Naqala is now a prosperous place. Gaining the favors of the different Tribes was not that easy... but your rivals are not so easily discouraged. Some Tribes now abandon your cause and rally to your rivals instead ; and soon it turns out that they follow influential leaders that your rivals hired against you. Yet every man has his price, and you could return the favor to your rivals... should you have what it takes to recruit the Thieves of Naqala.

Components

- 6 Thief Cards
- 1 Djinn Card

Setting Up the Game

Follow the usual setup with the following changes:

- Add Morgiane to the Djinn deck before shuffling it and placing it next to the board.
- Shuffle the Thief cards and set them face down in a draw pile next to the Djinn cards, then draw the top card of the Thief pile and place it face up next to its pile. If you are not playing with *The Artisans of Naqala* expansion, remove the purple thief (Madjaar) from the game.

Buying a Thief card

During the game, whenever you want to buy a Djinn card, you can buy the face up Thief card **instead** of any Djinn card, at the same cost. Keep the Thief card in front of you until you use it.

Using a Thief card

During the game, if you perform the Tribe action that matches the color of any of your Thieves, you may use your Thief immediately after your Tribe action. The Thief is then discarded (to the box). A Thief cannot be used during the same turn it was bought.

Clean-Up

Add a third step to the Clean-Up phase at the end of each round:

- Replenish the row of Thief cards:

If there is no Thief visible, draw the top card of the Thief pile and place it face up next to its pile.

End of the Game

If you have any Thief cards in front of you at the end of the game, add their values to your Djinn Victory Points.

Using a Thief card

When using a Thief, apply its effect clockwise, starting with the player sitting on your left.

Houssain (green)



Every other player discards 2 Resource cards of their choice face up. You take 2 cards of your choice from among these and add them to your hand.

Ziad (yellow)



Every other player discards 1 Vizier. You take 1 Vizier from among these and place it in front of you.

Ouafaf (white)



Every other player discards 1 Djinn of their choice. You take 1 Djinn of your choice from among these and place it in front of you.

Kohdjah (red)



Every other player chooses 1 tile that he controls and takes back the Camel that is on it. You take control of 1 tile from among these by placing 1 of your Camels on it. *Note: We recommend that affected players lay their Camels on their side rather than immediately take them back, as this helps the current player see which tiles he can choose.*

Shaum (blue)



Every other player discards 1 Palm Tree or 1 Palace on a Tile they control. You take 1 Palm Tree or 1 Palace among these and place it on a Tile that you control (even on a Tile that is not an Oasis or a Village).

Madjaar (purple)



Every other player discards 1 precious or magic Item face up. You take 1 Item of your choice from among these and place it face down in front of you.

New Djinn



Morgiane

When other players use Thieves, their effects do not apply to you.

Important Notes

- If you cannot discard something when a Thief comes into play, you simply discard what you can.
- Thieves are not Djinns. Effects that apply to Djinns do not apply to Thieves.

Credits

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