

GAME OVERVIEW AND GOAL

In this expansion, the original gameplay is both expanded and improved with new tribe cards, border cards, sand dune cards, water tokens, and a special Targia figure — all of which combine to make a great game even better. The Targia presents an exciting twist to the original game as she moves opposite the robber and uses her abilities to upgrade the effects of the border cards. The addition of water tokens presents a host of refreshing new possibilities to the game, while the new sand dune cards allow a Targia to gain a unique advantage if they travel to an outlying sand dune — but they may miss a valuable action in the center play area as a result! **The player with the most victory points at the end of the game is the winner.**

GAME MATERIALS

80 game cards, including:



45 Tribe cards



5 Goods cards



10 Border cards



20 Sand dune cards



1 Targia figure



15 Water tokens
(10x 1-point, 3x 3-point,
2x 5-point)



1 Gold token



6 Goods tokens
(2x Dates, 2x Salt,
and 2x Pepper)



8 Victory point tokens
(4x 3-point, 4x 5-point)



6 Action markers

GAME PREPARATION

- Before the first game, carefully separate all of the pieces from the die-cut board.
- The players should seat themselves so that they can both read the writing on the cards easily. Ideally, they should sit next to each other.
- The following materials will be required **from the base game:**

- all six Targi figures
- all four Tribe markers
- the Robber figure
- all goods, gold, victory point tokens, and the starting player token
- the border cards that show a good (2, 3, 6, 7, 11, and 15)
- all goods cards

Important: The tribe cards from the base game will **not** be used.

- The six border cards that show a good from the base game together with the 10 border cards from this expansion pack make up the **16 border spaces**, all of which are used to form the border of the play area. The small numbers from 1–16 written in the upper left corner of each card are for orientation. The border spaces remain in these same positions throughout the game.



Note: Rather than learning the symbols before playing the game, during the first game the players can simply place the border cards with the back sides facing up to show the writing. They can also turn the cards over at any time during a game to read the writing on the back.

- ✦ Mix the five new goods cards (the ones for water) into the stack of **good cards**. **Randomly draw four goods cards** from the stack and **place them in the center area** as shown in the illustration below.
- ✦ Shuffle the **tribe cards** from this expansion pack. Place **five randomly-drawn tribe cards** in the remaining spaces in the center area.
- ✦ Place the stack of remaining tribe cards next to the "tribal expansion" space. Turn over the top card and place it face up next to the stack as the first card in the discard pile. The stack with the remaining goods

cards goes next to the "watering hole" space.

- ✦ Shuffle the **20 sand dune cards** and place **three sand dunes face up** next to the playing area. Keep the remaining sand dune cards ready as a draw pile.
- ✦ The **goods, water, gold, victory point tokens, and action markers** are placed next to the playing area as a general supply.
- ✦ Set the **Robber** (gray figure) next to space 1 ("Noble").
- ✦ Set the **Targia** (purple figure) next to space 15 ("Salt").
- ✦ Each player gets **three Targi figures** and **two tribe markers** in his or her playing color. Each player also gets **one date, one salt, one pepper, two water, one gold, and two victory point tokens with a total value of four** (one 1-point token and one 3-point token).



Tip: If you want to make it a little easier, each player can have one additional token of each type of goods — in other words, two dates, two salt, and two pepper.

- 🌿 The player who was the last to season their food with pepper will get the starting player token and takes the first turn. If neither player has used pepper, the player with the white Targi figures starts.


COURSE OF PLAY

All of the base game's rules apply, with the following additions:

Symbols on tribe cards

- ⚡ **Immediately** upon placing this card in his or her display, the player will carry out its advantage **once**. After that, the player no longer needs to pay attention to the words written on it (the advantage).

- ∞ Once a player has placed this card in his or her display, its advantage applies **continuously** until the end of the game.

- △ Immediately upon placing this card in his or her display, the player will place **1 action marker** from the supply on this card.  The player can then use the card's advantage **once at any time** during one of his or her turns.

- ! The advantage of this card does not apply until the point assessment at the end of the game.




Special tribe cards

If a tribe card has a "/" in the cost display, the player may choose which of the two cost alternatives to pay.



If a tribe card has "(...)" in the cost, the player may choose whether to pay the **additional** cost indicated in the parentheses when playing the card. If so, the player **immediately** gets the victory points indicated in the parentheses at the bottom right, in the form of victory point tokens. In the point assessment at the end of the game, of course, only the victory points outside the parentheses should be counted.

The Targia figure

- 🌿 At the beginning of each round, once the robber has been advanced, the Targia figure is advanced **one space in a counterclockwise direction**. In the first round, she is placed on space 15 ("salt"). 

- 🌿 Unlike the robber, the Targia does not block a space.

- 🌿 If a player places his or her Targi on the space with the Targia, the player may additionally use the **Targia's ability** when performing actions:

- The player either gets **one goods token of his or her choice** from the supply
 or
- The player returns **one goods token of his or her choice to the supply** and turns over the **top goods card** in the draw pile. Then the player gets to take from the supply whatever is shown on the card. **Note:** If there is a "/" on the card, the player must choose one of the alternatives. If the player does not like the card, he or she may return another goods token of his or her choice and turn over another goods card. Then the player decides whether to take what is shown on the card or to pay another goods token, etc. The player may keep doing this as long as he or she likes.



