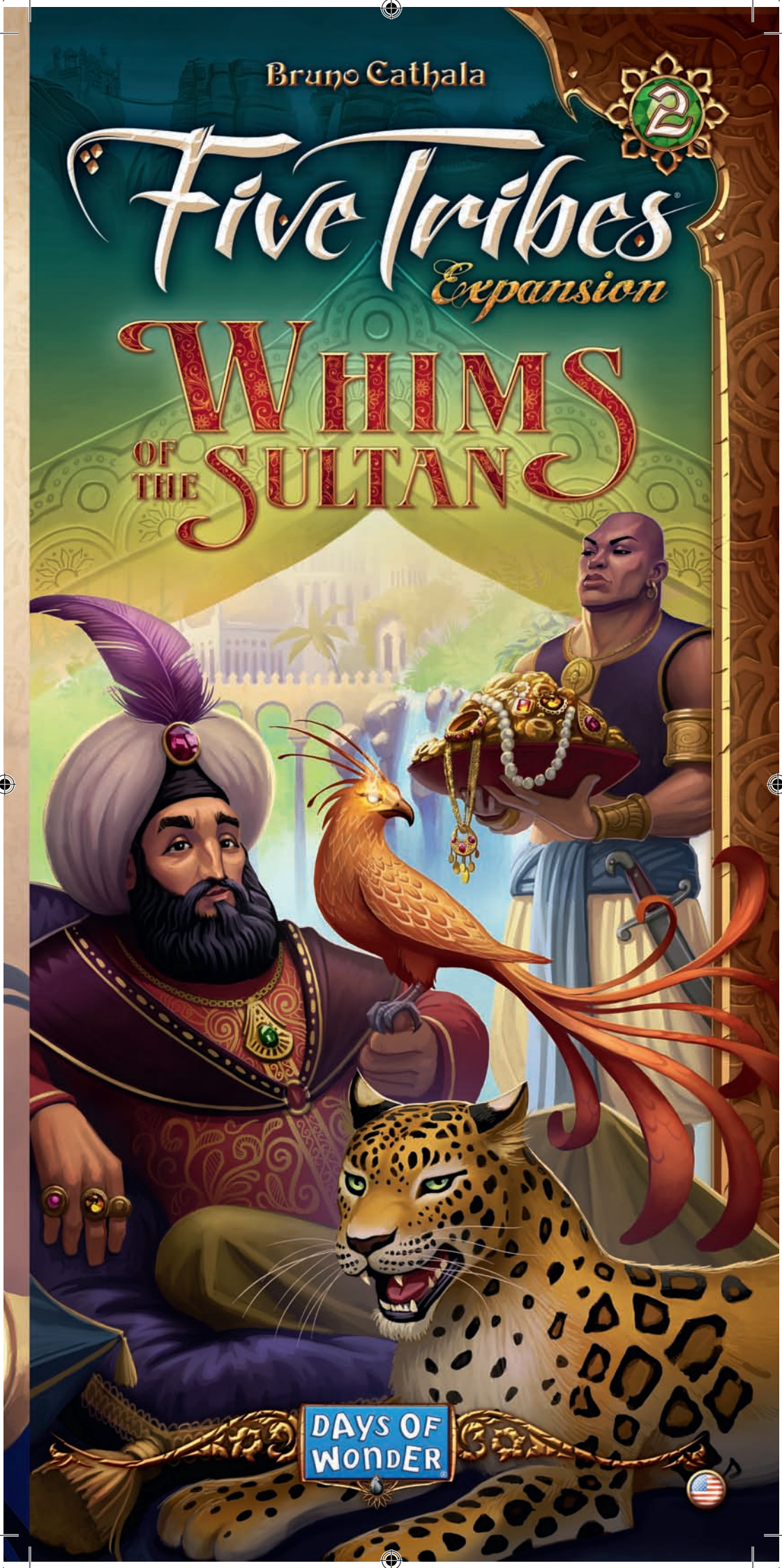

Bruno Cathala
Five Tribes
Expansion
2
Whims of the Sultan
DAYS OF WONDER

The Sultanate of Naqala continues to flourish. This time of prosperity has attracted more competitors than grains of sand in the desert, so if you expect to remain on top, you'll have to learn some new tricks... especially since the Sultan founded 5 new fabulous cities that everyone wants to control.
I've also heard that the Sultan sometimes holds hearings in those cities, offering huge rewards to those who grant him his whims.
Are you up for the challenge?

