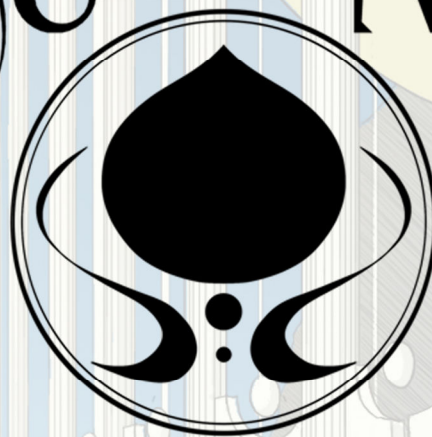


ZANE ATKINSON ~ RYNO LOURENS

SULTAN



LIBRARY

PROTOTYPE



2-4 Players



15-30 mins

PHOTON
GAMES



Greetings Envoys!

The desert is a strange and dangerous place. And yet, there are those who are willing to risk it all to get a taste of the fortune it holds. You will travel to ancient and beautiful places. You will find riches, knowledge and peace. In the end, you will all return to... The Sultan's Library!



The Poet

SPECIAL ACTION:

If you start your turn in a Location with another player, you gain 1 Action per player.

ACTIONS:

- Explore the Area
- Pick Up a Book
- Deposit a Book
- Play an Action Card
- Perform your Special Action
- Travel to a Location

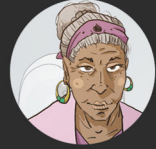
CARD COLOURS:

- LOCATION CARDS
- BOOK CARDS
- JOURNEY CARDS
- ACTION CARDS
- EVENT CARDS

'A brilliantly useless man if you ask me...'
- The Merchant

DEPOSIT

HOLD



3

Sultan's Library

If costs 2 less Explore Points to Travel to this Location.

'Finally I can rest, there is no greater comfort than the endless maze of bookshelves that lies within this great library' - The Historian

The Thief

SPECIAL ACTION:
Pay 2 Actions to steal a Book that a player in your Location is Holding.

ACTIONS:

- Explore the Area
- Pick Up a Book
- Deposit a Book
- Play an Action Card
- Perform your Special Action
- Travel to a Location

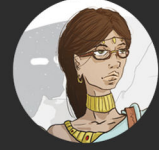
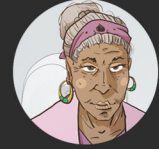
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- LOCATION CARDS
- BOOK CARDS
- JOURNEY CARDS
- ACTION CARDS
- EVENT CARDS

'He is a clumsy buffoon, however I sense a power in him...'
- The Sultan

DEPOSIT

HOLD



The Merchant

SPECIAL ACTION:
As an Action, gain 6 Explore Points.

ACTIONS:

- Explore the Area
- Pick Up a Book
- Deposit a Book
- Play an Action Card
- Perform your Special Action
- Travel to a Location

CARD COLOURS:

- LOCATION CARDS
- BOOK CARDS
- JOURNEY CARDS
- ACTION CARDS
- EVENT CARDS

'Fortune continues to smile on that woman, until that day when it will not...'
- Fortune Teller

DEPOSIT

HOLD



The Historian

SPECIAL ACTION:
If you are in the Sultans Library, you can Deposit 2 Books as 1 Action.

ACTIONS:

- Explore the Area
- Pick Up a Book
- Deposit a Book
- Play an Action Card
- Perform your Special Action
- Travel to a Location

CARD COLOURS:

- LOCATION CARDS
- BOOK CARDS
- JOURNEY CARDS
- ACTION CARDS
- EVENT CARDS

'This ancient knowledge gives me the power to live free from my past...'
- The Historian

DEPOSIT

HOLD



3^{KP}

Book of Dunes



'The dunes move day and night, the desert seeks to keep us lost within its embrace!'
- The Cartographer

