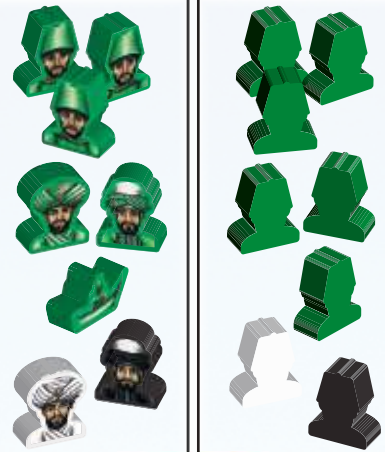
courtier,

1× Fisherman

FOR EXPANSION 2:

1× Sultan (white)

1× Imam (black)



- 1 Fountain tile

FOR EXPANSION 2 (see page 16)



- 4 Scoring markers

1 in each

player color



- 32 City gates

2x purple, orange, yellow, and beige

3x green, gray,

white, black,

pink, turquoise,

brown, and red



DELUXE components*

CLASSIC components

*This chapter shows both the material of the DELUXE-Version as well as the CLASSIC-Version. From here on, only the material of the DELUXE-Version is used in the illustrations. The DELUXE material can also be purchased separately. Further information on pages 18–19.

- 120 Resources**



- 4 Scoring tiles "100/200"
1 in each player color



- 72 Scrolls

21x gray 21x yellow 18x pink 12x orange

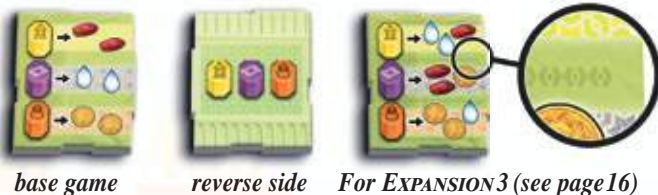


reverse sides

- 25 Luxury goods



- 12 Exchange offices



- 4 Audience discs

reverse side (purple)



For EXPANSION 4 (see page 17)

- 12 Provision tiles



reverse side

- 9 Double-sided river tiles – 3x each for:

1st season

2nd season

3rd season



- 1 Season tracker (Stefan Feld figure) & 1 Round tracker (camel)



- 30 Oases



reverse side

- 12 Desert towns



reverse side

For EXPANSION 5: "Desert towns" (see page 17)

- 8 Covering tiles



4x Oasis

4x Desert town

1 each per player

- 20 Staircase tiles

for EXPANSION 1:
(see page 16)



Note: You may also use these tiles during the game to better distinguish the colors of the keshis in the supply.

- 1 Cloth bag



- 1 Rules booklet & 1 Addendum

GAME CONCEPT AND OBJECT OF THE GAME

Marrakesh is played over 3 seasons with 4 rounds each:

At the beginning of each round, you will choose which three sectors of your playing board you will activate this round by deploying your assistants there. This will also determine which keshis will be available this round, which are drafted by players in order to augment the actions in the different sectors (but do not determine which actions you take this round). One keshi matching the color of each district with an assistant is tossed in the tower, and all

that come through the tower will be selected by players.

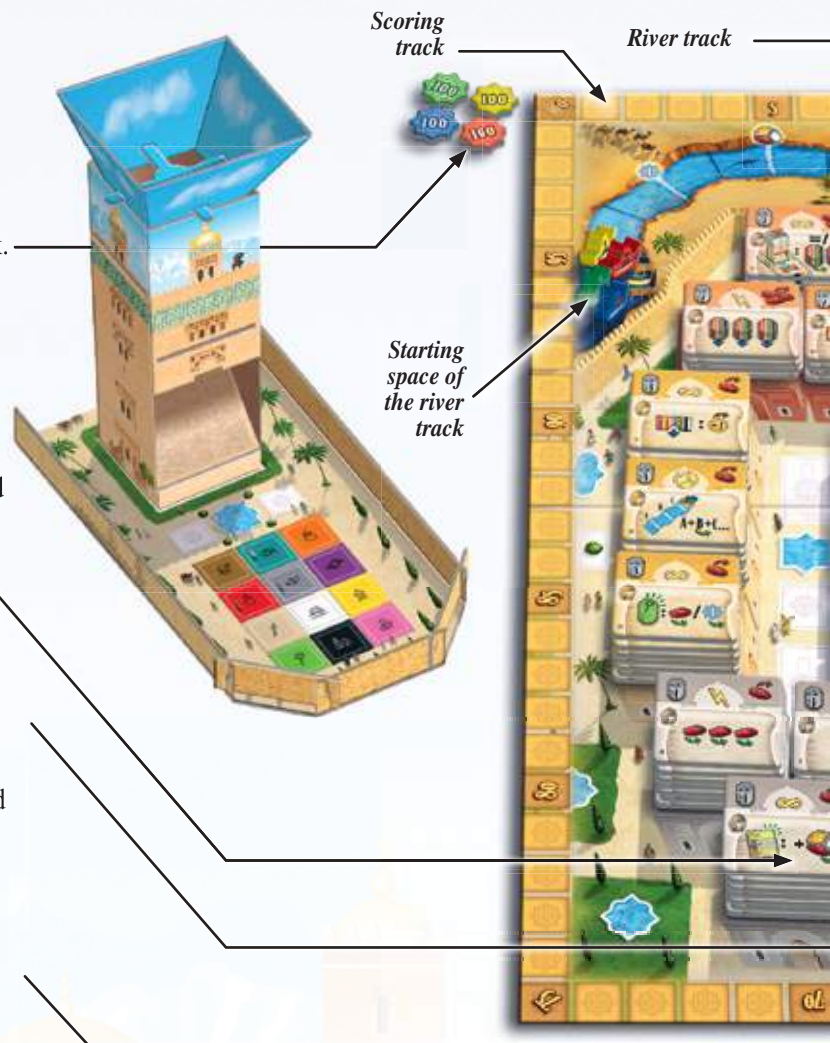
At the end of each season you must provide dinars, water, and dates for the inhabitants of your sectors. Also, your fishermen may grant you valuable bonuses.

The player who collects the most points over 3 seasons is the winner of the game!

SETUP

General Components

- Place the **game board** in the center of the playing area. Put the **cube tower base** next to the game board and insert the **cube tower** in the provided slot.
- Keep the "**100/200**" **scoring tiles** next to the scoring track. When a player completes a full round on the scoring track, they take the tile in their player color and keep it next to their player board, "100" side up. If they complete another full round, the player flips the tile to its "200" side.
- Sort the **scrolls** by their backs. Mix each type separately and stack the scrolls of each type facedown in 3 stacks of equal size on the corresponding **academy** on the game board. Reveal the top scroll of each stack.
- Mix the **exchange offices** facedown, choose three randomly, then stack them on the exchange office space. Reveal the top **exchange office**.
The remaining exchange offices are not used for this game and should be returned to the game box.
- Mix the **luxury goods** facedown and deal them to the **5 souk shops** on the game board in 5 stacks of equal size. Reveal the top luxury good of each stack.



Player components

- Each player takes in their chosen player color: **1 player board, 6 player pawns, 1 scoring marker, 1 screen, and any 1 supply board plus any 1 audience disc.**
- Each player's **scoring marker** starts on **space 10** of the scoring track.
- Each player deploys 3 pawns on the game board:
 - The **fisherman** on the starting space of the **river track**
 - The **imam's student** on the starting space of the **mosque stairway**
 - The **sultan's courtier** on the starting space of the **palace stairway**
- The remaining 3 pawns are the player's **assistants**, for now kept next to the player board.
- Mix all **oases** facedown. Each player draws 6 oases and places them facedown on the designated Sahara spaces on their player board without looking at them. The remaining oases are not used for this game and should be returned to the game box.





- 6) Sort the **river tiles** by their season icons and put them separately in the cloth bag, one season after the other. Randomly draw 1 tile per season. Place the 3 drawn tiles next to the game board with any side up, which will be the active side during the game. Place the river tile for the first season on the right end of the river track. The remaining river tiles are not used for this game and should be returned to the game box. We recommend the tiles with numbers 01, 03, and 05 for your first game.
- 7) Put the **city gates** in the cloth bag and mix well. Randomly draw 8 city gates for each **workshop space** on the game board and place them there.
- 8) Sort the **resources** (water, dates, dinars) by type and **keshis** by color and keep them next to the game board as a common supply.



