1. Bid for Turn Order
Based on the Bid Order, bid for Turn Order and immediately pay the corresponding cost in Gold Coins (GC). If you bid on 0, pay nothing and push any other already on 0 “down the aisle”.

2. Player’s Actions
Each player takes all of the following actions, before letting the next Turn Marker owner play:

2.1 Move your Turn marker
Place it back onto the first free space of the Bid Order track.

2.2 Move Meeples
Make sure to drop your last Meeples on a Tile that already has Meeples(s) of same color.

2.3 Check for Tile Control
Remove all Meeples of the same color as your last one from the last Tile you moved on. If you empty the last Tile (because all the Meeples on it were of the same color as the last Meeples you moved), place one of your Camels on this Tile.

2.4 Do the Tribe’s Actions

<table>
<thead>
<tr>
<th>Tribe</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>VIZIERS</td>
<td>Place your Viziers in front of you, to score 1 VP / Vizier + 10 VPs / majority at game end.</td>
</tr>
<tr>
<td>ELDERS</td>
<td>Place your Elders in front of you, to gain/use Djinns or score 2 VPs / Elder at game end.</td>
</tr>
</tbody>
</table>

2.5 Do the Tile’s Actions
If the Tile you finished your Move on has a symbol marked with a RED arrow, you MUST do this Action:

<table>
<thead>
<tr>
<th>Tile</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>OASIS</td>
<td>Place 1 Palm Tree on this Tile.</td>
</tr>
<tr>
<td>VILLAGE</td>
<td>Place 1 Palace on this Tile.</td>
</tr>
</tbody>
</table>

2.6 Merchandise Sale (Optional)
If you need Gold, you may sell suits of ALL DIFFERENT Merchandises (but no Fakirs).
Discard them and take from the bank the corresponding number of Gold Coins, depending on how many different Merchandise cards are in your suit.

3. Clean-Up
Replenish the visible Resources and Djinns, if need be.

End Game
Keep playing until the end of the Turn during which a player drops his last Camel on a Tile OR there are no more legal Meeples move possible on the Tiles. Score the game using the score sheets to determine the winner.
The Djinns of Naqala

Al-Amin
At game end, each pair of Fakirs you hold acts as 1 Wild Merchandise of your choice.

Alun-Nak
Cost: 1 Elder or 1 Fakir
Choose an empty Tile (with no Camel, Meeple, Palm Tree or Palace).
Place 3 Meeple on that tile (drawn at random from the bag).

Baal
Each time someone gets a Djinn, collect 1 GC if it’s you, 2 GCs if it’s an opponent.

Bou-Rao
Your Elders and Viziers are protected from Assassins.

Enki
Cost: 1 Elder or 1 Fakir
Place 1 Palm Tree on any Oasis.

Enis
Cost: 1 Elder or 1 Fakir
When placing a Palace, you may drop it on any neighboring Tile instead.

Echidna
Cost: 1 Elder + (1 Elder or 1 Fakir)
Double the amount of GCs your Builders get this turn.

Echidna
Cost: 1 Elder + (1 Elder or 1 Fakir)
Double the amount of GCs your Builders get this turn.

Enki
Cost: 1 Elder or 1 Fakir
Place 1 Palm Tree on any Oasis.

Hakis
Cost: 1 Elder or 1 Fakir
When placing a Palace, you may drop it on any neighboring Tile instead.

Haurvatat
At game end, each of your Palm Trees is worth 5 VPs instead of 3.

Kandicha
Each time your Assassins kill a Merchant, draw 1 Resource card from the top of the Resource pile; a Builder, take the GC that Builder would have taken; a Vizier or Elder, place it in front of you instead of killing it.

Kumaribi
Cost: 1 or more Fakir(s)
When bidding for Turn Order, for each Fakir you discard your bidding cost is reduced by 1 spot.

La mia
Cost: 1 Elder or 1 Fakir
When building a Palm Tree, you may place it on a neighboring Tile instead.

Lamia
Cost: 1 Elder or 1 Fakir
When building a Palm Tree, you may place it on a neighboring Tile instead.

Nekir
Each time Assassins kill Meeple(s), collect 1 GC if you did the Killing; 2 GCs if an opponent did.

Nekir
Each time Assassins kill Meeples or Elders/Viziers from the same opponent.

Shamhat
At game end, each of your Elders is worth 4 VPs instead of 2.

Sibitti
Cost: 1 Elder + (1 Elder or 1 Fakir)
Draw the top 3 Djinns from the top of the Djinns pile; keep 1, discard the 2 others.

Sibitti
Cost: 1 Elder + (1 Elder or 1 Fakir)
Draw the top 3 Djinns from the top of the Djinns pile; keep 1, discard the 2 others.

Sibitti
Cost: 1 Elder + (1 Elder or 1 Fakir)
Draw the top 3 Djinns from the top of the Djinns pile; keep 1, discard the 2 others.

Swar
Cost: 1 Fakir
Take the top card from the Resource pile.

Utug
Cost: 1 Elder + (1 Elder or 1 Fakir)
Take control of 1 Tile with only Meeple on it (no Camel, Palm Tree or Palace); place 1 of your Camels on it.