4^{KP}

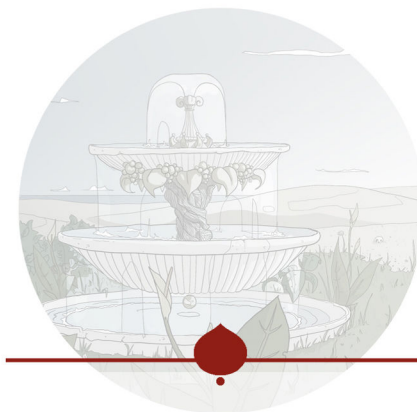
Book of the Day



'Where there is darkness and shadow there must be light. Where there are assassins and death so too must there be healers and life...'
- The Historian

4^{KP}

Book of the Night



'I have heard stories of the assassins of the sand, how they move like the desert wind and kill without spilling a drop of blood!'
- Wise Old Hermit

3^{KP}

Ancient Tablets



'Finally the last piece of the puzzle Now if only I could pick it up...'
- The Historian

5^{KP}

The High Mathematics



'All those old mystics play their little games but they do not fool me! All that links the here to the there, the now to the then, is logic and numbers.... And a little money.'
- The Merchant

2^{KP}

Cartographer's Notes



'It always is an advantage to know where one is going.'
- The Cartographer

3^{KP}

Desert Cook Book



'Two of the most important things to know out here are; how to find water fruit and how to cook a good lizard soup!'
- The Thief

4^{KP}

Forbidden Journal



'The more locks and chains, the more knowledge that lies within.'
- The Historian

Treasure Chest



+ 4 Explore Points

'Finders Keepers...'
- The Thief

3^{KP}

Forgotten Manuscript



'You may find true inspiration in the strangest of places.' - The Poet

2^{KP}

Little Black Book



'So many lives have come to an end, only to be remembered as a name in a little black book.'
- A young girl

2^{KP}

Poet's Prose



'What golden drops doth ring clear in the depths of the night, what.... What a waste of my time!'
- The Thief

3^{KP}

Secrets of the Empire



'You will find it for me! Return without those secrets and I will take your life as a tribute!'
- The Sultan

5^{KP}

Royal Visier's Spell Book



'Do not seek that book, it will take what you hold dear and use it to bend your mind to its desires...'
- The Merchant

3^{KP}

Smuggler's Manifest



'HA! What are these little trinkets? I best hold on to them, you never know what one might say to the captain of the guard...'
- The Merchant

2

Witch's Cabin

As an Action, you can discard up to 2 cards to make any other player lose that many Actions.

'I can curse any soul for a small fee, so come closer dearie and let me show you...'
- Old Witch

3

Abandoned Village

You must use an additional Action to Pick up a Book in this Location.

'It would sure help if there were some locals to point us in the right direction!'
- The Cartographer

6

Ancient Ruins

It costs 2 extra Explore Points to Explore the Area in this Location.

'Be careful traveller, this place is truly vast. Vast and rich!' - Wise Old Hermit

-

Dead End

You can not Explore the Area in this Location.

'I am sure there was a door here somewhere...' - The Thief

2

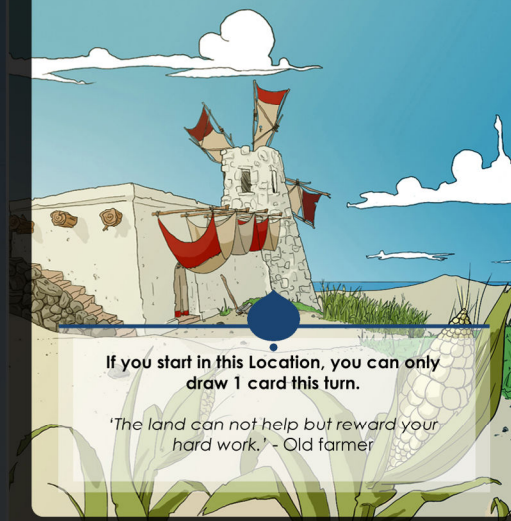
Excavation Site

As an Action, you can draw a card.

'Who knew that digging in the dirt could be so much fun!' - The Thief

1

Farmstead



If you start in this Location, you can only draw 1 card this turn.

