TARGI

For 2 players, ages 12 and up

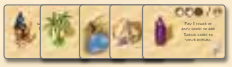
GAME OVERVIEW AND GOAL

A Targi is a male member of the Tuareg, a semi-nomadic people who inhabit the Sahara desert in North Africa. They wear blue indigo-dyed veils and turbans to protect themselves from the harsh windblown desert sands. The female members, or Targia, typically do not wear veils. For centuries, the Tuareg people have controlled critical trade routes across the desert, and have been instrumental in the spread of culture, religion, and goods throughout the vast region. Targi families are divided into tribes, run by the Imascheren, or nobles.

In this game, as leaders of Tuareg tribes, players compete to have the most prosperous tribe. To do this, they trade goods from near (such as dates and salt) and far (such as pepper) in order to earn gold and advantages, to ultimately expand their tribes. But the desert is a dangerous place, with robbers and rival tribes all vying for the same resources. **The player with the most victory points at the end of the game is the winner.**

GAME MATERIALS

80 game cards, including:



45 Tribe cards



19 Goods cards



16 Border cards



8 Gold tokens



6 Targi figures



4 Tribe markers



1 Robber figure



30 Goods tokens
(10 of each: Dates, Salt, and Pepper)



1 Starting player token
(Amulet)



15 Victory point tokens: silver crosses with values of
1 (6 tokens), 3 (5 tokens), and 5 (4 tokens)

GAME PREPARATION

- Before the first game, carefully separate all of the pieces from the die-cut board.
- The players should seat themselves so that they can both read the writing on the cards easily.
- The **16 border cards** form the edge of the playing area and are laid out as shown in the illustration (framed in red). They are placed in order from 1–16 with the numbers in the upper left corner of each card. The border cards remain in the same positions throughout the game. ***Note:*** *The functions of the border cards are explained by symbols on the fronts of the cards. On the backs, the functions are described in words. During the first game, rather than learning the symbols before playing the game, you can simply place the cards with the back sides facing up to show the writing. You can also turn the cards over at any time during a game to read the writing on the back, of course.*



- **Shuffle** the **goods cards and tribe cards separately.** Then, draw 9 cards **(5 goods cards and 4 tribe cards)** and lay them face up on the center spaces, in the alternating pattern shown in the illustration on the next page.

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- Place the stack with the remaining tribe cards next to the "tribal expansion" border card, and the stack with the remaining goods cards next to the "caravan" border card on the left.
- The **goods, gold,** and **victory point tokens** are placed next to the playing area as a general supply.
- Set the **robber** (gray figure) next to the number 1 border card ("noble").
- Each player gets **3 Targi figures** and **2 tribe markers** in his or her playing color. Each player also gets **2 dates, 2 salt, 2 pepper, 1 gold,** and **2 victory point tokens with a total value of 4** (1 x 1-point token and 1 x 3-point token).
- The player who was the last to eat dates will get the starting player token and takes the first turn. If neither player has eaten dates, the blue player starts.



GAME PLAY

Game overview

In each round, the players take turns placing their 3 Targi figures on the border cards. Each player then places his or her 2 tribe markers on the center card cards at the intersections "drawn" between 2 Targis of his or her color (see below). Then, the players carry out the actions indicated by the cards on which their Targi figures and tribe markers are standing. Players must place their figures skillfully in order to collect the most victory points. The game ends when one player has assembled 12 tribe cards or the robber has circled the field of play once.

Course of play

1. Advance robber 1 border card

At the start of each round, the robber is advanced to the next border card in a clockwise direction. In the first round, the robber is placed on the "noble" border card. A Targi figure cannot be placed on the card occupied by the robber. If the robber reaches a corner card, there is a raid in which the players lose goods or victory points, or gold as well later in the game ***(see the raid section).***

2. Placement of Targi figures by turns

- Beginning with the starting player, the players take **turns** positioning their 3 Targi figures **one by one.** Each player occupies the 3 border cards that he or she wants to use in this round. No figures may be placed on the following cards:
  - On the card where the robber is standing
  - On a raid corner card
  - On a card where one of the player's own Targi or one of the opposing player's Targi is standing
  - On a card opposite one of the opposing player's Targi

Example: *The blue player starts and positions her first Targi (1). Then, the white player places his first Targi (1) on a different border card. The white player is not allowed to place a figure on the card marked with a white X.*



Then, the blue player places her second Targi (2). She is not allowed to place her Targi on the card marked with a blue X opposite the white Targi. Then, the white player places his second Targi (2) on the card opposite the robber. Placement opposite the robber is allowed, but not allowed on the robber's card itself.



