

## TUAREG

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Card game for 2 to 5 players aged 10 years and up.

Duration: 20 – 45 minutes

### Content:

- 5 camel cards (2 or 3 camels)
- 17 special cards: 5 donkeys, 5 caves, 3 thieves, 4 maps
- 44 resource cards: 8 water, 10 gold, 12 rock salt, 14 millet
- 1 overview card
- 1 playing instructions

### Idea of the game:

Between Timbuktu and Gao Tuareg nomads are busy loading their camels with water, gold, rock salt and millet before making the seemingly endless journey to the next oasis. Whoever is able to arrive with the most valuable resources will garner the best profits. But it's not as easy as it first may appear. Other Tuareg are secretly hiding their goods in caves and may steal away some of your business when they unexpectedly show up with goods that are more valuable than yours.

### Aim of the game:

The game consists of two stages in which each player tries to gain a majority of the various resources. At the end of each stage points are awarded for a majority of a resource, as well as for strategically played special cards (donkeys, caves, thieves and maps).

### Before you begin:

- Have a pencil and paper ready to record point totals.
- Each player receives a card with 2 **Camels**. For a 2-player game turn the camel card over so that the

side with 3 camels is showing. Remaining camel cards are removed from the game.

- The **special cards donkeys, caves, thieves and maps** are each stacked in its own pile, face up, and next to one another. The number of cards depends on the number of players (the remaining special cards are not needed for this game):
  - **2 players:** 2 donkeys, 2 caves, 3 thieves, 3 maps
  - **3 players:** 3 donkeys, 3 caves, 3 thieves, 2 maps
  - **4 players:** 4 donkeys, 4 caves, 3 thieves, 3 maps
  - **5 players:** 5 donkeys, 5 caves, 3 thieves, 4 maps
- All 44 **resource cards** are shuffled and placed **face down**, in a draw pile next to the special cards that are lying face up.
- The first two resource cards are drawn from the pile and laid down face up to form the **market**.

***Note:** Throughout the course of the game the market will fill up. Therefore, each resource should be stacked in its own pile (each card of the same resource slightly offset, one on top of the other).*

#### **Order of play:**

- The youngest player begins.
- On your turn you have **one** of the following options (see overview card 1):
  - Draw resource cards from the draw pile and place it in your cache, or
  - Load up your camel with goods from your cache, or
  - Pick up resource cards from the market and load it onto a camel, or
  - Buy a special card
- Once your turn is over, the player to your left has his turn and must decide which one of the four

options, as described above, he wants to carry out. Play continues in a clockwise direction.

### Drawing resource cards from the draw pile and placing it in your cache:

On each resource card you can see the value of the card in dinar, as well as the number of the particular type of goods in the game and point value for a majority of this particular resource (e.g. there are 10 x gold in the game worth 2 dinars and 5 points for a majority).

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- Draw the top three resource cards from the draw pile. Keep the cards in your hand. These cards make up your **cache**. Lay at least one card of **your choice** back from your cache into the market.
- **At the end of your turn you're only allowed to have a maximum of 4 cards in your hand.** Lay as many resource cards in the market as required until you have no more than 4 cards in your hand.

***Example:** Karin already has 2 x water and 1 x millet in her hand. She draws three resource cards (2 x water, 1 x rock salt) and puts 1 x millet and 1 x rock salt in the market. She now has 4 x water in her hand and has improved her cache.*

### Loading up your camel with goods from your cache:

Each player has a card with 2 camels (2 players: 3 camels) in front of him, onto which he can load his goods.

- You can lay up to 4 resource cards from your cache (cards in your hand) onto **one of your camels**. Lay the resource cards face up, one on top of the other and slightly offset, so that each card is visible, next

to the selected camel and according to the loading rules (see below). You can load more goods onto this camel in later rounds. New resource cards are always placed on top and never under the resource cards that have already been laid.

**Loading rules** (see overview card 2):

- Each Camel can carry a maximum of 4 goods.
- A camel can carry a maximum of 2 different kinds of goods at a time.
- Types of goods may be exchanged only once per camel (e.g. you cannot change from gold to millet and back to gold again).
- **Special cases – water and gold:** If a camel is carrying water, no other resource may be loaded onto the camel at the same time. Moreover, a camel can carry a maximum of 2 x gold at any one time.

***Example:** Timo has already loaded 1 x gold onto a camel in a previous round. He currently has 1 x gold and 3 x rock salt in his hand. To load his camel from his cache he has the following options: He can lay 3 cards on the camel that is already carrying gold in the following sequence: 1 x gold with 2 x rock salt, or 3 x rock salt. Alternatively, Timo can load all 4 cards from his cache onto a camel that isn't carrying any goods.*

**Picking up resource cards from the market and loading it onto a camel:**

You can take up to 4 resource cards of one kind from the market as long as you load them directly onto one of your camels according to the loading rules.

