

Five Tribes™ Solo

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The new Sultan of Naqala, Yazid the First, is as benevolent as he is naive. He cares about the people, distributes wealth to the poor, listens to their complaints... These lands need authority and a strong leader, not some soft-hearted king. By all rights, Naqala should be yours. The time has come for a coup!

The path to victory is a difficult one, though: the Sultan is supported by his Council of Viziers, he has Assassins entirely devoted to his cause, and rumor has it that he's protected by powerful Djinns...

Setting up the game

In this solo variant of Five Tribes, you will be confronting the Sultan Yazid who plays as a dummy player. Use the base game setup with the following differences:

- ◆ Take the 11 blue Camels for yourself.
- ◆ Place the 11 pink Camels next to the board. These are Yazid's Camels.
- ◆ Take 25 Gold Coins (instead of 50).
- ◆ Do not use the Bid Order & Turn Order Track.
- ◆ Use 2 regular six-sided dice (1 black and 1 white).



The rest of the set-up remains unchanged.

Object of the game

Survive the entire game and score a maximum number of Victory Points (VP). You score VPs as in the base game.

You immediately lose the game if

- ◆ there are 7 Assassins next to the board ;
- ◆ there are 6 Djinns next to the board ;
- ◆ you cannot pay Yazid when required to.

At the end of the game, you must have more Viziers than Yazid. If not, you lose the game.

The game turn

1 Turn Order

Roll the dice for Yazid. The results indicate his target for this turn (the Tile that he will clear):

◆ **The white die** indicates in which column he will strike in (the first column on the left is column #1, the last column on the right is column #6).

◆ **The black die** indicates which Tile he will clear in that column (the bottom Tile is #1, while the top Tile is #5). If Yazid rolls a black 6, he will clear two Tiles instead of one (see below).



If you don't want Yazid to clear the targeted Tile(s), you can outbid him in order to play before him. In that case, you must pay the sum of the two dice numbers to the bank before playing your turn. At the end of your turn, you must then re-roll the dice for Yazid, and accept the result.

2 Player's Action

Yazid usually goes first, except if you paid to outbid him.

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2^a Yazid's Turn

Several possibilities exist for Yazid's turn.

- ◆ **The black die shows a 6:** Yazid strikes twice! He targets two Tiles: the top one and the bottom one available in the column indicated by the white die, as long as there are still meeples in them. If there is only one Tile with meeples left, you must choose a second target in any other column. If the whole column is empty, you must choose two targets in any other column(s).
- ◆ **The black die shows any other number:** Yazid targets a single Tile. If the Tile does not contain any meeples, you chose another Tile from this column, or from another column if the whole column is empty of meeples.
- ◆ Yazid **captures** all meeples that are on the targeted Tile(s). Depending on their color, they have different effect:



Place the captured Viziers next to the board: they form the Council of Viziers (see Game End).



Place the captured Elders next to the board: if Yazid has at least 1 Elder and 1 Fakir (or 2 Elders, if he has no Fakir) at the end of his turn, he discards them to buy the first available Djinn (from left to right). Yazid can only buy one Djinn on each turn.

You immediately lose the game if there are 6 Djinns next to the board!



Put the captured Merchants back in the bag: Yazid takes that many Resource cards, beginning at the start of the line, and discards them all except for Fakirs.



Put the captured Builders in the bag and perform the Builders action for Yazid: instead of scoring these points, he takes them from your personal stash.

You immediately lose the game if you run out of money, even if you still have some Merchandise left! Note that you can only sell Merchandise at the end of your turn as explained below.



Place the captured Assassins next to the board.

You immediately lose the game if there are 7 Assassins next to the board!

When Yazid clears a Tile, he immediately places one of his Camels on it, as long as there is no other Camel already there. Yazid never performs the targeted Tile action, though.

Djinns have no effect for Yazid, but your own Djinns can still be activated by his actions:

Denhim: Receive 2 GC when Yazid takes Viziers

Nekir: Receive 2 GC when Yazid takes Assassins

Marid: Receive 2 GC when Yazid clears one of your Tiles

Ba'al: Receive 2 GC when Yazid takes 1 Djinn

2^b Your Turn

When it's your turn, you perform the following actions in order, as in the base game:

- ◆ Move Meeples
- ◆ Check for Tile Control
- ◆ Do the Tribe's Actions
- ◆ Do the Tile's Actions
- ◆ Merchandise Sale (Optional)

3. Clean Up

The Clean Up phase occurs when your turn and Yazid's turn are complete. As in the base game, replenish the visible Resources and Djinns, if need be.

End of the game

As in the base game, the Game stops at the end of the Turn during which either of these 2 events occur:

- ◆ A player drops his **last** Camel on a Tile (you or Yazid)
- ◆ No more legal Meeple movements are possible.

Compare your number of Viziers to the Council of Viziers assembled by Yazid. If you have more Viziers than him, congratulations! You made it to the final scoring. If not, you do not have enough support for your claim, and you lose the game (a tie is not enough).

Score	Title	The Elder's Words
190 VPs or below	Insufficient Iznogoud	<i>At least, you survived.</i>
191 to 220 VPs	Junior Jafaar	<i>You made it to the throne! ... until the next coup, that is.</i>
221 to 250 VPs	Ambitious Al-Rachid	<i>The Sultanate is yours! This was almost too easy.</i>
251 VPs and more	Splendid Saladin	<i>Not only did you take the throne, but people love you. You still wonder how you did it, but whatever works.</i>

Want to face a bigger challenge? Try starting the game with only 20 GCs. Reaching the Splendid Saladin title under these conditions is reserved for the toughest players!