






7	7	7	7	7
6	6	6	6	6
5	5	5	5	5
4	4	4	4	4
3	3	3	3	3
2	2	2	2	2
1	1	1	1	1
 750	 500	 350	 300	 450

An auction table with minimum price for the tiles to speed up the game (It is known for some players as in the rules of Amun-Re or Homesteaders mentioned). The players had to determine for a certain tile. So they have to place alternate their disk in one of the 5 columns. The initial bid with a disk in player colour has to be placed on the picture. It is allowed for your co-players to bid 1 to 3 steps higher as the bidding before. Bidding 2 steps higher cost 20 and 3 steps cost 50 gold extra and have to be paid to the bank immediately. When the 7th row is reached in a column, this auction tile is won.

When a player is getting displaced he receives his bid-disk and has to wait for a new bid, till he is at turn. Then he can place his bid-disk at any column he wants.

When every player has placed one marker in one column, resolve the auction as follow: First with the disk of the lowest bidder (0 up to 7), then the columns left to right. The numbers in row 1 to 7 are calculated as a factor of each 100 gold. One of the players can ever purchase a camel tile for 150 gold and the full costs of the assigned column, instead of the tile he has originally won.

Columns that were not chosen by any player in actual round, receives a small wooden coloured cube, which means an abatement of 60 gold during the next auction phase.