

TARGI SUMMARY

COMPONENTS

- 45+19 playing cards
- 3+3+1 meeples
- 16 Border cards
- 2+2 Tribe markers
- 8 gold tokens
- 15 victory point tokens
- 10x3 Goods tokens
- 1st player token

OBJECTIVE

Game ends when one complete his box of Tribe cards or the robber complete a turn. The **VP** are obtained:

- **Silver crosses** = tokens + pts on Tribe cards
- **Extra points** = writings on Tribe cards (see them)
- **4 cards in a row** = 4pts for a row of the same type, 2pts for a row of all different types (otherwise Opts)

GAME SETUP

- 5x5 border cards, then place inside a cross of goods cards and 4 tribe cards in the other spaces
- Tribe deck close to “Tribal Expansion” border card and Goods deck close to “Caravan”
- Robber starts close to “Noble” border card (on 1st turn it goes on “Noble” card)
- Each player takes 2 dates, salt and pepper, 1 gold and 4 victory points [Blue player starts]

GAMEPLAY

PLACE TARGI [one by one from starting player]

- They can't be placed on a card occupied by robber / own Targi / opponent Targi
- They can't be placed on a corner or in front of an opponent's Targi

PLACE TRIBE MARKERS IN THE INTERSECTIONS [usually 2, but it could happen to have no intersections]

CARRYING OUT ACTIONS

- Starting player does all his actions (in the order he wants) / Then other player does all his actions
- One can avoid performing an action / an action must be completed before passing to another one
- Border cards are fixed / Central cards are replaced with a face down card of the opposite type
- If goods tokens finish, write temporarily the amount on a paper (stockout never happens)
- Exhausted good cards are collected near the Goods deck and reshuffled if the deck finishes

TRIBE CARDS

- Choose if pay the cost on the card and display it or hold it in hand or discard it
- A card in hand can only be played or discarded through the “Noble” card (it can't be replace)
- Cards are displayed in a 3 row X 4 columns box starting from left (they can't be rearranged, even if it's allowed to start a row before finish another) – there are 5 card types
- Some cards give advantages (one-time or permanent – see them)

END OF THE ROUND

- Reveal the new Goods and Tribe cards
- Robber advance of one step (clockwise) – if he reaches a corner there is a raid
- Starting player token changes hand
- At the end of the round, players must have a maximum of 10 goods and 3 gold (discard excesses)

RAID [Each player discards what is written on the corner card, then the robber advance of one step]