

OVERVIEW AND GOAL

The expansion of the Taureg continues with new tribes and new borders. Now the decisions are even more tricky. The Targia, a Tuareg woman, travels opposite to the Robber, bringing with her gifts to the unappreciated borders. If a Targi is placed on a shifting sand dune, it can give strong advantages, but you will lose a valuable action in the central area. Finally, with water as a new element, it offers flexibility and fresh new gameplay. **At the end of the game, the player with the most victory points will be the winner.**

COMPONENTS

80 cards, including:



45 Tribe cards



5 Goods cards



10 Border cards



20 Sand dune cards



1 Targia figure



15 Water tokens
(10x1, 3x3, 2x5)



1 Gold



6 Goods
(2 of each: Dates,
Salt and Pepper)



8 Victory point (VP)
tokens (4x3, 4x5)



6 Action tokens

GAME SETUP

- Before the first game, punch out all the tokens.
- The players should sit in such a way, that both players can read the text on the cards without any problems. It's best to sit side by side.
- From the base game**, you will need:
 - all 6 Targi figures
 - all 4 Tribe markers
 - the Robber
 - all Goods, Gold coins, VP tokens, and the Starting player token
 - all 6 Border cards that show a good
 - all Goods cards
- Important:** For your first few games, don't use the tribe cards from the **base game**.

The 6 border cards that show a good together with the 10 new border cards form the **16 card border**. The 16 Border cards surround the play area and are placed as illustrated below. The cards are placed in order, from 1 to 16, and are positioned in such a way that the small numbers are on the top left corner.



Note: Each Border card has two sides. On one side is a textual explanation of the effect of a given card. On the other is an iconic representation of the same effect. We recommend that, for your first few games, you use the side with the text.

Shuffle the 5 new **water cards**, into the goods stack.

Goods and Tribe cards are shuffled separately. The **central area** is randomly filled with 9 face-up cards, as illustrated below. Alternate between Tribe and Goods cards. Once the 9 cards are in place, you should have a total of **4 Goods and 5 Tribe cards in the central area**.

The remaining Tribe cards are placed next to the #14 Border card (Tribal Expansion), the top card is revealed. Place the remaining Goods cards next to the #13 Border card (Water Hole).

The **20 sand dune cards** are shuffled and **3 are placed face up** next to the gaming dune area. The remaining sand dune cards are placed face down beside them.

The **Goods, water tokens, gold, VP tokens, and action markers** are placed in a shared supply next to the play area.

The **Robber** (gray figure) is placed above the #1 Border card (Noble).

The **Targia** (purple figure) is placed next to the #15 Border card (Salt).

Each player takes **3 Targis** and **2 Tribe markers** in one color. Each player also receives **1 Date, 1 Salt, 1 Pepper, 1 gold, 2 water, 1 1-VP token, and 1 3-VP token** (for a total of 4 VPs).




Tip: If you want to have an easier first game experience, give each player one more of each good (i.e. 2 dates, 2 salt, and 2 pepper).

🌿 The player who most recently seasoned with pepper, receives the starting player token and begins the game. Otherwise, white goes first.

PLAYING THE GAME

The rules are the same as those of the base game, with the following additions:

Tribe Card Symbols

- ⚡ **Immediately** activate the card ability **one time** when played into a player's display. For the remainder of the game the text on the card is no longer taken into consideration.
- ∞ After a player has played this card into his display, the effect of this card is **permanent** until the end of the game.
- △ Immediately when a player plays this card in his display, he places **1 action token** on the card. The player can **take** advantage of the card's ability once, immediately or at **any time** during a future turn. Once used, he puts the action token back into the supply. 
- ! The advantage of this card will only be used at the end of the game.

Special Tribe Cards




If a tribe card shows a "/" in the cost, the player can choose which of the two cost alternatives he wants to pay.



If a tribe card shows "(...)" in the cost, the player has the **option** to pay the goods in the brackets. If he does, he **immediately** receives victory point tokens shown in the brackets. During end game scoring, only the victory points outside the brackets are counted when calculating the final score.

The Targia

- 🌿 At the beginning of a turn, after the Robber has moved, the Targia is moved **counter-clockwise** onto the **next card**. For the first turn of the game, the Targia is placed on the #15 Border card (Salt). 
- 🌿 Unlike the Robber, the Targia does not block a space.
- 🌿 If a player places his Targi on the border card with the Targia standing on it, he may in addition to the card's ability, use one **function of the Targia**:
 - **Take 1 Good of his choice** from the supply

Or

- **Pay 1 good of his choice, returning it to the supply.** Then reveal the top card from the Goods cards and obtain the benefit shown on the card. **Note:** If the Goods are separated by a "/", the player only chooses one.
- If the player does not like the card, he can discard it and again pay 1 good of his choice to reveal another Goods card. He chooses whether to take what is shown on the card or pay an additional good to reveal a new card. He can do this action as many times as he would like, until he chooses to take the benefit from the card.



Water Tokens

Water, like gold, is **not** a good. Players are limited to carrying a **maximum of 10 Water** at the end of a turn. Any excess tokens are returned to the supply.

Water allows the players to be more flexible during the game. Water has a few possible uses:

- You may **trade at any time:**
3 Water for 1 Gold or **2 Water for any 1 Good**
- At the **end of the game** for every **2 Water** you receive **1 VP**.
- Some **tribe cards** show "/", water is an alternative **cost** and there are actions granted by border and sand dune cards that require water.




Sand Dune Cards

When a player places his Targi figure, he has the option of placing on an **unoccupied sand dune card**. Each sand dune card can only hold 1 Targi. A player may place on a different unoccupied sand dune during one of his next moves.