- 14) Each player puts their supply board above their player board. On the left is the personal supply of resources. To the right of this supply, claimed oases will be placed during the game, starting from the left arrow. Next, put 8 keshis in the cloth bag, one of each color except yellow, purple, orange and brown. Each player draws **2 keshis** randomly (3 keshis in a game with 2 players), placing them in any order on the spaces showing a keshi on the oases track.
- 15) Each player places their **audience disc** on the main square on their player board in any orientation they like, pink side up. (See page 17 concerning the purple back side.)
- 16) Mix the **provision tiles** facedown and deal 3 to each player. These will be placed above the supply board. Each player examines all 3 tiles and decides which will be active for the first season. This one should be placed faceup and the other two kept facedown.
- 17) Then, each player takes **1 water, 1 dinar, and 1 date**, as well as **1 keshi each of all 12 colors**. Players keep their keshis hidden behind their screen, whereas the resources remain visible for all players on each player's supply board.
- 18) Finally, choose a **start player** at random, giving them the **season tracker** and the **round tracker**.

PLAYING THE GAME

The following is a general outline of how to play the game. Later on, you may refer to it to look up the most important rules and to find the corresponding rules pages.

Marrakesh is played over **3 seasons with 4 rounds** each: The player holding the round counter (camel) is the start player during the complete round.

Each round is divided in **4 phases**:



■ Select keshis & deploy assistants (p. 7)

Simultaneously, all players select 3 of the hidden keshis from behind their screen and hold them in their hand. Once all players have done so, they show their selection openly and then deploy their 3 assistants to the sectors of their player board matching the colors of their selected keshis. Then, one player takes all the selected keshis from all players and tosses them in the cube tower all at once.

■ Claim keshis & deploy them (p. 7)

After the players have sorted the keshis in the tower's base by color, they split up those keshis among themselves in turn order. Players take turns claiming **up to 2 keshis of a single color** at a time, placing them immediately on the corresponding sector of their player board. This continues until all keshis from the tower's base have been claimed and deployed.

!! Important: When deploying a green, pink, or brown keshi, the player immediately gains the **deployment bonus** indicated on that keshi space.

■ Use your assistants (p. 8)

In turn order each player uses their 3 assistants in any order they like. For each assistant the player decides between one of two options:

- **Take one keshi** of the corresponding sector's color from the common supply and **deploy** it (gaining the **deployment bonus** if applicable).
- Perform that **sector action**.

First, the player gains 1 water if they had deployed a red water vendor in this sector during a previous turn.

■ River bonus & end of the round (p. 13)

All players who have crossed at least the first rapid on the river track receive a bonus now.

Then, the start player passes the round tracker (camel) to their left neighbor; that player is the start player for the next round.

After 4 rounds, players will no longer have any keshis behind their screen. At this point, **season scoring** takes place, followed by preparations for the next season.

After the season scoring, the player holding the season tracker (Stefan Feld figure) passes it to their left neighbor, who also takes the round tracker (camel). That player starts the first round of the next season.

The game ends after 3 complete seasons have been played. Following the third season scoring a **final scoring** takes place during which the players may gain additional points.

The player with the most points after final scoring is the winner of this session of Marrakesh.

ROUND SEQUENCE

Each round consists of the following 4 phases, which are played in sequence:

- Select keshis & deploy assistants
- Claim keshis & deploy them
- Use your assistants
- River bonus & end of the round

The player holding the round counter is the start player during the complete round.

Select keshis & deploy assistants

Simultaneously, all players select 3 of the hidden keshis from behind their screen and hold them in their hand. Once all players have done so, the selected keshis are revealed.

In turn order each player deploys their 3 assistants onto their player board on the designated spaces of the sectors corresponding to the colors of their selected keshis.

Each assistant space can accommodate exactly 1 assistant.

Exception: Up to 3 assistants may be in the souk.



Example: Lukas has chosen the green, black, and pink keshi. He deploys his 3 assistants to the sectors of matching color.



The red water vendor keshi acts as a "wild" and allows the player to deploy their assistant to any sector they like.

After all players have deployed all their assistants, one player collects all selected keshis and tosses them in the cube tower all at once. The tower is constructed such that some keshis will get stuck, and perhaps some from previous rounds will be dislodged. This means that the number and colors of the emerging keshis will hardly ever be the same as those of the keshis just tossed into the tower.

The keshis which emerge from the tower should be sorted in the base by color to be selected in the next phase.



Claim keshis & deploy them

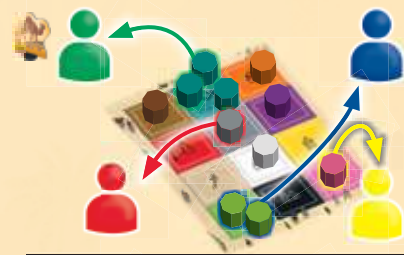
In turn order each player chooses one color and takes **up to 2 keshis** of this color from the display (If there is only 1 keshi of the selected color, the player takes only 1). All claimed keshis should immediately be placed on the sector of the matching color of the player board.

Special Cases:

- If a player's sector is completely filled with keshis, they may not claim keshis of that color anymore.
- If there is only 1 free space left in a player's sector but there are 2 available keshis of that color, the player may take 1 keshi only and must leave the other one in the tower base.
- If the only keshis left to claim for a player are of a color (or colors) of sectors they have completely filled, that player forfeits the remainder of this phase.

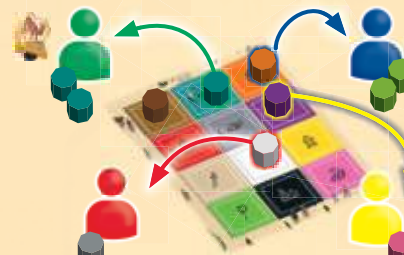
Players continue claiming keshis this way until there are no more keshis left in the display.

Usually, the number of claimed keshis will be different for all players. During their turn each player must claim at least 1 keshi if possible.

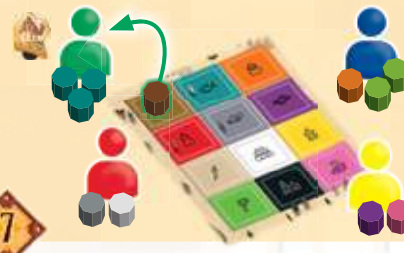


Example:

Sarah (green) is the start player for this round, and she takes 2 turquoise keshis. Jan (blue) takes 2 green ones, Marie (yellow) 1 pink and Lukas (red) 1 gray keshi.




In the second selection round Sarah (green) decides for another turquoise keshi. Jan (blue) takes 1 orange keshi, Marie (yellow) takes 1 purple and Lukas (red) 1 white keshi.



In the third selection round only 1 brown keshi is left. Sarah (green) takes it, and the selections are finished.

Sarah (green) has taken 4 keshis in total, Jan (blue) 3, Marie (yellow) and Lukas (red) have 2 each.

Red keshis are water vendors. In each sector except the souk there is 1 water vendor space  where exactly 1 red keshi may be deployed. When a player has selected 1 or 2 red keshis, they may deploy them in any sector not containing a water vendor yet.



2 unoccupied spaces for water vendors



When deploying keshis of these colors, the player gains a **deployment bonus immediately**:



These bonuses are explained in this rulebook with the associated action.

Use your assistants

In turn order each player uses their 3 assistants, one after the other, in any order they like. However, 1 assistant must be done with their work completely before the next one can start theirs. Assistants are removed from the player board once used. For **each assistant** the player **decides between 1 of 2 options**:




a) Take a new keshi

The player takes one keshi of the corresponding sector's color from the common supply and deploys it to a free space. When deploying a green, pink, or brown keshi, the player gains its **deployment bonus** immediately (see associated action).

For an assistant in the souk the player may take a yellow, purple, or orange keshi from the common supply and deploy them on the corresponding space. The souk may contain any number of keshis of the matching colors and is never filled.

If a player's sector is completely filled with keshis, they may not use this option anymore.