Finally, both players have positioned all 3 of their figures:



3. Place tribe markers on the intersections

After both players have positioned all 3 of their Targi figures, each player will still have to position his or her tribe markers. To do that, imagine drawing a straight line from each of your Targi figures to the opposite side. Place a tribe marker on each card where the 2 lines cross. Usually, there will be 2 crossing points for each player.

Note: *If a player has placed 2 of his or her Targi figures in the same row or column, there will be just 1 crossing point. In that case, the player will only be able to position 1 tribe marker.*

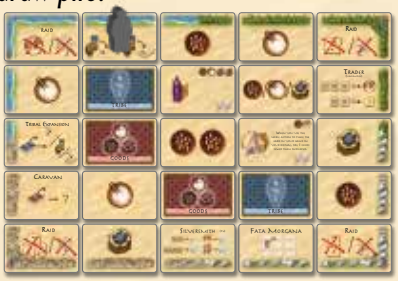
Example (cont.): *The players place their tribe markers on the cards at the intersections of their Targi figures.*



4. Carrying out actions

- First, the **starting player** is allowed to carry out **all actions** permitted by his or her Targi figures and tribe markers. Then, the second player carries out all of his or her actions.
- The **order** in which a player takes his or her actions is **up to the player.** However, each card's action must be completed before beginning the next.
- A player may also choose not to carry out any given action.
- As soon as a player has completed the action of a **border card,** he or she takes back the Targi figure from that card. The **border card remains in place.**

- If a **card in the center area** has been used, the player takes back his or her tribe marker. The card is immediately **replaced with a card of the opposite type:**
  A goods card is placed on a discard pile for goods cards and a tribe card is put **face down** in its place on the empty card. Similarly, a tribe card is replaced with a **face down** goods card.
  Note: *If the draw pile for goods cards has been used up, shuffle the goods card discard pile and use it as the new draw pile.*



- If a goods card shows **1 or 2 goods, 1 gold,** or **1 victory point token,** the player takes the corresponding tokens. If all 3 goods are shown with forward slash lines between them, the player is allowed to select 1 good of his or her choice. ***Note:*** *If it should happen that a token is no longer available in the supply, the player temporarily notes his or her possession on a sheet of paper.*



- **Tribe cards** are immediately placed **face up** ("displayed") in front of the player. The player must pay for them in the form of goods and gold ***(see the tribe cards section).***



- If a player cannot or does not want to pay for a tribe card, the player is allowed to hold it in his or her hand or discard it. However, each player is **only allowed to hold 1 tribe card in his or her hand at a time.** If he or she gets more tribe cards and does not display them immediately, those cards must be placed on the discard pile for tribe cards. It is **not** permitted to exchange a tribe card in your hand for another, or to discard it.
- A tribe card in your hand can only be played if you use the "noble" border card with your Targi figure in a later round. Then, you may display the card in exchange for paying the price. *(Exception: There is 1 tribe card that permits a tribe card in the hand to be played without the "noble" card.)*
- The "noble" action also allows the player to instead place the tribe card in his or her hand on the discard pile at no cost in order to make room in his or her hand for a better tribe card.

5. Uncovering new goods and tribe cards and changing the starting player



At the end of the round, once both players have carried out their actions, the goods and tribe cards that were placed face down in the center area are turned face up. The starting player gives the starting player token to the opposing player, who becomes the new starting player. The next round begins by once again advancing the robber.

Additional rules in detail

The tribe cards

- At the top right of the tribe cards, you will see the **costs for displaying** the card.