'The land can not help but reward your hard work.' - Old farmer

1

Beach Cottage

When you travel to this Location, discard a card and gain an Action.

'The sea breeze... Hmm, I am sure there is something poetic there but right now it all just smells like dead fish to me!' - The Poet

3

Barbarian Encampment

When you Travel to this Location, discard 3 cards.

'What are those creatures! They are not men but beasts.' - The Merchant

5

College of the Caliphate

You do not need to use an Action to Pick Up Books in this Location.

'The Sultan can not rule alone and so a place where his minions are trained was built.' - City guide

4

Grand Mausoleum

When you Travel to this Location, draw a card.

'The rulers of the old empire rest within the great marble walls that make up the massive mausoleum - City Guide



Fortune Teller

+ 2 Explore Points

'Choose wisely and you will find what you seek.' - The Fortune Teller

1

Fishing Village



As an Action, you can gain 1 Explore Point.

'One day I wish to bring my love back to this plentiful place.' - The Thief

Fortune Teller



+ 2 Explore Points

'Choose wisely and you will find what you seek.' - The Fortune Teller

2

Mountainside Temple



When you Travel to the Mountainside Temple, discard all cards.

'These floors are stained like the hearts of those who seek our treasure for selfish ends' - monk

3

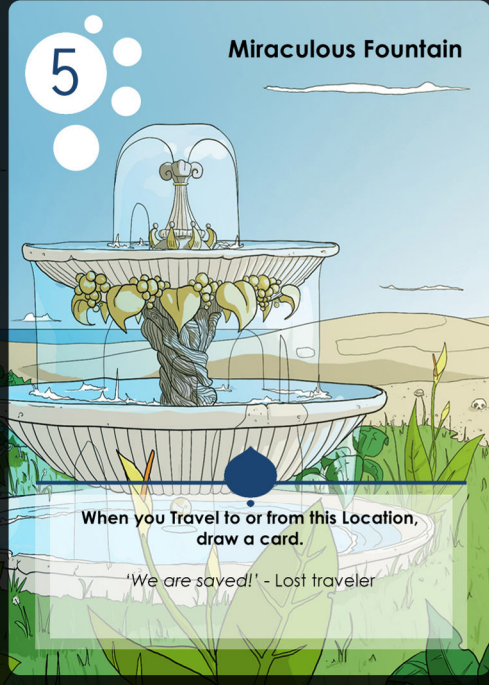
Mysterious Shack

As an Action, you can discard a card to explore the area.

'Stay out!' - Old sign

5

Miraculous Fountain



When you Travel to or from this Location, draw a card.

'We are saved!' - Lost traveler

4

Great Mosque

As an Action, you can Deposit a Book you are Holding.

'The morning call summons all to pray, it connects all people and places.' - Imam

2

Noble's Estate

You must discard a card to Pick Up a Book in this Location.

'If you want it I am afraid you shall have to pay for it!' - Young Nobleman

3

Oceanside City

As an Action, you can Travel to any face-up Location.

'Look at all those glorious ships, abound for far away lands and loaded with my profits!' - The Merchant

2

Palace of the Caliph

As an Action, you can draw a card for every Book you are Holding.

'As agents of the Sultan, the Caliph will reward any progress that favours the Sultan' - The Historian

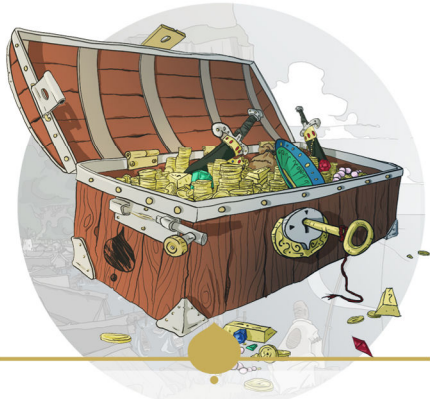
3

Pleasure District

When you Travel to this Location, put all Books you are Holding in this Location. Discard 1.

