

Cards



During the selection of a group of dice, discard one (and only one) card to get one more die than the number the square contains. It is also possible to get an additional Camel or Gold coin, or to place an additional cube in the shops.

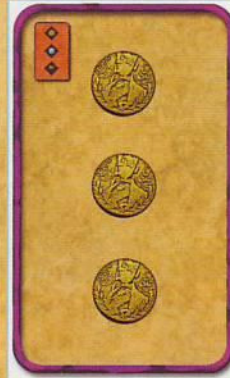
Be careful: this power does not work with empty squares.



Exchange Camels or Gold coins with the general stock. For each Gold coin given to the general stock, take a Camel. For each Camel, take a Gold coin.



Take 3 Camels from the general stock.

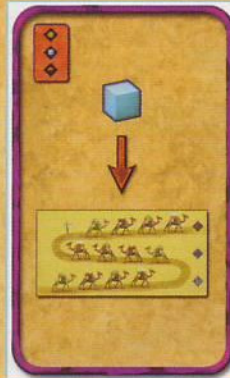


Take 3 Gold coins from the general stock.



Place a cube from your personal stock on any shop in the city.

Be careful: you cannot place a cube on a shop belonging to a souk which has already been started by an opponent. Also, you cannot place a cube in a souk if you already have an unfinished souk in the same neighborhood.



Place a cube from your stock on the first empty square of the Caravan and score points accordingly.

Be careful: even if you own the Caravanserai, this action does not allow you to take a new card.



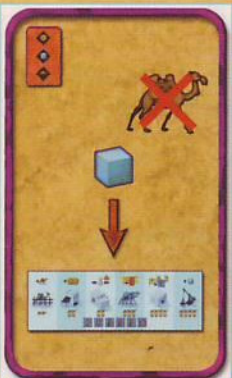
Discard Camels and score 2 points per discarded Camel.

Be careful: you cannot discard more than 4 Camels.



Discard Gold coins and score 1 point per discarded Gold coin.

Be careful: you cannot discard more than 10 Gold coins.



Build one (and only one) special building without paying its cost in Camels (you only pay the part of the price which is supposed to be paid with Gold coins). Score points accordingly for this action.

For instance: you can build the Hoist by paying only 4 Gold coins.



Build one (and only one) special building without paying its cost in Gold coins (you only pay the part of the price which is supposed to be paid with Camels). Score points accordingly for this action.

For instance: you can build the hoist by paying only 4 Camels.