 **Note:** New keshis are always taken from the common supply.



Example:
Lukas decides to deploy new keshis to the date orchard and to the mosque. For the green keshi he immediately gains 1 point as a deployment bonus. Since there is a water vendor at his mosque he also gains 1 water from the common supply (see center of page 6).



b) Perform the sector action

Each sector is associated with a specific action. More keshis in a sector make the action more powerful.

River

For each fish keshi the player's fisherman **advances 1 step on the river track**. If a player ends on a space containing another player's fishermen, the player's piece is placed at the end of the line on that space.

!!! Important: Whenever the fisherman advances, the player may choose to **pay** as much **water** as they choose to advance a corresponding number of **additional steps**.

When a player's fisherman lands at the **jetty** (final space of the river track), they anchor on the free spot with the highest number and immediately gain the indicated number of points. From now on, that player always gains **1 point** for each **further step** they would advance on the river during this season.

At the **end of each round** all players select **one bonus** from any space their fisherman has passed (see p. 12).



Example:
Sarah's fisherman advances 5 spaces on the river track due to having 5 fish keshis deployed on her player board. She spends 2 water to advance another 2 steps. With her first additional step she reaches the jetty and places her fisherman on the spot with 4 points. She advances 4 spaces on the scoring track immediately. She gains one more point for her second additional step, as she cannot advance any further with her fisherman.





Date orchard

For each date picker keshi the player gains **1 date** from the common supply.

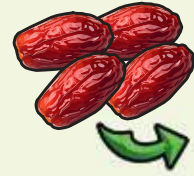


Deployment bonus:

When deploying a green date picker, the player gains 1 point immediately.



Example:
Jan receives 4 dates from the common supply.



Souk

With each of their assistants at the souk the player may **use the exchange office once** or **acquire 1 luxury good**.

a) Exchange office:

By spending (returning to the common supply) exactly 1 yellow, purple, or orange keshi from their player board, the player receives the respective resources indicated on the exchange office from the common supply.



Example:
Marie returns 1 purple keshi from her player board to the common supply and takes 2 dates from the common supply.

b) Acquire 1 luxury good:

Luxury good tiles depict a cost in yellow, purple, and orange keshis that must be spent (returned to the supply) in order to purchase the tile. Each assistant may purchase one luxury good only by returning the required keshis and immediately receiving any depicted points and resources. The purchased luxury item should be kept in front of the player for potential scoring. New luxury goods are revealed only at the end of the player's turn, after they have used all 3 of their assistants. Once a souk shop is completely empty, take the largest stack from another shop and put half of it (rounded down) on the empty shop.



Example: Jan returns 1 orange keshi from his player board to the common supply to buy this luxury good (slipper). As a reward he gets 1 water from the common supply and gains 2 points on the scoring track.



Main Square (Jemaa el-Fnaa)

First, the player **rotates the audience disk clockwise one section**. Then, they choose exactly **1 space** containing an entertainer keshi and gain the indicated bonus of that space as many times as the number of spectators on the section pointing to that space.



Deployment bonus:

When deploying a pink entertainer the player gains the bonus shown next to the space once only.



Example:
After rotating her audience disc, Marie decides to benefit from the bonus of the top pink entertainer keshi having 3 spectators.

She receives 3 goods of one color from the common supply and takes 3 purple carpets.

Summary of bonuses on the main square:



1 water from the common supply



1 step forward on the black mosque staircase



1 step forward on the river track (+ more steps by spending water if desired)



1 dinar from the common supply



2 points



1 step forward on the white palace staircase



1 date from the common supply



1 yellow, purple or orange goods keshi from the common supply*

*If the number of spectators allows to take more than one goods keshi they must all be of the same color.



Mosque and palace

For each cleric keshi (black) in the mosque, the player moves their pawn **one space upwards on the mosque staircase**. The same procedure applies for the palace: move your pawn **1 space** for each noble keshi (white) when an assistant is placed in the palace.

These two staircases are both divided in 5 segments. When a pawn crosses the threshold to a **new segment**, the player immediately receives two benefits: **1 dinar**, and a **connection bonus**. For the connection bonus, follow the **line connecting the segments** the player's pawns currently occupy on the two staircases. Any 1 of the depicted bonuses may be selected for a connection bonus.

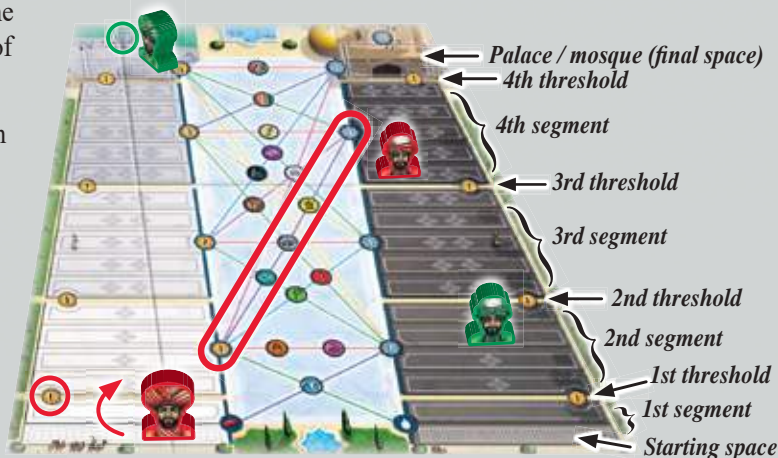
Note: If a player's pawn (black or white) crosses more than 1 threshold during its movement, they gain 1 dinar and the current **line bonus** for each crossing.

When a pawn arrives on the **final space** at the end of the of the mosque or the palace staircase, it remains there for the rest of the game. From now on, the player gains **1 point** for each **further step** they would advance on this track.

Example:

Lukas (red) has 2 white noble keshis on his player board, allowing him to advance 2 steps on the palace track. He crosses the first threshold and immediately gains 1 dinar from the common supply. Then, he looks for the connecting line between the segments containing his pawns and may choose one of the depicted bonuses (1 dinar, 1 turquoise, gray, or yellow keshi; or 5 points).

Sarah's pawn (green) is on the top space of the palace staircase already. So, for 5 white noble keshis on her player board she gains 5 points instead of advancing.



Summary of line bonuses between the mosque and palace staircases:



1 keshi of the depicted color from the common supply (to be deployed immediately, gaining deployment bonus if applicable)



1 date / 1 water from the common supply



1-4 dinars from the common supply



1 keshi or 2 keshis of the same color of your choice from the common supply (to be deployed immediately, gaining deployment bonus if applicable)



1 step forward on the river track (+ more steps when spending water if desired)



1-7 points

Madrasa

In the madrasa players can acquire **scrolls**. The **top left corner** of a scroll indicates the **minimum number of gray scholars** the player needs to have deployed in their madrasa to acquire the scroll (1, 3, 5, or 7). Additionally, the player must pay up to **3 dates** (as shown on the **top right corner**).

The player may acquire as many scrolls as the number of their deployed gray scholar keshis and the dates they can pay allow. The paid dates are returned to the supply and the scroll is placed in front of the player. While scholars are not spent, no scholar may be used to meet the requirements of more than one scroll. Reveal a new scroll(s) only at the end of the player's turn, after they have used all 3 of their assistants.

If a stack of scrolls is empty, take the largest of the two other stacks of that color and put the lower half of it (rounded down) on the empty academy. Reveal the top scroll of that stack.

Required number of grey scholar keshis

Activation timing

Cost in dates



Tile number (reference number)

Bonus effect of the scroll



Example:

Lukas has 6 gray scholar keshis on his player board. He may acquire these two scrolls, paying 3 dates.



Just before their first purchase during each round, the player may pay 1 dinar to exchange the top scrolls of all three stacks of one color. They put each top tile at the bottom of the stack and reveal the new top tile. The player **must** acquire at least 1 of these new scrolls.

Exactly when a scroll you just bought can be used depends on the indicated **activation timing**:



Instant action



End of the round
bonus action



End of the season
bonus action



Permanent action
enhancement

- The player performs an **instant action** once only and immediately when acquiring that scroll. They still keep that scroll in front of them.
- **End of the round** and **end of the season bonus actions** can be used at the end of each round or season respectively.
- **Permanent action enhancements** vary in their abilities, but grant an enhancement for the rest of the game that may be used once per turn or in combination with a specific action, depending on the scroll.