'I have lost so much already to this place, it steals from all who walk its shadowy streets.' - The Historian

Treasure Chest



+ 4 Explore Points

'Finders Keepers...' - The Thief

6

The Ancestral Trail

When you start your turn in this Location, you gain an Action.

'It is there that you must open your ears to the words of the dead, they can guide you to what you seek!' - Old Mystic

4

The Great Bathhouse

When you Travel to this Location, draw a card and gain an Action.

'All who come to the great baths leave with a fresh body and mind' - Fortune Teller

5

Thick Jungle

If you start your turn in this Location, lose one Action.

'I hate this place, its bugs, rocks, beasts and plants all seem to want me dead!' - The Thief

4

Sacred Meditation Circle

You must discard a card to do an Action in this Location.

'One must first clear the mind before the soul can find true peace.' - Desert Shaman

1

Trading Post

As an Action, you can discard up to 3 cards to draw that many cards.

'What is fair is fair.' - The Merchant

3

Tremendous Canyon

When you Travel to or from this Location, lose all your Actions.

'It is just not possible to cross it I tell you! We will have to go around...' - The Cartographer

4

Slave Pit

When you start your turn in this Location, discard all cards.

'It's hell down there!' - The Sultan

5

Ocean Cave

When travelling to a face up Location, it costs one more Explore Point.

'She said I could find her pearls down there but I got lost for my troubles...' - The Poet

Book Burning



Choose a player. They must discard one Book of your choice that they have Deposited.

'I have never in my life seen such a tragedy I weep for those fools and their flames...'
- The Historian

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Extra Guards



Play this Card when an Event or Action card targets you. Ignore that Card. If it is an Event Card, flip the top card of the Location Deck.

This does not count as one of your Actions.

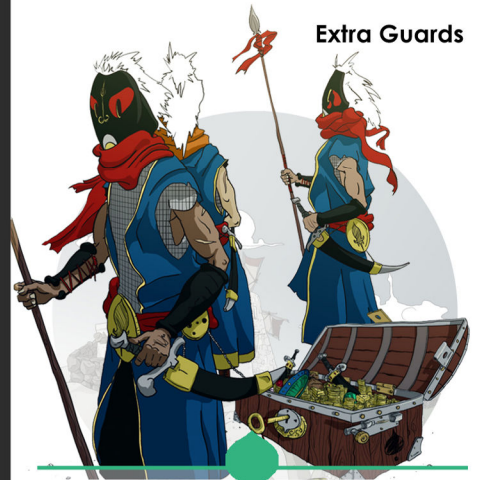
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3

Secret Tunnels

As an Action, you can travel to the Sultan's Library.

'What is this place?! These damn walls are speaking to me of a lost time... Inspiration at last!' - The Poet

6

Forgotten Library

As an Action, you can reveal the top 3 cards from the Location Deck. Put 1 Book in this Location and discard the rest.

'I see endless loot in this place... I shall have to make some room for all that gold!'
- The Thief

4

Military Encampment

As an Action, you can discard 2 cards to move any player to any Location.

'It is the duty of all the Sultan's subjects to heed the call of battle!' - Commander

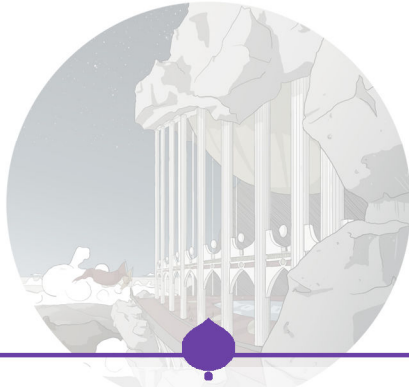
Rough Journey



Lose all your Actions. Reveal the top card of the Location Deck.

