








COMPONENTS

8 Action tokens, including:

-  2 Joker goods tokens
-  2 Targi tokens (1 each in blue and white)
-  2 Tribe marker tokens (1 each in blue and white)
-  2 Waiver tokens

GAME SETUP

-  Each player receives a set of 4 different Action tokens.
-  Each player secretly chooses 3 of those tokens. The tokens not chosen are removed from the game.
-  Both players reveal their chosen Action tokens and place them face up next to the other game material they received at the beginning of the game.

Please note: The players can agree to choose their 3 Action tokens at random. If the players choose to do so, they each shuffle their 4 tokens face down, remove 1 from the game and reveal the remaining 3 tokens. It is also allowed that the players agree to use the same tokens each.

The Action tokens offer the players new possibilities. Each Action token can **only be used once!**



Joker goods token

A player can choose to use his/her Joker goods token anytime as **1 good of his/her choice** (dates, salt, pepper). Remove the token from the game after use.



Targi token

When both players have placed their Targi figures, a player may place his/her Targi token on any free Border card. This can **even** be a card **opposite of the other player's Targi**. The player executes the action of this **Border card** like his other actions. Remove the token from the game after use.



If both players want to use their Targi token in the same turn, the starting player goes first, followed by the other player.



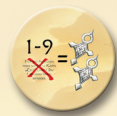
Tribe marker token

When both players have placed their Tribe markers, a player may place his/her Tribe marker token on any **free intersection**, which is **on an unbroken direct line from the Robber and also one of his Targi figures**. The player executes the action of this card like his other actions. Remove the token from the game after use.



If both players want to use their Tribe marker token in the same turn, the starting player goes first, followed by the other player.

It is not allowed to move one's own Tribe marker onto the card which is marked by a Tribe marker token with the help of the Fata Morgana. It is also not allowed to move the Tribe marker token itself with the help of the Fata Morgana.



Waiver token

A player may choose to **pass on the text benefit** of his/her played Tribe card. If he/she chooses to do so, the player receives **2 additional victory points at the end** of the game for this Tribe card. Place the Waiver token on this Tribe card. Do not execute the card text. An already placed Waiver token cannot be removed or placed onto another card.

A player may only use his/her Waiver token if he/she has placed **no more than 9 Tribe cards**, including the one just placed. It is not allowed to play a Waiver token if a player has already placed 10 or more Tribe cards in his/her display.