**Note:** Cards taken from the market must be immediately loaded onto a camel! They can never be added to

*your hand (cache)!*

**Buying special cards:**

- You have to pay 3 dinars to buy one of the four different special cards. You can pay using your resource cards from your cache or from your resource cards on your camels, or any combination thereof in accordance with the value printed on the cards. If you pay with the goods from a camel, you may only use the resource cards that are not covered by other goods. You can however use one after the other.
- Show your resource card(s), which you have chosen to use as payment, to the other players. If you are forced to overpay (e.g. 2 x gold = 4 dinars), you are not compensated for the difference.
- Discard the used resource cards onto a discard pile.
- Now pick up a special card and lay it face up next to you. You can use the card in this turn or later. You may have and use multiple special cards of the same kind.

**Special cards and their meaning:**

**Donkey:**

It is always used as an extra camel.

**Loading rules for the donkey:**

It can carry a maximum of 4 goods. Goods can be loaded onto a donkey in any order you like. There are also no restrictions for loading water or gold (e.g. you can have the sequence: gold-gold-water-gold or gold-water-millet-rock salt). The rule that new resource cards may not be placed under cards that have

already been laid also applies for donkeys.

**Note:** *You may only load one animal per round (camel or donkey).*

**Cave:**

You may hide one resource per round in each of your caves, either from your cache (cards in your hand) or the uppermost card from your camel or donkey. Place the chosen resource card, face down, under the cave card. A maximum of **any 2** resources may be hidden in a cave. The resources remain hidden in the cave until the end of the stage.

If you pick up resource cards from the deck for your cache, you still have to place at least one card in the market. However, you can hold onto 4 resource cards in your hand and hide 1 resource card per cave.

**Thief:**

You can use the thief **once** on your turn, in addition to your chosen option, or even use multiple thieves in one turn. A thief steals **1 resource card**, either from another player's cache, camel or donkey. Resource cards stolen from a player's hand are taken at random. If the thief steals a resource from a camel or donkey, he can only take the uppermost card. The stolen goods are placed under his thief. They remain there until the end of the stage. You cannot use this thief again.

**Map worth 2 points:**

The map is worth 2 points, should you decide to cash it in at the end of a stage.

**End of stage 1:**

- Once the last resource card has been drawn from the draw pile, there is only one round left in stage 1.
- Everyone, including the player who drew the last card, gets one more turn. The option "Draw a resource card from the draw pile and place it in your cache" no longer exists, as the draw pile is empty.
- Lay down the cards in your hand **face down** in front of you, as you will need them for the 2nd stage.
- If you have any cards hidden in caves or under thief cards, turn them over and put the special cards back in their respective piles.
- Every player sorts his resource cards, excluding the cards from his hand, according to resource type, and counts how many of each resource he has. One time only, the player with the most cards per resource is awarded points according to the value of the particular resource, as indicated in the upper right-hand corner of the resource card, not however according to the number of cards within his possession. If two or more players tie for the first place (equal amount of cards in one resource), they each receive points according to the value of the particular resource, less 1. Continue the same process for each of the four resources.
- Donkeys that were carrying cargo are placed back in their pile of special cards.

*Note: A donkey without cargo is considered unused, even if it was used in the course of the stage to carry goods.*

**Beginning of Stage 2:**

- The market stays unchanged for the 2nd stage.
- All donkeys, caves and thieves used during stage 1 are put back into their respective piles where they can be immediately re-acquired.
- The resource cards that are lying face up and which have already been counted are shuffled and placed into a new draw pile for the 2nd stage
- Now pick up any resource cards that are still lying in front of you from the 1st stage and take them back onto your hand (cache).
- The player to the left of the player who finished stage 1 begins stage 2 and chooses one of the 4 possible options, and so on.

**End of game:**

- Once the last resource card has been drawn from the draw pile during stage 2, there is only one round left in the game. If you can only draw 1 or 2 cards from the pile, you are not forced to lay a resource card in the market—unless of course you surpass your cache limit of 4 cards.
- Everyone, including the player who drew the last card, gets one more turn.
- Everyone lays down their cards, face down, in front of them on the table.
- As in stage 1, all resource cards are sorted according to resource type, and points are awarded and recorded for the most cards of a single resource.
- All unused special cards are worth 1 point (2 points for a map).



The player with the most points combined from both stages wins. In case of a tie, from all involved players the one who has the most valuable cards in his cache wins.