- The order in which a player takes his action does not matter. However, an action must be totally completed before starting another one.
- The player can use the unique abilities of the sand dune cards he has claimed **only once**. Then he discards the **used sand dune card** onto the **discard** pile. The player can choose to pass on the action of the sand dune card, but he still has to discard it.

Important: *If a player placed a Targi on a sand dune card, he has one less intersection available (i.e. he has one less tribe marker to use that round). If he has placed two or even all three Targis on sand dune cards he has no tribe markers at all. However, the loss of tribe marker actions is negated by the rather strong abilities of the sand dune cards.*

 New sand dune cards are revealed in two ways:

- If at the **beginning of a round**, **no sand dune cards** are in play, **1 sand dune card** is flipped face up from the draw deck.
- **After a raid**, **all remaining face up sand dune cards** are discarded onto the **discard pile** and **3 new sand dunes cards** are revealed.

Note: *If there are no sand dune cards in play before a raid, there is no need to place a single one, because 3 new ones will be placed anyway.*

GAME END AND FINAL SCORING

- The game ends at the **end of a turn** where at least one player filled his display with **12 Tribe cards**. If this occur during the first player's turn, he finishes his turn, and then his opponent also finishes his.
- The game ends at the latest when the Robber reaches the 4th and last Raid card. In this case, the players must still pay 1 gold or remove 1 tribal card on the right side of a row of their choice from their display, and the game ends immediately after.



🌴 Players then proceed with the final scoring during which the players count their VPs (VP tokens and victory points from their Tribe cards, excluding those in brackets).

🌴 Some Tribe cards are worth bonus victory points (see the text on the Tribe cards). !

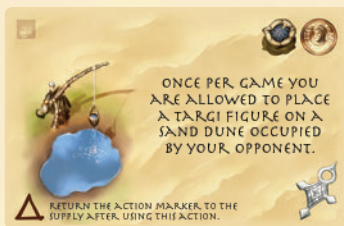
🌴 Finally, players check to see if they score the bonus points for rows with the same symbol or for four different symbols:

- **4 points** for a row with 4 cards showing the **same symbol**.
- **2 points** for a row with 4 cards showing **4 different symbols**.

🌴 1 point for every 2 water tokens.

🌴 The player with the most points is the winner. In case of a tie, the winner is the player with the most gold. If the players are still tied, the one with the most Goods wins the game. If the tie is still unresolved, players share the victory.

Special Situations



This tribe card allow a player to place his Targi on a sand dune card that is already occupied by the other player. The following special

rule applies:

After the first player uses the sand dune card action, **do not discard** it. Only when the second player finishes his action is the sand dune card placed in the discard pile.



If a player uses the ability of the tribe card to place a second Targi onto this sand dune card, the starting player receives the sand

dune card, because he performs his actions first. The second player receives nothing. If the first player forfeits the action, the second player can play the sand dune in his display. The same rule applies, if by an extremely rare combination, the tribal markers of both players end up on the same card in the central area. Likewise, if the starting player uses the card, the second player receives nothing.

Using cards from the expansion and base game together

🌴 The new **tribe cards** are balanced to work well with one another. Therefore, one should only play with cards from the expansion for the first few games.

🌴 If players want to combine the cards, we recommend the following:

- All 90 tribe cards (base game and expansion) are sorted by the 5 different tribe symbols (camp, oasis, well, etc.) and each stack is shuffled separately. With each pile, 9 cards are counted face down and then shuffled together. These 45 tribal cards are now ready to use. In the next game you can simply use the remaining 45 tribal cards.



- Of course, players are welcome to build a deck however they choose, but ultimately it should contain 9 cards of each tribe symbol.

🌴 Players that wish to have an even greater deal of variation in gameplay, can also experiment with different combinations of border cards from the base game and the expansion.

🌴 To identify the cards of the expansion, there is a Targia symbol on the cards. The symbol is located on the front side for tribe cards and back side (side with text) for the border cards.



The designer: Andreas Steiger, born in 1973, lives with his wife and their two children in the region of Stuttgart. He works there as a kindergarten teacher. Andreas is a real games enthusiast, whether they are board games or video games. He also enjoys improvisation theater. He thinks that great competitive games must always offer new choices to players. These days, he spends most of his

gaming time on games that work great with couples. This why "Targi", his first game, is a two-player game. Targi has was nominated for several national and international awards like the 2012 "connoisseur of the year award" and the "a la carte" award as best card game of the year. Since the designer and his wife still like to play Targi regularly, and to the desire of many Targi fans, he has developed this expansion which brings fresh sand to the desert by only adding a few new rules.

The designer is especially grateful to Xavi Bühlmann, Pierre De Boes, Patrick Egner, Olga Fedarynchyk, Claudia Gold, Anja Heppe, Jonas Heppe, Dennis Heydrich, Lines J. Hutter, Ralf Kuhn, Jörg Lehleitner, Wolfgang Lütke, Dominic Matthes, Peter Neugebauer, Martina Reichl, Torsten Sammet, Carsten Wannhoff, Genia Warnez and of course Antonella Steiger, "my source of water in the desert". 😊

Personal note from the author to all the English speaking Targi players:

Dear Targi players around the world, thank you for playing Targi using paste-ups and therefore having a little shaded gaming experience. I apologize for any inconvenience, your extra effort in creating the paste-ups. I am very sorry that there is no English Targi version at this point in time, so thanks for buying a German one to play.

Thanks again for all your patience and I hope you have fun with this expansion.

Yours sincerely,
Andy

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