

Djinns of the High Desert

You are a Sultan in ancient Arabia who has heard whispers about neighboring Sultans who are about to invade your territory with their armies. There are even rumors of Sultans who are summoning Djinn to their court hoping to obtain their power to conquer you. You have decided to summon your own Djinn to protect yourself and defeat your foes. The Djinn exist in clans, however, and will seldom work with another clan; they will often actively sabotage the efforts of the other Djinn clans. The only exceptions are the noble Jann Clan, who ally themselves with any of the other Djinn clans. Summon your Djinn for victory, but watch out for their trickery and the cunning of your neighbors.

Object of the Game:

The object of the game is to have the highest total points from the cards in your Palace (the play area in front of you) at the end of the game.

Setup:

Shuffle the entire deck of cards and deal five (5) cards to each player. Place the remaining cards in the center of the table as the Draw Deck.

The player with the worst luck goes first, or players may randomly choose a start player.

Turn Order:

On a player's turn the player may **Summon** (with its associated actions) or **Make a Wish**. At the end of the player's turn he/she draws a card from the Draw Deck.

Summon: Choose a card from your hand and place it face up into your Palace and follow the instructions printed on the card. A player must perform the action unless the card says "you may..."

Make a Wish: Discard 3 cards from your hand to perform one of the following wish actions:

- Look at the top 5 cards from the Draw Deck. Choose 1 to put into your hand and place the remaining cards on the bottom of the Draw Deck.
- Choose any card from the discard pile and put it into your hand.
- Choose a card in any Palace and remove it from the game.

Note: Any player with 8 or more cards in their Palace are immune to *Summon* or *Make a Wish* effects.

Game End: The game ends when a player begins their turn with 8 or more cards in their Palace. One more round is played and then players calculate their scores.

Scoring: Each player discards all of the cards in their hand. Each player then chooses one of the four Djinn clans: Genie (yellow), Marid (blue), Shaitan (green), or Efreet (red) and adds all of the card values of that clan and any Jann (purple) cards in their Palace. Each player then subtracts the value of all cards from the other clans in their Palace. The highest total score is the winner. In case of a tie, the player with the greatest number of cards in their Palace is the winner. If there is still a tie, the player with the greatest number of Jann Clan cards in their Palace is the winner. If there is still a tie, then all tied players win.

Card Effect Descriptions:

Diviner:

Draw an additional card this turn

At the end of the player's turn the player draws 2 cards from the Draw Deck instead of just 1.

Merchant:

You may exchange any card in your Palace for a card of equal or lesser value in another player's Palace

The player may pass one of their Palace cards to another player in exchange for a card from their Palace of equal or lesser value.

The Merchant card just played cannot be the exchanged card.

Thief:

Take a random card from another player's hand

The player takes a random card from another player's hand.

Vizier:

You may discard another card with a value of 4 or less from any Palace

The player picks a card with a value of 4 or less in any Palace, including their own, and moves it to the discard pile. The player may choose to not discard a card.

Sultan:

You may place another card from your hand into your Palace (Do not take the card's action)

The player places an additional card from their hand into their Palace, but the card's effect does not trigger. The player does not have to place an additional card.

Additional Notes:

There is no hand limit.

If a player begins their turn with no cards in their hand, that player draws 5 cards from the Draw Deck to form a new hand before choosing an action.

If no cards are left in the Draw Deck and a player needs to draw a card, shuffle the cards in the discard pile to form a new Draw Deck.

Game Contents: 74 cards

5 *Diviner*, 4 *Merchant*, 3 *Thief*, 2 *Vizier*, and 1 *Sultan* cards in each of the Yellow Genie Clan, Blue Marid Clan, Green Shaitan Clan, and Red Efreet Clan

4 *Diviner*, 3 *Merchant*, 2 *Thief*, and 1 *Vizier* in the Purple Jann Clan

4 Reference Cards

Players: 2-4

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