



Peer Sylvester

Taschkent

~ Burian Expansion ~



Sultan, tribal elder, harem leader, trader and nomad – these new followers find their way into Tashkent and offer new ways to get victory points. At the beginning each player is assigned an exclusive follower, another one can be used by all players.

Additional Components

■ 5 Cards



Sultan: For each trading post you have at the end of the game in your own supply, you gain a victory point.

Tribal elder: For every action card that you have at the end of the game (i.e. have not played yet) you gain two victory points.

Harem leader: For each good that you have at the end of the game in your own supply, you gain two victory points.

Trader: For each of your own trading posts, which at the end of the game are in regions with a hut of any kind, you gain two victory points.

Nomad: At the end of the game gain one victory point for each free space in own, neutral or other player's huts in the region, where your hut is.



Play

- Every player draws a face down follower card and places it with the disk of his color – in sight of all – next to the board. In addition, another follower card is drawn, which all players can use and is also placed next to the board. The remaining cards and discs are not needed.
- Gameplay remains unchanged. At game end, every player counts their points from their specifically assigned follower and the general follower and adds them to the victory points of their trading cards. Every follower can supply a player with a maximum of 10 victory points – any points beyond that are forfeited.