You will find a detailed summary of these tiles and their associated actions in the separate **addendum**.

Medina

Players always deploy guard (beige) keshis to the large watchtower space in the medina section of their player board when they are first acquired. Later, when they perform the sector action for the Medina, they may **buy 1 city gate** from 1 of the 4 workshops for each guard on their watchtower.

The player selects **1 city gate from a workshop** of their choice and **pays the price in dinars** as shown in the top left. They then gain or lose **points** as shown in the top right immediately and build the gate on any unoccupied city gate space on their player board, deploying a guard from the watchtower next to it. That guard is now committed to that space.

Then, the player takes **1 keshi of the color matching the city gate's color** from the common supply and places it next to their player board.

If the **city gate's color matches the sector's color** (also shown on the city gate space), the player gains **2 points** immediately.

The player may buy as many city gates as they can afford and have uncommitted guards on their player board.

The keshis gained during the action should only be deployed into the matching section after all gates have been purchased (gaining deployment bonus if applicable). If any of these sectors are filled completely, the keshi of that color must be returned to the common supply.

Note: At the end of the game, any guard keshis still on the watchtower are deployed to unoccupied city gate keshi spaces. The Medina sector counts as completely filled when it contains 8 guards and 1 water vendor, irrespective of the number of city gates.



Example: Jan has 2 beige guard keshis on his watchtower so he can buy up to 2 city gates with his medina sector action.

He buys a brown one for 0 dinars (losing 3 points) and builds it in the Sahara sector. This is the matching color of the gate, so he gains 2 points. He gets 1 brown caravan keshi (matching the color).

Then, he buys a pink city gate, paying 1 dinar and gaining 1 point from it. He places it next to the gray madrasa and gets 1 pink entertainer keshi.

He cannot buy any more city gates, so the brown and pink keshi which he just obtained are deployed, gaining the deployment bonuses as well.

Sahara

In the Sahara players may **discover and claim oases**.

Deployment bonus = discover an oasis



Whenever a player deploys a brown caravan keshi, they **discover** the assigned oasis by revealing that tile.

Example: Sarah deploys 2 brown caravan keshis to the Sahara that allow her to reveal the next 2 oases.



Discovering the start-oasis:

At the bottom-left of the Sahara is an oasis that can accommodate 2 brown caravan keshis. No oasis tile was placed here during setup, because this oasis had been discovered already. For keshis deployed here the player gains the following deployment bonuses:

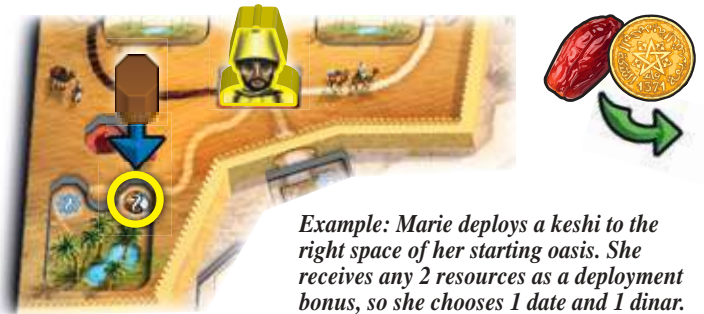


2 points
(left space)



Any 2 resource
from the common supply
(right space)

The right space must be occupied before the left space can be used!



Example: Marie deploys a keshi to the right space of her starting oasis. She receives any 2 resources as a deployment bonus, so she chooses 1 date and 1 dinar.

Starting from the assistant space there are two paths, each with three oases. Players may discover oases along both paths simultaneously, but may not skip a space.

Claim oases

By using the Sahara sector action a player may **claim** one of their discovered oases by paying the resources shown on the highlighted space next to that oasis.

The player places the claimed oasis on a storage space in the area on the right side of their supply board. The first claimed oasis is placed on the left space, marked with a green arrow above it. The following claimed oases are placed on the next empty spaces from left to right. If a keshi is standing on the space where they place the claimed oasis, the player may deploy that keshi to a matching sector on their player board immediately.



When covering this **exchange icon**, the player may return any 1 keshi deployed on their player board to the common supply and take 1 keshi of another color and deploy it immediately (gaining deployment bonus if applicable).

!!! Important: You may NOT return a brown caravan keshi standing next to a discovered or claimed oasis, nor a beige guard keshi committed to a city gate. Also, you may NOT return any goods keshis (yellow, purple or orange), but you may take one of these in exchange.



When covering this icon, the player may take 1 scroll from the display that requires exactly 3 scholar keshis, ignoring this requirement and without paying 1 date.

!!! Important: Paying 1 dinar to exchange the top scrolls of the triple group of yellow scrolls is not allowed here!

With the Sahara sector action a player may claim as many discovered oases as they wish and can afford, one after the other.

Claimed oasis may earn additional points at the end of the game if the player meets the requirement shown on the tile. However, a player is only allowed to score 3 claimed oases in total.

You will find a detailed summary of these tiles and their requirements in the separate **addendum**.



Example: First, Sarah pays 1 dinar and claims the first oasis on the left. She places that tile on the first storage space of her supply board, getting the green date picker standing there. She deploys the date picker at once, gaining the deployment bonus of the date orchard.

Then, she returns 1 date and 1 water to the common supply and claims the second oasis on the right. She places that tile on her supply board as well.

Water vendor

When a player uses one of their assistants in a sector containing a water vendor, they **gain 1 water** from the common supply **immediately**. This is regardless of if the player deploys a keshi or takes the sector action.



Example: Jan uses his assistant deployed to the palace: No matter whether he takes a new keshi or performs the sector action, he receives 1 water from the common supply.

River bonus & end of the round

The round ends after all players have used all 3 of their assistants. At this point the river bonus of the river track is resolved. Each player who has crossed at least the first rapid with their fisherman may take **1 bonus** of their choice that is shown next to one of the rapids they have passed already.

Summary of bonuses on the river track:



1 point



3 points



1 resource of the player's choice from the common supply



1 yellow, purple, or orange keshi from the common supply



Example: Marie has crossed 3 rapids. She chooses a bonus from the middle rapid, taking 1 dinar from the common supply.

After choosing the bonus, the fisherman **remains** where he is.

Before the next round starts, the start player passes the **round tracker** (camel) to their left neighbor. That player is the start player for the next round.

Do **not** pass the season tracker (Stefan Feld figure) at this point.



SEASON SCORING AND PREPARATION OF THE NEXT SEASON

After 4 rounds the players have no more keshis left behind their screens. That season is finished and the players proceed to the **season scoring**.

1) River evaluation

The player whose fisherman is the farthest down the river track is the winner of the river evaluation, gaining a certain bonus shown on the tile at the river's end.

In the third season the winner on the river track has the choice between two bonuses, with second place receiving the other bonus. In a two player game the second place is not rewarded with a bonus.



Example: Sarah (green) is first on the river track, and chooses the 7 points bonus of the river tile. Marie (yellow) is second and gains 3 points.

You will find a detailed summary of the river tiles in the separate **addendum**.

Finally, discard the current river tile and return all fishermen to the **starting space of the river track**.

2) Providing for Citizens

Each player must pay the resources shown on their their revealed provision tiles. If a player cannot pay the required resources shown on all their provision tiles, they must pay **all** of their resources (even those that were not required in the first place) and **lose all points** shown on their activated provision tiles.

A player paying all required resource does not lose any points.

After all players have paid their required provisions, each player chooses one of their provision tiles that is still face down and flips it. The resources shown on that tile must be paid at the end of the next season in addition to those shown on the previously revealed tiles if the player does not want to lose points.



Example: Two provision tiles are activated in the second season. Lukas could pay all resources required by the right tile, but he is short of 1 date and 1 dinar for the left one. He must return all his resources - including 2 water that he still has left - to the common supply and loses 8 points.



Preparing the 2nd and 3rd season:

- 1) Discard the exchange office tile from the game board. Reveal the next exchange office, which will be the active office for the next season.
- 2) Place the river tile for the next season on the end of the river track.
- 3) Again, each player takes 1 keshi of each color (12 in total) from the common supply and places them behind their screen.
- 4) Pass the season tracker (Stefan Feld figure) to the next player in clockwise direction. That player takes the round tracker (camel) as well, no matter which player is holding it now.