'No matter how hard times may seem, you must keep your eyes fixed on the future.' - Fortune Teller

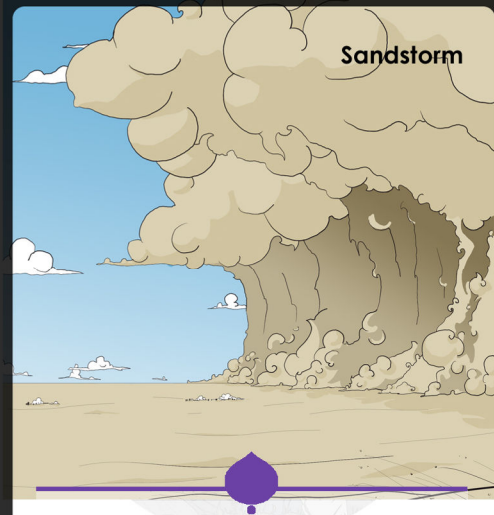
Ruffians



Discard 3 cards. Reveal the next card of the Location Deck.

'We thank you for your donations, now move along little kitten.' - Thug

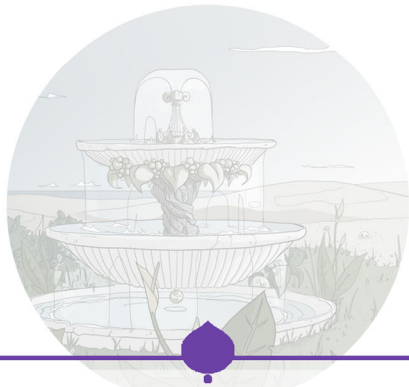
Sandstorm



Stay in your current Location.

'RUN! Yelled those who were swallowed by that storm... Such fools.' - Wise old hermit

Religious Zealots



Discard half of the Books you are Holding [rounded up]. Reveal the next card of the Location Deck.

'Take care around those monks... They may speak of peace and balance but their blades are keen' - The Merchant

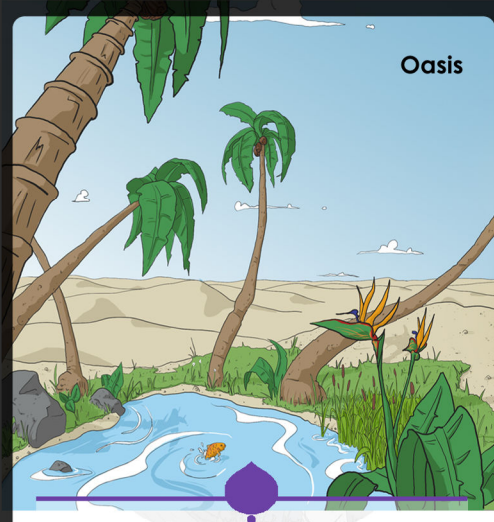
Low Supplies



Choose one: Discard 2 cards and reveal the next card of the Location Deck, or stay in your current Location.

'If you have one camel for books, take three for food and water!' - Wise Old Hermit

Oasis



Draw a card. Reveal the top card of the location Deck.

'This hard journey is not without brief moments of respite.' - cartographer

Royal Navy



+ 6 Explore Points

'Ruthless, efficient and powerful... I like them.' - The Historian

Uncanny Luck



Reveal cards from the Location Deck until you draw a Book card. Put that Book into your current Location.

'You make your own luck... Mine is mostly made out of sand!' - The Thief

Wise Old Hermit



Discard a card and gain an Action. Reveal the next card of the Location Deck.

'That old coot is full of secrets, yet I trust him more than any other.' - Fortune Teller

