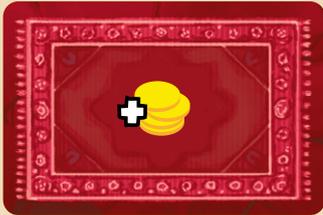


APPENDIX

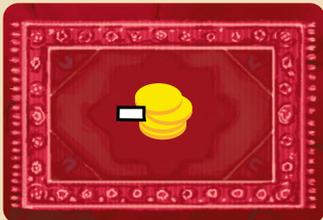
SPECIAL AUCTION RULES

The top card of the Tower indicates the type of auction of the current round. The standard auction rules remain the same, however, some of these special rules may affect the winning condition of the auction. These rules always have priority over the standard auction rules.



HIGHEST BET

This is the standard auction (described on page 4).



LOWEST BET

This auction is the opposite of the standard auction. **Starting at 1**, the lowest bet wins the auction. In case of a tie, the second-lowest bet wins.

Note: If a player bets 0, that bet is ignored.



HIGHEST QUANTITY OF DATES

The bet of the player with the highest quantity of illustrated dates (not cards) is increased by 1. In case of a tie for the highest quantity of dates, the bet of all tied players is increased by 1.

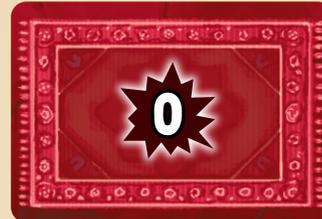
Note: If none of the players have dates, the auction is played as a standard auction.



FIRST PLAYER BET

The bet of the player with the First Player token  is decreased by 1. In the case where the first player wins this auction with a bet of negative value, they do not receive a coin from the Supply.

Note: If this is the first auction of the game, the auction is played as a standard auction.



THE LUCKY 0

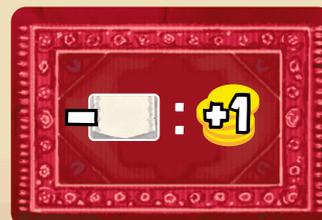
If **only** 1 player bets 0, that player automatically wins the auction. However, if 2 or more players bet 0, these players lose 2 pounds (or all they can), and the auction is considered a standard auction.

Note: If the auction has to be restarted, players who have bet 0 do not lose any pounds.



CANNOT BET 2 / CANNOT BET 3

Players may not bet the number indicated.



LOWEST QUANTITY OF GOODS CARDS

The bet of the player with the lowest quantity of Goods cards is increased by 1. In case of a tie, the bet of all tied players is increased by 1.

Note: If none of the players have Goods cards, the auction is played as a standard auction.



MARKETS

APPENDIX



Name 1 of the 4 types of goods, and then draw 3 Goods cards from the Tower. If the predicted type is on 1 or more of the 3 cards, take 1 Goods cards of that type, and discard the others. If the predicted type of goods was not drawn, discard the 3 Goods cards.

Important: Goods cards obtained with this ability are set aside and placed along with the Goods cards of the chosen market.



Take one face-up Goods card from this market and switch it for another face-up Goods card from any other market, if available.



Move 1 carpet card or 1 fruit card from any other market to this market, if available.



Draw as many Goods cards from the Tower as there are players. Place the first card face-down and the rest face-up. The player who has activated this ability chooses first. Then, going clockwise, all other players choose one of the remaining cards and must immediately place it on one of their camels (following the rule of Place Goods cards on camels section).

Important: For the active player, this Goods card is set aside and placed along with the Goods cards of the chosen market.



Instantly discard 1 Goods card from 1 of your camels.



Take 1 random face-down Goods card from this market and move it to any other market.

Note: The face-down Goods card may not be moved to a market that was already chosen this round.



Gain an Extra sale token that may be spent during any subsequent Sell Phase to make an additional sale.

Note: A player may only have 1 Extra Sale token at a time.



For each empty camel, draw 1 Goods card.
Example: If you have 2 camels without any Goods cards, draw 2 cards in addition with Goods cards from the market.

Important: Goods cards obtained with this ability are set aside and placed along with the Goods cards of the chosen market.



Move 1 date card or 1 pottery card from any other market to this market, if available.



Select any market and discard 1 face-up Goods card from that market, if available.

Note: The discarded Goods card may be on this market.



Take 1 face-down Goods card from this market and switch it with any face-up Goods card from any other market, if available.



Gain a Peek token that may be spent during any subsequent Market Phase, even before choosing a market, to check all the face-down cards of any market.

Note: A player may only have 1 Peek token at a time.