This concludes the preparation, and the next season starts.

END OF THE GAME AND FINAL SCORING

After the 3rd season (including season scoring) is completed, the game ends and the final scoring takes place. Players can gain additional points now for the following:

1) Completely filled sectors:

For each sector of their player board (except the souk) completely filled with 8 keshis + 1 water vendor keshi the player gains 10 points.



Example: Sarah has completely filled 2 sectors with keshis: the river and the mosque. She gains 20 points.



2) Oasis tiles:

Each player calculates the worth of their claimed oases according to their requirements and gains points for the 3 oases of the highest value.



3) Remaining resources:

Each player gains points for their remaining resources (dinars, water, dates) and/or goods keshis: Add together all resources and goods keshis and divide the sum by 2, rounding down.



She has 4 claimed oases:

- The first one (03) is worth 2 points for her 1 pink city gate.
- The second one (05) would give her 3 points plus 1 point for each white keshi on her player board, a total of 5 points.
- The third (07) is worth 3 points plus 1 point for each turquoise keshi on her player board, a total of 11 points.
- The last one (21) would give her 3 points plus 1 point for each date that she returns to the common supply, a total of 9 points.

So she scores oases 05, 07 and 21 to gain 25 points in total.

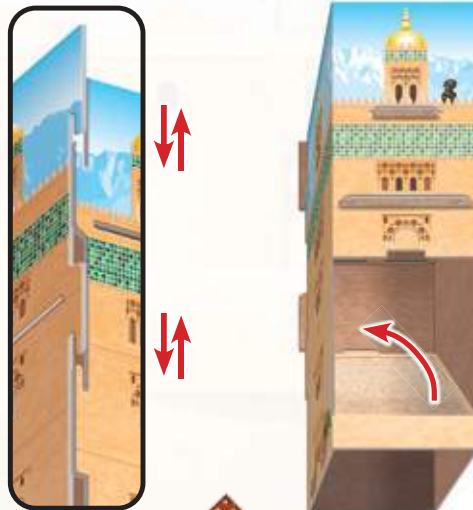
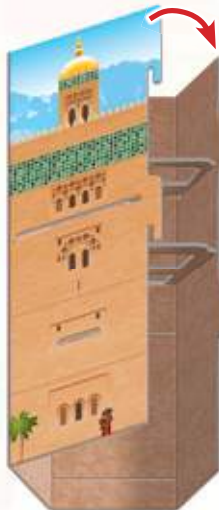
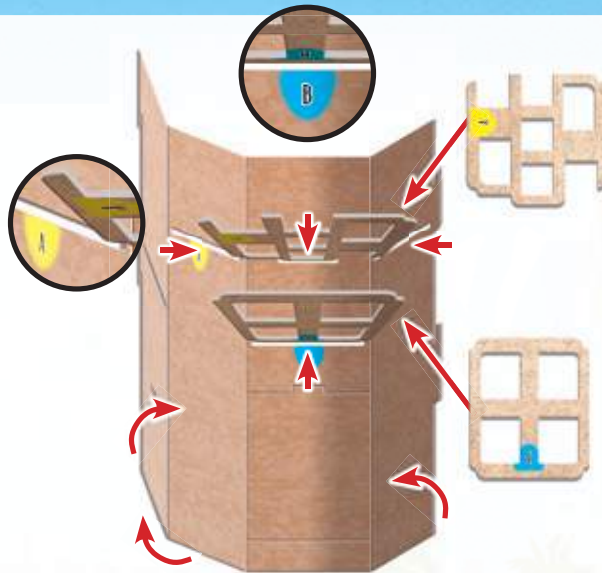
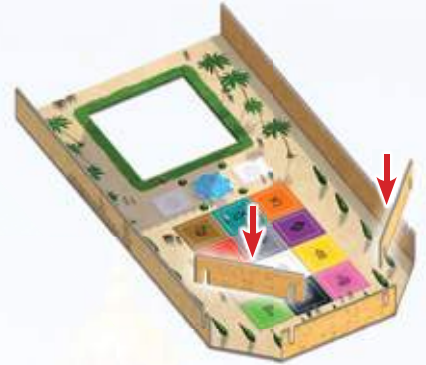
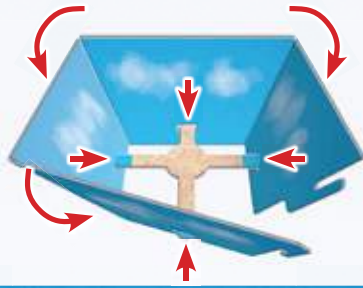
Finally, she has 5 resources left plus 2 goods keshis. These give her 3 more points.



The player with the most points is the winner of the game. In case of a tie for the most points the tied player leading on the palace staircase is the winner.

A further tie is broken in favor of the player leading on the mosque staircase. If still there is no winner, the remaining tied players share the victory.

CUBE TOWER ASSEMBLY INSTRUCTIONS



EXPANSION MODULES

EXPANSION 1: Staircase Tiles

GAME COMPONENTS:

- 20 Staircase tiles (double-sided)

Changes in SETUP:

Put all staircase tiles in the cloth bag, mix well, draw one after the other with a random side up and place on a bonus space between the palace and mosque staircase, starting with the space on the bottom left.

!!! Important: Do NOT cover the dinar and points spaces directly next to the staircases, these bonuses remain unchanged. Also, do NOT cover the 2 topmost spaces ("any 2 keshis of identical color" and "any 1 keshi") nor the lowermost space ("1 step on the river track"). This leaves 12 spaces to be covered by staircase tiles. Return the leftover tiles to the game box.

These staircase tiles replace the printed bonus spaces, thus providing always new combinations on the connecting lines.

Hint: If all players agree, staircase tiles may be selected (which tile and which side up) instead of randomized.



EXPANSION 2: Imam & Sultan

GAME COMPONENTS:

- 1 Sultan (white), 1 Imam (black)
- 1 Fountain tile



Changes in SETUP:

Place these two special pawns on their respective starting space of the palace and mosque staircase (the stair showing a small image of the sultan and the imam). Place the fountain tile on the fountain between the palace and mosque.



Changes in GAME PLAY:

As soon as a player reaches the stair where the sultan or the imam is waiting, they place that pawn next to their own and from now on moves both pawns as one, when ascending the palace or mosque staircase. A player taking along one of these special pawns gains the following benefit (depicted on the fountain tile as a reminder), which may be used more than once during the same turn:



- **Sultan** (white): When buying a scroll, the player pays 1 fewer date for each scroll.



- **Imam** (black): When buying a luxury good, the player pays any 1 goods keshi fewer.

If the player in company of the sultan or imam is passed by another player later, that player now takes that pawn along (drawing level is not enough to take over the sultan/imam!). As soon as a player in company of the sultan or imam reaches the the final space of the staircase (palace/mosque), the sultan/imam is passed on to the player in second position on the respective staircase. If several players are tied for the second position, the pawn is placed one space directly above them.

EXPANSION 3: Additional Exchange Offices

GAME COMPONENTS

- 6 new exchange offices – marked by an additional pattern between the lines



Changes in SETUP:

Mix the additional exchange offices and those of the base game together. There is no further change in setup or game play.

Hint: If all players agree, they may use these new exchange offices only.

The tile shown on the right offers 1 additional bonus besides 1 ressource:



1 date + 1 step on the river track (+ more steps when spending water if desired)

1 dinar + 1 point

1 water +
1 step on the white palace staircase
OR
1 step on the black mosque staircase

EXPANSION 4: Spectators

GAME COMPONENTS

- 4 Audience discs
(reverse side)



Changes in SETUP:

Before the game starts, the players decide together if they want to play with the pink or the purple sides of the audience discs. The purple side features 1 section without any spectators and 1 section with 4 spectators.

EXPANSION 5: Desert Towns

GAME COMPONENTS

- 12 Desert towns
- 8 Covering tiles (2 per player)



Day side



Night side



"Oasis"



"Desert town"

2 Covering tiles per player

Changes in SETUP:

Each player takes 2 covering tiles.

They place one tile (the smaller one) **on the start oasis**. This oasis and its associated keshi spaces are **not** available during this game.

They place the other covering tile (the larger one) on their supply board (the players must keep their resources on the table above the supply board). There are 2 cutouts which each hold 1 keshi and 1 desert town.