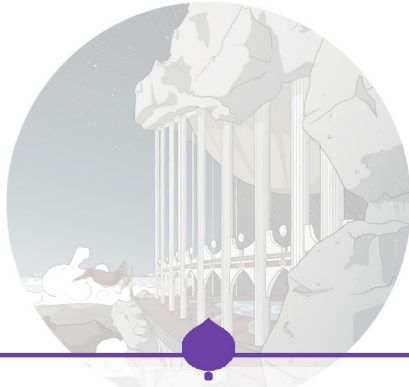
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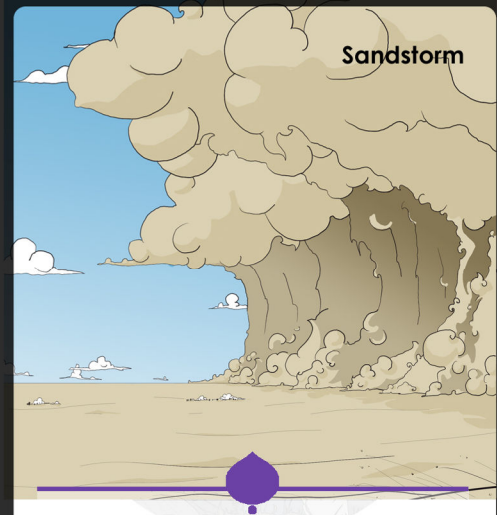
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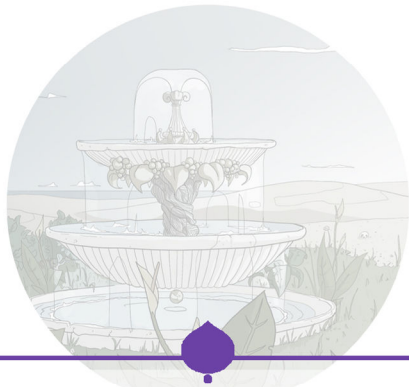
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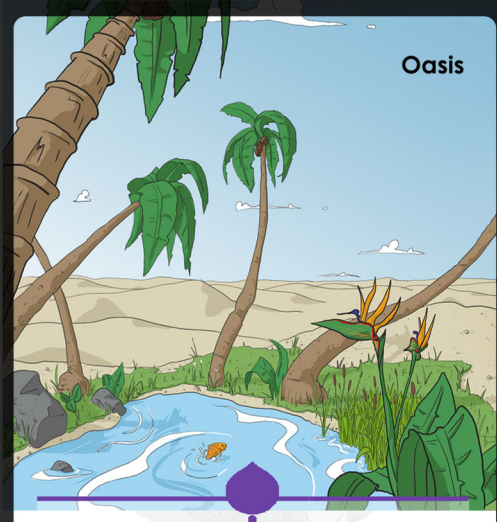
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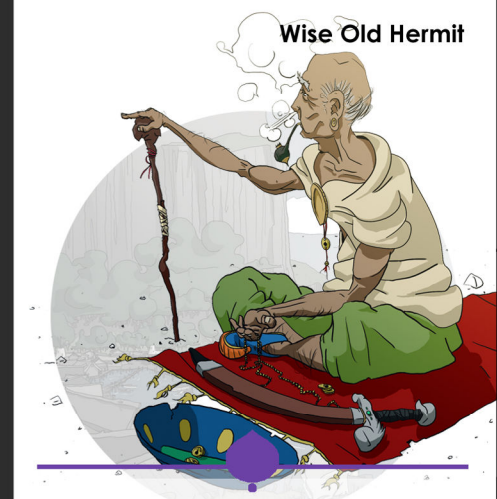
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Bag of Gold



+ 1 Explore Points

'I think I will need more...' - The Merchant

Chartered Travel



You can Explore the Area or Travel to a Location without paying any Explore Points.

'Not to worry Emissary, close your eyes and rest.. Our camels will deliver you home before you wake.' - Caravan leader

Courier



Deposit 1 Book that you are Holding, even if you are not in the Sultan's Library.

