



WHIMS OF THE SULTAN

Expansion



Collect 10 GC if you own 2 copies of the Resource card shown on the card. Show the cards, but don't discard them.



Collect 15 GC if you control at least one small market tile and one large market tile.



Collect 15 GC if you control 3 adjacent tiles (aligned either vertically or horizontally).



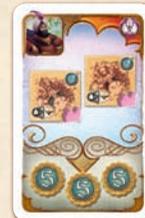
Collect 10 GC if you control any of the 4 corner tiles of the board.



Collect 15 GC if you control at least 3 Djinns.



Collect 10 GC if you own the meeples shown on the card.



Collect 15 GC if you control at least 2 Sacred Places tiles.



Reveal this card when you kill a meeple from the tribe depicted on the card and collect the indicated amount of GC.



Collect 10 GC if there are at least 2 Palaces on tiles you control.



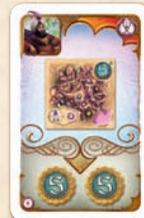
Collect 10 GC if there are at least 2 Palm Trees on tiles you control.



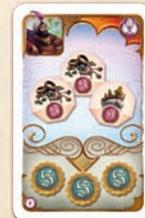
Collect 10 GC if you validated at least 2 Whim of the Sultan Cards (not counting this one).



Reveal this card when you perform a Builders' tribe action which is worth at least 15 GC and collect 15 GC.



Collect 10 GC if you control a Workshop tile.



Collect 15 GC if you own at least 3 precious items no matter if they are identical or not. Show the items, but don't discard them.

Note: If you play without "The Artisans of Naqala" expansion, remove the 3 cards that bear the symbol 



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Djinns

Kali

Each time you push an opponent's turn marker on the turn order track, collect 1 gold coin. Each time your turn marker is pushed by an opponent on the turn order track, collect 2 gold coins.

Note: Even though the card shows the 5-player track, Kali's power is active in all games.

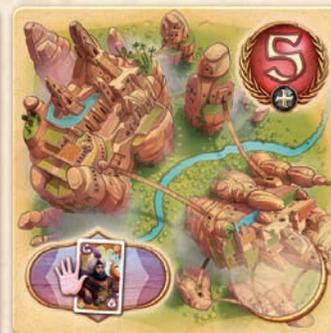


Ganapati

Collect one gold coin each time you get a Whim of the Sultan card, and 2 gold coins each time one of your opponents does.



Tiles



Fabulous Cities

When you end your move on a Fabulous City, add the Whim of the Sultan card to your hand if there's one on the tile. If there is no card on the city, you get no extra bonus.

At the end of the game, **each** Fabulous City tile is worth 5 times the number of Fabulous Cities you control. Read the full rules for more details.



Great Lake

The Great Lake is a forbidden, impassable tile. There can never be any meeples on it, during setup or during gameplay.

At the end of the game, **each** Palace or Palm Tree on a tile adjacent to the Great Lake tile (either orthogonally or diagonally) is worth twice the amount of points it would normally bring (10 for a Palace, 6 for a Palm Tree).