At the start of the game, put all desert towns in the cloth bag and mix well. Randomly draw a number of desert towns from the bag as shown below:

👤👤 3 tiles

👤👤👤 5 tiles

👤👤👤👤 7 tiles

Place the drawn tiles in plain view of all players next to the game board, night side up. Return the remaining desert town tiles to the game box.

Changes in GAME PLAY:

When **discovering** in the Sahara now, there is a fourth keshi space on both upper paths, leading the caravan to a far away desert town.

If a player deploys a brown caravan keshi to such a space, they choose one of the desert towns from the display next to the game board and inserts it into the corresponding cutout, **night side up**. The player gains an **immediate** deployment bonus of **4 points**.

!!! Important: It can be worthwhile to be fast, because there are not enough desert towns for every player to get 2. Furthermore, the desert towns offer different bonuses that may not be suitable for all players.

When **claiming** a desert town with a Sahara sector action, the player must pay a set of 3 goods keshis (yellow + orange + purple). They flip the desert town tile to its day side (leaving it in its cutout). This desert town is claimed now and may be scored at the end of the game.

Note: With their Sahara sector action a player may claim discovered oasis tiles as well as desert town tiles.

Like oases, most desert towns yield points during final scoring if their requirements are met.



However, there are 3 desert towns with an immediate effect. These are marked with a flash icon, the same as the scrolls.

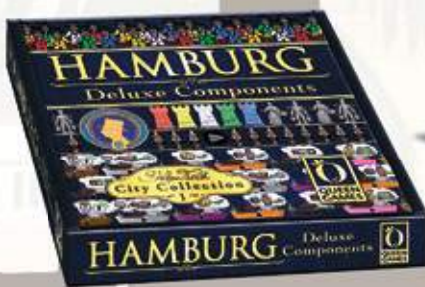
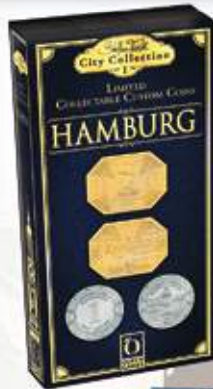
Resolve the effect once when claiming such a desert town. You will find a detailed summary of these tiles and their requirements in the separate **addendum**.

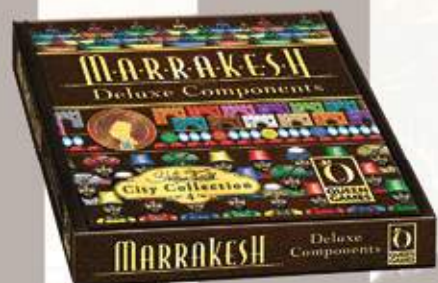
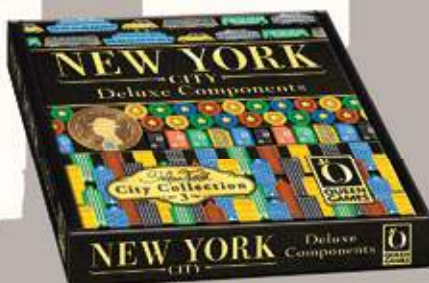
!!! Important: Desert towns are **only** flipped when claimed and are not stored with the oases on the right-hand side of the supply board.

Changes in SCORING:

Score (at most) 2 desert towns and 3 claimed oases of the highest value.

!!! Important: Both keshi slots of the desert town covering tile must be occupied (in addition to all other keshi spaces) in order to score the Sahara as completely filled sector.





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OVERVIEW: USE YOUR ASSISTANTS

B) PERFORM THE SECTOR ACTION

→

Spend resources to claim discovered oases.

→

Spend dates to acquire scrolls.
Note: You must have the required number of scholar keshis.

→

Per keshi: Advance 1 step on the river track.

→

Spend dinars to buy city gates. You must be able to deploy 1 uncommitted guard keshi to each gate.

→

Per keshi: Advance 1 step on the palace stairs.

→

Spend goods keshis to acquire 1 luxury good or use the exchange office 1 time.

→

Per keshi: Gain 1 date.

→

When using an assistant in a sector with a water vendor: Gain 1 water.

→

Per keshi: Advance 1 step on the mosque stairs.

→

Rotate the disk 1 section. Select 1 keshi and gain its reward once for each spectator now adjacent.

est. 1989



Stefan Feld
City Collection
4

MARRAKESH

ADDENDUM



SUMMARY OF ICONS

	Gain or take something		Goods keshi (yellow, orange, purple)		Any sector		1 step on the palace OR mosque staircase
	Return something to the common supply or discard		Deploy keshi (of the depicted color) from the common supply to your player board		Perform sector action		Cross 1 threshold on the palace or mosque staircase
	Use something		City gate (of the depicted color)		1 step on the river track		Luxury good
	Gain [1] point		Any city gate	Note: As a general rule, each time you move at least 1 step on the river track (no matter why) you may spend water to advance even further: 1 water = 1 additional step.			Exchange office
	Lose [3] points		Buy city gate and place on your player board				River tile
	Any resource (dinar, date, water)		Oasis tile		Rapids of the river track		Provision tile
	Keshi (of the depicted color)		Discover oasis		1 step on the palace staircase		1 spectator on the audience disc
	Any keshi		Claim oasis		1 step on the mosque staircase		1st / 2nd / 3rd season
	Any keshi (except goods keshis)		Claimed oasis		1 step on the mosque staircase		Final Scoring
							Game round

SCROLLS

The scrolls have unique abilities or bonuses, explained below. For quick reference look for the number of the tile in the bottom left corner.

Any effects that are essentially identical and differ only in minor details are merged in this summary.

01–21: You need to have 1 scholar & you must pay 1 date



01–12 ⚡

You take the depicted keshi from the common supply and immediately deploy it according to the rules.



17 ∞

Each time you cross a rapid on the river track, you gain the depicted bonus once and immediately.



19 ⚡

You gain 2 water from the common supply immediately.



13–16 ∞

Each time you cross a threshold on the palace or mosque staircase, you gain the depicted bonus in addition to the dinar printed on the threshold.

1 water (13),
1 date (14)
1 dinar (15),
or 1 step on the river track (16).



18 ∞

Each time you use the exchange office, you gain 1 additional resource of your choice (dinar, date, water).



20 ⚡

You gain 2 dinars from the common supply immediately.



21 ⚡

You gain 3 dates from the common supply immediately.

22–42: You need to have 3 scholars & you must pay 1 date



22 ∞

If you buy a city gate from the left workshop for 0 dinar, you do **not** lose points.



26–27 ∞

When you advance on the palace or mosque staircase, you may buy further steps by spending dates / water:

1 date = 1 step (26),
1 water = 1 step (27).



29 ∞

When you perform the "main square" sector action, you gain additional points at the end of the action.

The number of points depends on the number of spectators facing the space with 2 points. An entertainer keshi does not need to be deployed here.

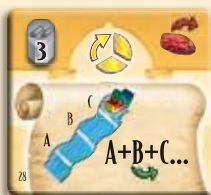
Example:
Lucas gains 4 points at the end of his sector action "main square": 2 points for each spectator facing the space with 2 points (in this case there are 2).



23–25 ∞

When you perform the "date orchard" sector action you may decide for each single keshi to take 1 date or:

1 water (23),
1 dinar (24),
or 1 point (25).



28 ∞

At the start of each season scoring you gain one bonus from each of the rapids you have crossed.



30 ⚡

You take 1 keshi of your choice from the common supply and immediately deploy it according to the rules.

33 ∞

As of now, you may use dates and water instead of dinar whenever you have to pay a cost (but not vice versa).

35 ∞

You gain 2 water for each water vendor instead of 1 only.

31 ∞

As of now, there is 1 additional spectator in each section of your audience disc.

Example: Marie wants to buy a city gate from the right workshop and would have to pay 3 dinars. She pays 2 dates and 1 dinar instead.

36 ∞

When you buy a city gate, you may take 1 keshi of your choice from the common supply. It no longer has to match the color of the city gate.

Example: The highlighted section counts as 4 spectators now.



32 ∞

You pay 1 fewer dinar when buying a city gate.

Note: If you buy a city gate for 0 dinar you do **not** get a dinar from the common supply.