'None can beat the speed or loyalty of a desert falcon.' - A falconer

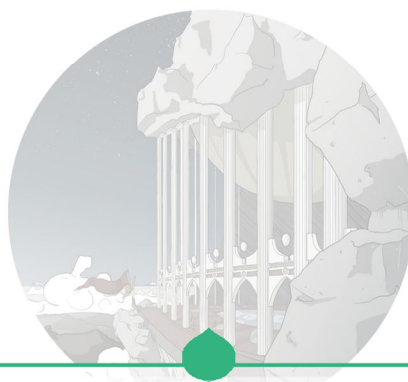
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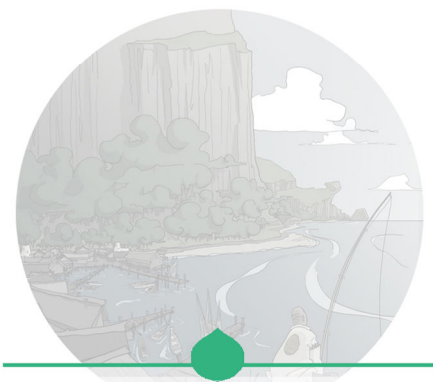
False Rumours



Choose a player. That player must discard 2 cards and lose 1 Action in their turn.

'In this place a rumour can be as good as gold, or as deadly as a poisoned blade!' - The Merchant

Motivation



You discard up to 3 cards to gain that many Actions.

'I can make your dreams come true thief! Wealth, fame and even love are all shaped by my power...' - The Sultan

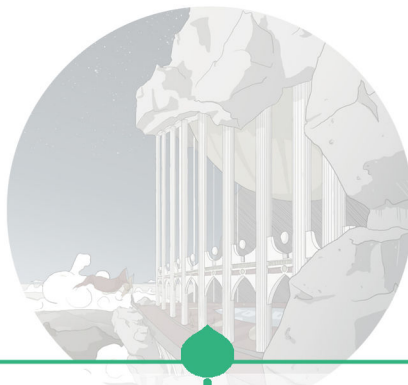
Ran Into Trouble



Play this Action card in another player's turn. You can cancel any Action they just tried to do.

'Why me?!' - The Poet

Sponsored Expedition



Draw 2 cards.

'The Sultan might have paid for this journey but I am still in control of where my legs take me!' - The Historian

Trade Caravan



+ 5 Explore Points

'They sweep across the empire leaving little other than empty pockets in their wake' - The Poet

Bag of Gold



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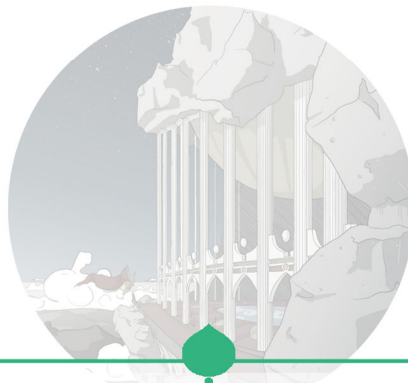
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+ 2 Explore Points

