Each player takes the 2 Tribe and 3 Targis, and gold dates. Otherwise, blue goes first. (The Tuaregs, 1 gold, 1 VP token, 2 Dates, markers in his color. Each player also receives a card (Caravan).

At the beginning of a turn, the Robber is moved one space (Border cards) to the nearest card facing an opponent's Targi that are not allowed. Note: A player is allowed to pass on any given action, does not matter which player performs the action. If a player has placed 2 of his Targis on two cards in the same row or column, this will not create an intersection. In such a case, the player will only place one Targi on each of the cards in the space that was just vacated. Similarly, a player takes one Goods of his choice. However, if a player has 3 or more Goods in his hand, he must pay its cost using Goods and Tribe cards are turned face-up. The player that takes the card is the one who controls it. The card is immediately placed in front of the player. It is possible to run out of a certain kind of card—first player gives the amulet to the other player and wins the game. If a player does not have enough Goods to pay the cost, he must pass on the action. The player that takes the card will play it. The card is immediately replaced by a face-down Tribe card, he takes back the Targi that was placed on the card facing an opponent's Targi that are not allowed. It is possible to run out of a certain kind of card—first player gives the amulet to the other player and wins the game. If a player does not have enough Goods to pay the cost, he must pass on the action. The player that takes the card will play it. The card is immediately replaced by a face-down Tribe card, he takes back the Targi that was placed on the card facing an opponent's Targi that are not allowed. Example (cont.): Players place their Tribe markers on the cards at the intersections of their Targi figures.

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Many Tribe cards grant an advantage during the game. Some advantages are single-use whereas others are permanent. Each card describes the symbol it grants its owner and how it functions. Gold is not considered a good.

**Base**

When the Robber is on a Road card, players must pay what is shown on the card.

**Beginning with the first player, each player can then place the last card (Gold on the last Road card) or victory points. Lasses are in the central area. The Robber then moves onto the next border card and player continues with the next turn.**

**End of Turn Goods and Gala Limit**

Players may normally budget the number of Goods and Gold they can carry from one turn to the next. Each player cannot keep more than 10 Goods and/or 3 Gold cards at the end of a turn. Any cards returned to the supply.

**Hiel:**

Use the Merchant and Silversmith Border cards or play Tribe cards to ensure that you do not exceed the Goods and Gold limit. This way, you cannot get into trouble with the Robber.

**Game End and Final Scoring**

The game ends at the end of a turn where at least one player filled his display with 12 Tribe cards. If this occur during the first player’s turn, the display is on the other side and the game continues.

The game ends immediately after:

- Players have played their final scoring during which the players count their 9 VP tokens (9) and victory point tokens (9).
- Some Tribe cards are worth victory point tokens (see the text on the Tribe cards).
- Finally, players check to see if the score the bonus points for rows with the same symbol or for 4 rows with a 4 cards showing the same symbol.
- The player with the most victory points wins the game. If the tie is still unresolved, play another game.

Summary of the example:

<table>
<thead>
<tr>
<th>VP tokens</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 VP</td>
<td>2 VP</td>
</tr>
<tr>
<td>3 VP</td>
<td>4 VP</td>
</tr>
<tr>
<td>5 VP</td>
<td>6 VP</td>
</tr>
<tr>
<td>7 VP</td>
<td>8 VP</td>
</tr>
<tr>
<td>9 VP</td>
<td>10 VP</td>
</tr>
</tbody>
</table>

**Example:** Place the 12th Tribe card, indicating that the game ends after this turn. He has 3 VP tokens (9) for the first player to trade local Goods (such as dates and salt) and imported Gold.

**COMMENTS**

1. **Total Good Points:**

   - 1 VP = 1 Good Point
   - 2 VP = 2 Good Points
   - 3 VP = 3 Good Points
   - 4 VP = 4 Good Points
   - 5 VP = 5 Good Points
   - 6 VP = 6 Good Points
   - 7 VP = 7 Good Points
   - 8 VP = 8 Good Points
   - 9 VP = 9 Good Points
   - 10 VP = 10 Good Points
   - 11 VP = 11 Good Points
   - 12 VP = 12 Good Points
   - 13 VP = 13 Good Points
   - 14 VP = 14 Good Points
   - 15 VP = 15 Good Points
   - 16 VP = 16 Good Points

2. **Total Victory Points:**

   - 1 VP = 1 Victory Point
   - 2 VP = 2 Victory Points
   - 3 VP = 3 Victory Points
   - 4 VP = 4 Victory Points
   - 5 VP = 5 Victory Points
   - 6 VP = 6 Victory Points
   - 7 VP = 7 Victory Points
   - 8 VP = 8 Victory Points
   - 9 VP = 9 Victory Points
   - 10 VP = 10 Victory Points
   - 11 VP = 11 Victory Points
   - 12 VP = 12 Victory Points
   - 13 VP = 13 Victory Points
   - 14 VP = 14 Victory Points
   - 15 VP = 15 Victory Points
   - 16 VP = 16 Victory Points

3. **Victory Points Tokens:**

   - 1 VP = 1 Victory Point Token
   - 2 VP = 2 Victory Point Tokens
   - 3 VP = 3 Victory Point Tokens
   - 4 VP = 4 Victory Point Tokens
   - 5 VP = 5 Victory Point Tokens
   - 6 VP = 6 Victory Point Tokens
   - 7 VP = 7 Victory Point Tokens
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4. **VP Tokens:**

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**Golden Scoring Rules**

**1. Victory Points:**

   - 1 VP = 1 Victory Point
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**2. Victory Points Tokens:**

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