34 ∞

When you perform the "souk" sector action, you may buy several luxury goods with 1 assistant if you can afford it.

37 - 42 ⚡

You take both depicted keshis from the common supply and immediately deploy them to the "souk" according to the rules.

43–60: You need to have 5 scholars & you must pay 2 dates

43 ⚡

You take 2 keshis of your choice from the common supply immediately deploy them according to the rules.

45 ∞

As of now, you pay only 1 resource of your choice when you claim an oasis.

47 ⚡

You check all sectors of your audience disc with 3 spectators and immediately gain 3 times each bonus facing these sectors. Entertainer keshis do not need to be deployed there.

44 ∞

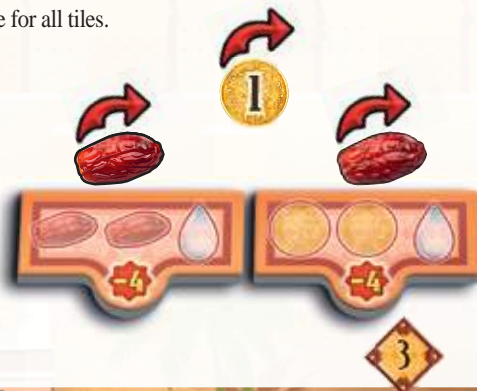
When providing for citizens at the end of a season you may pay 1 dinar. If you do, you only have to spend **any 1 resource** for each provision tile.

46 ∞

When you perform the "souk" sector action, you may use the exchange office several times with 1 assistant if you can afford it.

This resource does not need to be shown on the provision tile. The dinar only needs to be paid once for all tiles.

Example: Sarah pays 1 dinar. She needs to spend only 1 resource of her provision tiles and spends 2 dates.



Example: Jan receives 3 goods keshis of one color of his choice from the common supply and advances his inam's student on the mosque staircase 3 steps.



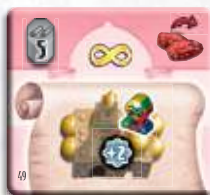


48 ∞

Each time you move on the palace or mosque staircase you may move 1 additional step.

Example:

Lucas has deployed 1 entertainer keshi to the main square that allows him to advance 1 step with his imam's student on the mosque staircase. He may move his imam's student 1 more step, 2 steps total.



49 ∞

Once you have reached the final space of the mosque staircase, you gain 2 points for each further step instead of 1 only.



50 ∞

As of now, you receive 2 points in addition to 1 water for your water vendor keshi when performing the sector action.



51 ∞

When you perform the "main square" sector action, you gain all bonuses from spaces facing sections with 1 spectator at the end of the action. These bonuses are additional and no entertainer keshis need to be deployed there.

Example:

Sarah receives 1 water, 1 date, and may advance her sultan's courtier 1 step on the palace staircase.



52 ∞

Once you have reached the final space of the palace staircase, you gain 2 points for each further step instead of 1 only.



53 ⚡

You may perform a sector action of your choice immediately.



54 ∞

Each time you deploy a entertainer keshi to the "main square," you get the corresponding deployment bonus plus the deployment bonuses of both adjacent sections.

These bonuses are additional and no entertainer keshis need to be deployed there.

Example: Marie deploys 1 entertainer keshi. Her bonuses are 2 points plus 1 water and 1 dinar from the common supply.



57 ⚡

You place a water vendor from the common supply next to the green tent in the "souk" and gain 3 water from the common supply immediately.

From your next turn on, you get 1 water for this water vendor keshi (according to the rules for red keshis in other sectors) for each assistant placed in the "souk" when you perform the "souk" sector action (using the exchange office or acquiring 1 luxury good) or take 1 new goods keshi.



58 ⚡

You pay 1 date and take 1 scroll from the display that requires exactly 7 scholar keshis, ignoring this requirement.



59 ⚡

You gain all bonuses from the connecting line between your two pawns on the palace and mosque staircases immediately.

Example:

Lucas gets 1 dinar, 3 points, 1 red keshi, and 1 green keshi from the common supply.



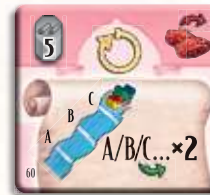
55 ⚡

You advance 3 steps on both the palace and mosque staircase immediately. You gain all appropriate bonuses, and you may choose the order in which you advance on the staircases.



56 ∞

Once your fisherman has reached the jetty (final space of the river track), you gain 2 points for each further step instead of 1 only.



60 ∞

Each time you get a bonus from rapids on the river track, you get it twice instead of once only.

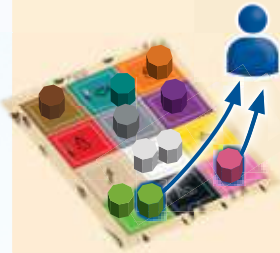
61–72: You need to have 7 scholars & you must pay 3 dates



61 ∞

You may **always claim 2 keshis** of your choice from the tower's base during the "Claim keshis & deploy them" phase. They can be of the same color or of different colors.

Exception: If only 1 keshi is left or you may not claim 2 because all your matching sectors are filled completely, you can and may claim 1 keshi only.



Example: Jan decides to claim 1 green and 1 pink keshi. Instead he could have claimed both green keshis or any other combination.



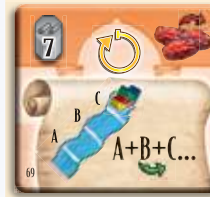
65 ∞

As of now, you perform the "main square" sector action **always twice** in a row: Rotate the audience disc and chose a bonus; rotate it a second time and chose a bonus again.

Example:

1) Marie rotates the audience disc and decides for 2 points three times.

2) She rotates the audience disc a second time and takes 3 water from the common supply.



69 ↻

At the end of the round you get **all bonuses** from the rapids you have crossed instead of 1 only.



70 ⚡

You gain all bonuses of your keshis deployed to the "main square" immediately. Multiply each bonus by the number of spectators facing that space.

Example:

Jan gets the following bonuses for his 4 keshis at the main square:

1 step on the palace staircase with his sultan's courtier, 3 steps on the river track, 3 dinars from the common supply, and 2 points.



62 ⚡

You claim 3 of your discovered (revealed) oases immediately without paying any costs.



Note: You **CANNOT** claim a desert town with this tile!



63 ∞

Each time you get a connection bonus after crossing a threshold on the palace or mosque staircase you receive 2 different bonuses instead of 1 only.



64 ⚡

You take 1 keshi of your choice from the common supply and deploy it according to the rules immediately. Then, perform the sector action of that sector where you have deployed that keshi.



66 ∞

Each time you buy a city gate you gain 2 keshis of the matching color instead of 1 only.



67 ⚡

You take 3 keshis of your choice from the common supply and deploy them according to the rules immediately.



71 ⚡

You score one of your claimed oases immediately. That oasis remains claimed and can be scored again at the end of the game.



68 ∞

Each time you discover an oasis (flip it to its front side), you score that oasis immediately and in addition to final scoring.

Leave that oasis on its place in the Sahara face up ("discovered"), you may claim it later.



72 ⚡

You may return any number of resources (dates, water, dinars) to the common supply and gain 2 points for each returned resource.

OASES & DESERT TOWNS (EXPANSION 5)


Claimed oases (max. 3) and desert towns are scored at the end of the game and yield points. A player gains more points the more often they have met the requirements of each tile. To meet the requirements a player may **ONLY** use their own resources/components from their player board or personal supply.

For quick reference look for the number of the tile in the upper left corner.

Any effects that are basically identical and differ only in minor details are merged in this summary.

Oases


01–04



You gain the indicated number of points for each of your built city gates of the matching colors.

Example: Jan gains a total of 12 points for his 1 black city gate, 3 turquoise city gates, and 2 green city gates on his board.

05–13




You gain 3 points plus 1 point for each keshi of the shown color on your board. If you have no keshis of that color, you gain 3 points only (3 + 0).

Example: Sarah has 4 red water vendor keshis on her board and gains 7 points (3 + 4).




14–18



You gain the indicated number of points for each of your tiles with the depicted luxury good.

Example: Lucas has acquired 3 slippers during the game and gains 6 points.


19–21



You gain 3 points plus 1 point for each of the shown resource you return to the common supply when scoring these tiles. You may return a maximum of 12 resources of the shown type. If you have no resources of that type, you gain 3 points only (3 + 0).