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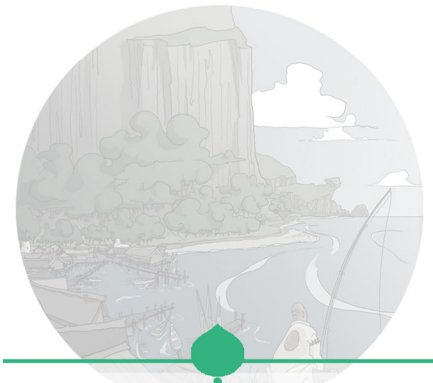
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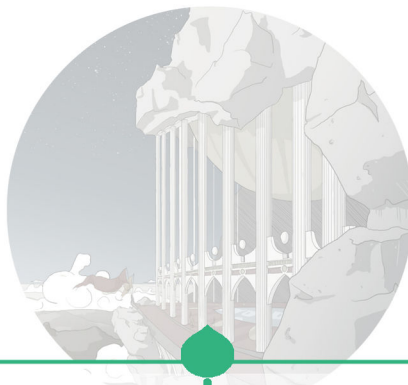
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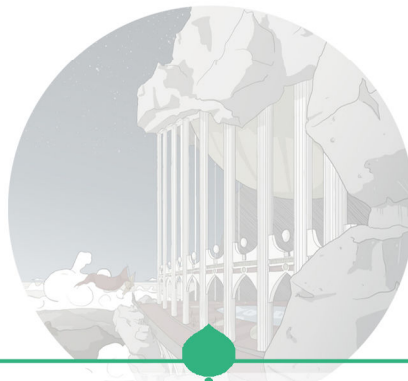
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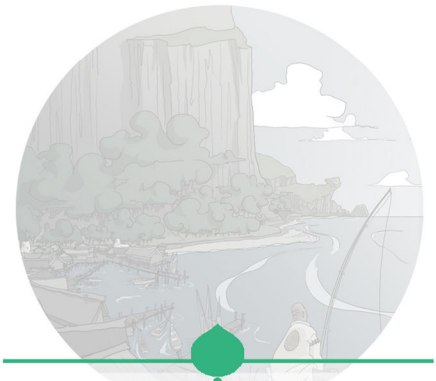
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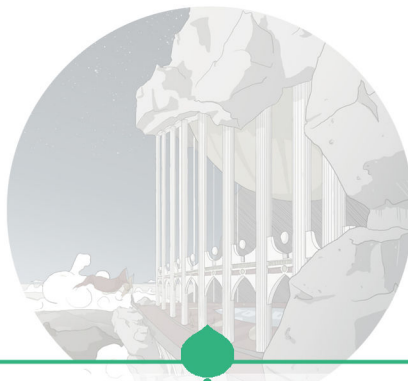
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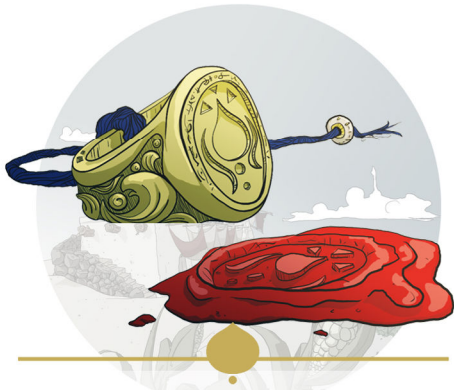
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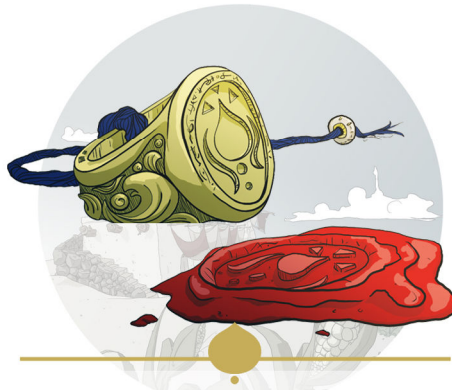
Sultan's Seal



+ 3 Explore Points

'The Sultan's power can only be rivalled by his cunning.' - The Fortune Teller

Sultan's Seal



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'The Sultan's power can only be rivalled by his cunning.' - The Fortune Teller

Treasure Chest



+ 4 Explore Points

'Finders Keepers...' - The Thief

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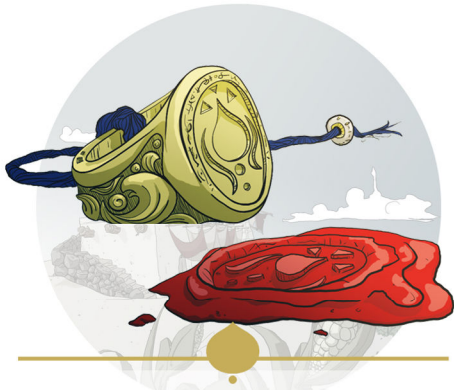
Treasure Chest



+ 4 Explore Points

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+ 4 Explore Points

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Bag of Gold



+ 1 Explore Points

'I think I will need more...' - The Merchant

Bag of Gold



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'I think I will need more...' - The Merchant

Fortune Teller



+ 2 Explore Points

'Choose wisely and you will find what you seek.' - The Fortune Teller

Bag of Gold



+ 1 Explore Points

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Fortune Teller



+ 2 Explore Points

'Choose wisely and you will find what you seek.' - The Fortune Teller

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Treasure Chest



+ 4 Explore Points

'Finders Keepers...' - The Thief