With "Whims of the Sultan", up to 5 players can now vie to control the 5 fabulous cities and work to satisfy the Sultan's requirements.
This expansion can be played with the base game alone or along with "The Artisans of Naqala" expansion.

Components

- 6 tiles (5 fabulous cities, 1 great lake)



Fabulous cities



Great lake

- 15 wooden tribe meeples



- 8 camels, 1 tent and 1 player's turn marker
- 22 Whim of the Sultan cards
- 2 Djinn cards
- 1 bid order track and 1 turn order track for 5 player games
- 1 pad of scoring sheets
- 1 summary sheet
- 42 gold coins (worth "5")





Whim cards

Bid order track



Turn order track





Djinn cards

Setting up the game

Note: *This expansion provides the components needed to play 5-player games of Five Tribes. This option is only possible by adding at least one of the expansions that adds tiles to the game. The only change to the setup in this case is to switch the bid order track and the turn order track from the base game with the ones provided in this expansion.*

At all Times

- In a game with 3 to 5 players, each player gets 8 camels and 1 turn marker in their color. In a 2-player game, each player gets 11 camels and 2 turn markers in either pink or blue.
- Each player gets 50 gold coins (9 coins worth "5" each + 5 worth "1" each)
- Bid order & turn order tracks, Resource cards, Djinn cards (don't forget the new ones!), gold coins, palm trees, and palaces are placed according to the usual set-up.
- Take the players' turn markers and randomly place them on the bid order track. This will determine which order the players initially bid for position.

Without The Artisans of Naqala Expansion

- Mix the 6 tiles from this expansion with the ones from the core game. Place them at random on the table, forming a 6 x 6 tiles square (the board).

Tip : The board will be easier to read if you use the same orientation for all tiles.

- Remove the 3 Whim of the Sultan cards that have the Artisans symbol from the game. Shuffle the remaining Whim of the Sultan cards and place them face down as a draw pile close to the board. Draw the top 5 cards and put one face up on each fabulous city.



- Mix the meeples from the core game and from this expansion in the bag. Then grab and drop them in random sets of 3 on each tile EXCEPT FOR the Great Lake tile that remains empty.

With The Artisans of Naqala Expansion

- Mix the 6 tiles from the "Whims of the Sultan" expansion with the ones from the core game.
- Draw 14 tiles at random from this stack and add the 6 tiles from "the Artisans of Naqala". Shuffle these 20 tiles together and place them at random on the table, forming a 4 x 5 tiles grid.
- Lay the 22 remaining tiles around that grid so that you end up with a 6 x 7 tiles grid (the board).

Note: *Because of the mountains, make sure you use the same orientation for all tiles. Also, if a tile is entirely surrounded by mountains or cut off from the rest of the board because of the Great Lake and/or the Chasm, restart the setup, as all tiles must remain accessible.*

- Place the mountains on the designated spaces on the workshop tiles.
- Shuffle all the Whim of the Sultan cards and put them face down as a draw pile close to the board. Draw the top 5 cards and put one face up on each fabulous city.
- Mix the meeples from the core game and both expansions in the bag. Then grab and drop them in random sets of 3 on each tile EXCEPT FOR the Great Lake and the Chasm that remain empty.
- Shuffle the Item markers and stack them face down next to the board.
- Each player receives the tent in their color.