Example: Marie has 5 dates at the end of the game, and she returns them during final scoring. She gains 8 points (3 + 5).

22–23



You gain 3 points plus 1 point for each of your luxury goods (22) of your scrolls (23) (respectively), you gain 3 points only (3 + 0).

24




You gain 4 points for each of your sectors with no more than 3 keshis, do **not** count the red water vendor keshi.

Exception: Do **not** score the "souk."

Example: Jan has 4 sectors with no more than 3 keshis of that sector's color deployed there, so he gains 16 points.


25



You gain 4 points for each of your completely filled sectors (8 keshis of that sector's color in it and 1 red water vendor keshi).


Exception: Do **not** score the "souk."

26




You gain 3 points for each of your claimed oases. **All** your claimed oases count, not only the 3 ones you selected for scoring.

27, 28



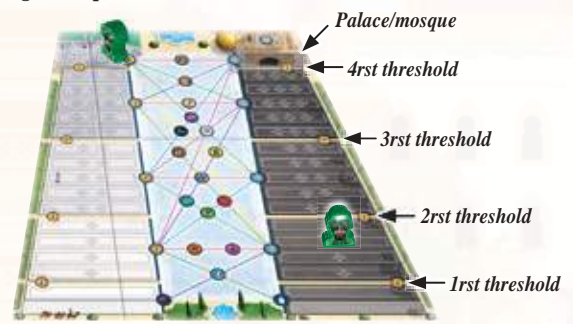
You gain 7 points if you have reached the final space of the mosque staircase (27) or the palace staircase (28).

29




You gain 7 points if you have crossed at least 5 thresholds on the mosque staircase and the palace staircase (combined).

Example: Sarah has reached the palace with her sultan's courtier (thus having crossed 4 thresholds) and her imam's student is in the second segment (thus having crossed 1 threshold). She has crossed 5 thresholds in total and gains 7 points.



30



You gain 7 points if your fisherman has reached a spot at the jetty (final space of the river track) at the end of the game.

Desert towns



01
You gain 2 points for **each** of your built city gates.



02
You gain 2 points for each of your acquired luxury goods.



03
You gain 2 points for each of your acquired scrolls.



04
You gain 1 point for each step you have made on the palace staircase. Steps taken after you have reached the final space of a staircase do not count for this.



05
You gain 1 point for each step you have made on the mosque staircase. Steps taken after you have reached the final space of that staircase do not count for this.

Example:
Lucas' imam's student is on the first step of the 4th segment, meaning he has made 11 steps – he gains 11 points.



06
You gain 1 point for every 3 keshis (no matter which types) on your player board.

Exception: Do **not** count the goods keshis (yellow, orange, purple)!

Example: Sarah has 39 keshis on her board (see left [oases 05–13] or page 14 of the rulebook). She gains 1 point for every 3, a total of 13 points.



07
You gain 1 point for each step you have made on the river track. Steps taken after you have reached the final space (the jetty) of the river do not count for this.



08
You gain 2 points for each sector containing at least 4 keshis, including red water vendor keshis.
Exception: Do not score the "souk."



09
You gain points for each of your entertainer keshis on the "main square." Each entertainer is worth as many points as the number of spectators facing that entertainer.

Example:
Marie has 3 entertainer keshis on her "main square": 2, 1, and 3 spectators are facing them, so she gains 6 points.



The desert towns numbered 10-12 are not scored at the end of the game. When claiming these, you perform a bonus action immediately.



10
You may take 1 scroll of your choice from the display. You do **not** have to meet the requirement **nor** do you have to pay any dates.



Example:
Lucas takes the left tile from the second row and immediately deploys any 3 keshis. He does not have to have 7 scholars and does not have to pay 3 dates.



11
You may take 1 luxury good of your choice from the display. You do not have to pay any goods keshis.

Example:
Sarah takes the necklace and gains 13 points. She does not have to pay the 3 purple and 2 orange keshis.



Example: Jan takes a white city gate from the right workshop. He gains 7 points and can build it on a matching space, gaining 2 more points. Then, he deploys 1 white guard keshi to the gate.



12
You may take 1 city gate of your choice and build it on your board. You do not pay dinars for this, but you gain or lose points as usual, receive a keshi of the matching color, as well as 2 additional points if you build the city gate on the space of the matching color.

!!! Note: You must have at least 1 uncommitted guard keshi on your watchtower that you can commit to the new city gate.



RIVER TILES

At the end of each season the player in first position on the river track gains the bonus of that season's river tile. In the last season, two players gain a bonus (not in a game with 2 players).

For quick reference look for the number of the tile in the bottom left corner.

Front side:

Reverse side:



01
You may perform one sector action of your choice.



02
Place 3 of the **leftover oasis tiles** face up next to the game board at the start of the game. At the end of the first season, you may take any 1 of these oases and claim it immediately.

You may thus end up with a total of 7 claimed oases by the end of the game, which is allowed: Place the 7th claimed oasis next to your supply board.



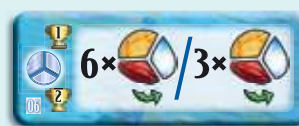
03
You may take 2 keshis of your choice from the common supply and immediately deploy them according to the rules, gaining the deployment bonus if applicable.



04
You gain 5 points.



05
The player in first position gains 7 points, the player in second position gains 3 points.



06
The player in first position gains 6 resources of their choice, the player in second position gains 3 resources of their choice.



07
You take 1 water vendor keshi from the common supply and immediately deploy it according to the rules.



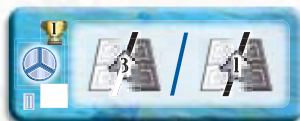
08
You gain 3 points.



09
At the start of the last season your fisherman on the river track starts from the space with the crocodile, giving you a head start.



10
You take 3 goods keshis (1 of each color) from the common supply and immediately deploy them according to the rules.



11
The player in first position may advance 3 steps on the palace staircase or the mosque staircase; the player in second position may advance 1 step.



12
The player in first position selects one of these bonuses, the player in second position gains the other bonus.

Bonus: 1 point for each built city gate on your board.

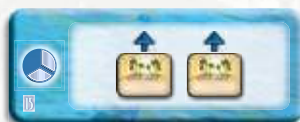
Bonus: 1 point for each deployed date picker keshi on your board.



13
Take 1 entertainer, caravan, or guard keshi from the common supply and immediately deploy it according to the rules.



14
You gain 1 water, 1 dinar, and 1 date from the common supply.



15
You may claim 2 of your discovered (revealed) oases immediately for free.



16
You perform the sector action "main square" twice in a row. Between the two actions you rotate the audience disc by 1 section as usual.



17
The player in first position selects one of these bonuses, the player in second position gains the other bonus.



18
The player in first position selects one of these bonuses, the player in second position gains the other bonus.

Bonus: 1 date and 1 dinar for each deployed entertainer keshi on your board.

Bonus: 1 water and 1 date for each deployed water vendor keshi on your board.

Bonus: 1 point for every 4 deployed keshis on your board (no matter which types).

Bonus: 2 points for each of your acquired luxury goods.

OVERVIEW: ■ USE YOUR ASSISTANTS **B) PERFORM THE SECTOR ACTION**



Rulebook

→

11

■

Spend resources to claim discovered oases.

→

10

■

Spend dates to acquire scrolls.
Note: You must have the required number of scholar keshi.

→

8

■

Per keshi: Advance 1 step on the river track.

→

11

■

Spend dinars to buy city gates. You must be able to deploy 1 uncommitted guard keshi to each gate.

→

10

■

Per keshi: Advance 1 step on the palace stairs.

→

9

■

Spend goods keshi to acquire 1 luxury good or use the exchange office 1 time.

→

9

■

Per keshi: Gain 1 date.

→

12

■

When using an assistant in a sector with a water vendor: Gain 1 water.

→

10

■

Per keshi: Advance 1 step on the mosque stairs.

→

9

■

Rotate the disk 1 section. Select 1 keshi and gain its reward once for each spectator now adjacent.

Note: This sheet is meant to provide a quick overview of the different sector actions. For the full explanation of each action, please see p. 8–12 in the rulebook (also for download via the QR code above).