  Note: *Some cards will have a forward slash. In that case, the player may choose whether to pay in goods or gold.*
- The lower right-hand corner of the tribe cards shows the number of **victory points (1, 2, or 3).**

- Many cards offer **advantages** during the game. Some advantages are one-time, whereas others are permanent. The detailed descriptions are written on the cards. As soon as a tribe card has been displayed, its advantage may be used. *If, for example, you receive an extra good, it applies in the round in which the card is played.* ***Note:*** *Tribe cards with references to goods cards on them do* ***not*** *apply to the border cards from which goods are obtained.*
- Each player uses the tribe cards that he or she has obtained to create his or her own display. The display consists of **3 rows of 4 cards each.** In each row, the cards are displayed **from left to right.** You do not have to finish 1 row before starting the next.



- Each player can work on **several rows at the same time.** The cards remain in place the entire game. *(Exception: 1 of the tribe cards allows you to move 2 displayed cards as long as it does not create any empty gaps.)*
- The tribe cards are grouped according to **5 symbols:**

Well Camel Rider Oasis Targia Camp







If one player manages to complete a row in which **all 4 cards have the same symbol,** he or she will get 4 extra victory points at the end of the game. **If all 4 cards in 1 row have 4 different symbols,** that player receives 2 extra victory points at the end of the game. Rows with fewer than 4 cards and complete rows in which a symbol appears two or three times will **not** yield any extra victory points.

Raid

- When the robber is placed on a "raid" card, the players must hand over what is shown on the card.



- Starting with the current starting player, each player decides whether to return victory points or goods back to the supply, or 1 gold in the case of the last raid card. Then the robber is immediately advanced onto the next border card and the players position their Targi figures in turn.

Limitations on goods and gold at the end of the round

The amount of goods and gold that you are allowed to take to the next round is limited. If a player has **more than 10 goods and/or more than 3 gold** after carrying out his or her actions, he or she has to return the extra material to the supply. The player decides for himself or herself which goods those are. During the round, however, the players may have a larger quantity of goods and gold, which they may use to pay for tribe cards or for exchange at the "trader" or "silversmith."

End of Game and Scoring

- The game ends **at the end of the round** in which one player plays his or her **twelfth tribe card.** If the current starting player ends the game, the opposing player still gets one complete turn to carry out all of his or her actions for that round.

- The game can also end if the robber reaches the **fourth raid card.** In this case, the players will have to pay the required 1 gold or 3 victory points, and the game ends immediately afterwards.
- Now it's time for scoring. Both players **add up** their **victory points** in the form of silver crosses (victory point tokens and silver crosses on tribe cards).
- Some tribe cards will yield extra points (see the writing on the cards).
- Then extra points are allocated for the symbols in completed rows (4 cards in a row):
  - 4 points for rows with the same symbol
  - 2 points for rows with 4 different symbols
- The player with the most points wins. In case of a tie, the player with the most gold wins. If this is also a tie, the payer with the most goods wins. And if that is also a tie, the game ends undecided.



Example: *The blue player has displayed her twelfth tribe card, thus ending the game after the current round. She has 3 victory point tokens. Added to that are the 21 victory points depicted on her displayed tribe cards. In addition, she gets victory points due to the 2 tribe cards marked in the picture: 1 victory point for 2 displayed "well" cards and 2 victory points for the "camel rider" card on the right.*
And finally, for the complete row with 4 oases, the blue player gets 4 extra victory points and for the complete middle row with 4 different symbols she gets 2 extra victory points. For the bottom row, she gets no extra points, since 1 symbol appears twice. In total, then, this player gets 33 victory points.



The author: Andreas Steiger, born in 1973, lives with his wife and two sons near Stuttgart, Germany and works as a kindergarten teacher. Besides board games, he enjoys video games and improvisational theater. With board games, what is especially important to him is that the players are constantly faced with new decisions. He has followed his successful first work, Targi, which was nominated for "Kennerspiel des Jahres" (German "Connoisseur's Game of the Year"), with an equally challenging expansion.

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