The water tokens

Water (like gold) is **not** a type of goods. If a player has **more than 10 water** at the end of the round, he or she must use the extra water if possible, or else return it to the supply.

Water makes the players more flexible. There are various options for using it:

- A player may make **a trade at any time**: **three water = one gold, two water = one goods**
- **At the end of the game** a player gets **one victory point for every two waters**.
- On many **tribe cards** with a "/" water is one of the **cost options**.



The sand dunes

Whenever a player deploys a Targi figure, he or she may place the figure on an **unoccupied sand dune instead of a border card**. Only one Targi can be placed on any sand dune, regardless of the player. However, a player may place an additional Targi on a different unoccupied sand dune during his or her turn.



When a player carries out the actions of his or her Targi and tribe markers, the player uses the **one-time advantage** of the sand dune on which the Targi is standing. Then the player takes the Targi figure off the card and places the **used sand dune** on a **discard pile**.

Important: If a player has placed a Targi on a sand dune, the player will have **one less point of intersection** available on the field of play. In other words, the player has one less action. If, in one round, a player positions two or even three Targi on sand dunes, there will be no intersection points available at all.

Note: *The loss of intersection points (and further actions) is counterbalanced by the very strong advantages of the sand dunes.*

- The order in which a player uses his or her occupied border cards, sand dune cards, and the cards occupied by his or her tribe markers, is up to the player.
 - A player may abstain from carrying out the advantage of a sand dune. When that happens, the sand dune card is placed on the discard pile.
 - New sand dunes may enter into the game in one of two ways:
 - If there are **no sand dunes on the play area at the start of a round**, **one sand dune card is taken from the draw pile** and displayed face-up.
 - **After a raid** and after the Targi has been advanced one space, **all the sand dune cards displayed face up are placed on the discard pile** and replaced with **three new sand dune cards** taken from the draw pile.
- Note:** *In this case, no new sand dune is played at the start of the round.*

END OF GAME AND SCORING

- The game **ends after the round** in which one player has played his or her **twelfth tribe card**. If the current starting player ends the game, the opposing player still gets one complete turn.
- The game also ends if the robber reaches the **fourth "raid" space**. In this case, the players will have to pay the required gold or one of the tribe cards at the right edge of their display. The game ends immediately afterwards.



Now it's time for scoring. Both players add up their victory points in the form of silver crosses (victory point tokens and silver crosses on tribe cards)

Some tribe cards will yield extra points.

Extra points are then allocated for the symbols in completed rows (4 cards in a row):

- **four points** for rows with **the same symbol**
- **two points** for rows with **four different symbols**

For each two waters, the player gets one victory point.

The player with the most points wins. In the case of a tie, the player with the most gold wins. If this is also a tie, the player with the most goods wins. And if that is also a tie, the game ends undecided.

Special situations



A player can use this tribe card to place his or her Targi on a sand dune that already has the other player's Targi on it. When that happens,

the following rules apply:

The card is not placed on the discard pile until both players have performed their actions. Only after the second player has also completed all of his or her actions will the sand dune card then be placed on the discard pile.



If a player uses the tribe card that allows him or her to add his or her Targi to this sand dune card, which may be added to the player's

display, the card may be used by only **one** player. The starting player in this round gets the card because that player performed his or her actions first. Then the second player goes away empty-handed. If the starting player abstains from using the card, the second player can place it in his or her display.

The same rules apply if, due to an extremely rare card combination, the tribe markers of both players are placed on the same card in the center area. In that case as well, the starting player is given preference.

Use of cards from the base game together with those from the expansion

The new **tribe cards** are coordinated with one another. Therefore, you should only play with those ones, at least in the first games.

If you later want to play with the base game's tribe cards along with those from the expansion, proceed as follows:

- Sort all 90 tribe cards (from the base game and expansion) into their 5 different symbols (camp, oasis, well, etc.), and shuffle each sub-pile separately. Count out nine cards from each sub-pile, keeping the cards face down, and mix them into one large pile. You can then play with these 45 tribe cards. In the next game, you can simply use the other 45 tribe cards.



- Of course, you can also assemble a deck according to your own preferences, but it must still have nine cards per symbol.

♣ Players who want even more variety during the course of play can also combine the border cards from the base game and the expansion pack however they like.

♣ To help you separate the cards from the base game and the expansion, the expansion pack's tribe cards have a Targia symbol on the front sides, and the border cards have the symbol on the sides with writing.



The Author: Andreas Steiger, born in 1973, lives with his wife and two sons near Stuttgart, Germany, and works as a kindergarten teacher. Besides board games, he enjoys video games and improvisational theater. Because he prefers games that work well with two players, he developed "Targi" as a pure 2-person game. His first creation was nominated for several German and international prizes, including "Kennerspiel des Jahres" (German "Connoisseur's Game of the Year") in 2012. That same year, the game was honored with the "A



la Carte" prize. Since the author and his wife still like to play the game regularly – and also in response to requests from many Targi fans – he developed this expansion to bring fresh sand into the desert with only a few new rules.

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