How to Play

This booklet explains how to play with the new game elements. Other rules remain unchanged.

New Tiles

GREAT LAKE



The Great Lake is a forbidden, impassable tile. There can never be any meeples on it, during setup or during gameplay.

At the end of the game, EACH palace or palm tree on a tile adjacent to the Great Lake tile (either orthogonally or diagonally) is worth twice the amount of points it would normally bring (10 for a palace, 6 for a palm tree).

FABULOUS CITIES (5 tiles)



Controlling the fabulous cities can be a huge stepping stone for victory. The more you control, the more points you score at the end of the game:

- If you control one city, you score 5 points
- If you control two cities, you score 20 points
- If you control three cities, you score 45 points
- If you control four cities, you score 80 points
- If you control all five cities, you score 125 points

So, make you sure you don't let a single player control all of them!

Tile Action: When you end your move on a fabulous city, add the Whim of the Sultan card to your hand if there's one on the tile. If there is no card on the city, you get nothing.

During the clean-up phase, add a new face up Whim of the Sultan card on the cities where there are none.

So, if one of the Whim of the Sultan cards is really important to you, this might be an incentive to bid more to secure it early in the round before someone else gets it...

Note: *Three Fabulous cities are considered blue tiles and two are considered red tiles when applying the builders action or the tent effect. These color variations don't have any other effect on the game.*

Whim of the Sultan Cards

Each card shows a special request from the sultan, who will cover you with gold if you meet his requirements.



When you get to collect a Whim of the Sultan card:

- If you already meet its requirements, put the card face up in front of you and immediately gain the value of the gold coins pictured on the card.
- If you don't meet its requirements yet, keep the card in your hand. Later in the game, as soon as you fulfill the conditions of the card, reveal it, place it face up in front of you and gain the value of the gold coins pictured.

At the end of the game, cards that are still in players' hands are simply discarded. They are worth nothing but don't bring any penalty.

All of the card effects are described on the summary sheet.

New Bid and Turn Order Tracks

Note: *Only use the new tracks when playing 5-player games.*

On the new turn order track, there are two spots worth 1, 3 and 5 gold coins. Bidding for those values works the same way as the "0" spot from the core game order track: the first player who bids one of those values places their turn marker on the corresponding bottom spot. The second player to choose that value pushes the turn marker onto the top spot of the same value to make room for their own marker and takes the spot to play before the "chased" player. There are only two spots per value, which means that each of those values are limited to two players.



A.



Adrien chooses to pay 3 gold coins.
He puts his turn marker on the bottom "3" spot on the turn order track.

B.



Bruno noticed a nice move and decides to pay 5 gold coins.
He puts his turn marker on the bottom "5" spot on the turn order track.

C.



Cyrille would like to save some money and he is aware that each coin is worth one victory point at game end...but on the other hand, 2 players will bid after him so paying 1 gold coin might mean going last...so he decides to pay 3 gold coins, pushing Adrien's turn marker to the next highest spot.

D.



Delphine is now in a tough situation...

The only way for her to avoid the last spot would be to pay 5 gold coins (pushing Bruno's turn marker up). That's too expensive for her at this point in the game.

She also knows that if she pays one gold coin, odds are that the last player will do the same to play before her. So she decides to keep her money for a later turn and places her turn marker on the bottom "0" spot.

E.



Eric doesn't pay anything either.
He pushes Delphine's turn marker for free and will play 4th.

New Djinns

Kali



Each time you push an opponent's turn marker on the turn order track, collect 1 gold coin. Each time your turn marker is pushed by an opponent on the turn order track, collect 2 gold coins.

Note: *Even though the card shows the 5-player track, Kali's power is active in all games.*



Ganapati

Collect one gold coin each time you get a Whim of the Sultan card, and 2 gold coins each time one of your opponents does.

Credits

Game Design
Bruno Cathala

Illustrations
Clément Masson

Graphic Design
Cyrille Daujean



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