

Djinn



INTRODUCTION

Apprentices of the Magic Guild, great danger awaits, and we need your help!

Magical beings, half physical, half ethereal, have found our Magic Source around which we have built our little community and which we have always sought to protect.

Without warning, these beings of dubious character that we call "Djinn" appeared in various locations around the city to challenge our access to the Source.

So far, we've taught you how to temporarily trap these troublemakers in spell circles. However, you can only permanently control them if you catch them in Djinn bottles made from dragon glass. To close these bottles, you also need corks made from the bark of a tree near the Magic Source - these rare materials you will somehow have to find yourself!

Whoever best protects our small town will be promoted to the ranks of the inner circle of the Magic Guild to uncover even more mysteries of our culture...



Rule explanations,
more videos and
other information
can be found on our
homepage:
<https://hallgames.de/spiele-djinn/>



IMPRINT

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Spare parts service: You have bought a quality product. If a component is missing or there is another reason for complaint, please contact us: www.pegasus.de/ersatzteilservice. We wish you many entertaining hours with this game.

Your team from Hall Games and Pegasus Spiele

GAME COMPONENTS

				
1 Game Board	12 Action Spaces	40 Bottles (10 each of 4 colors)	36 Scrolls (1s), 10 Scrolls (3s)	18 Treasure Chests
				
36 Coins (1s), 10 Coins (3s)	1 Trophy Board	21 Trophies	20 Character Tiles (10 each positive/negative)	1 Spell Circle Cover
				
1 Market Tile	30 Corks	12 Keys	36 Djinn (9 each in 4 colors, in a cloth bag)	12 Boss Djinn
				
27 Equipment Cards (9 Staves/Hats/Cloaks each)	32 Mage Cards (16 each without/with a Key)	10 Scoring Cards	15 Cards for Solo Play	2 Overview Cards, 4 Player Aids
				
4 Player Boards	4 Mages	4 Assistants	24 Secret Passages	4 Roof Tiles
				
4 Capacity Markers	4 Base Markers	4 Magic Markers	8 Spell Circles active/inactive	4 Archives Markers

Bottles, Corks, Scrolls and Coins shall be considered unlimited. If the stock is not sufficient, please make do with replacement material temporarily.

SETUP

Instructions dependent on the number of players are highlighted in color.

Note: Are you playing *Djinn* for the first time, or do you want to reduce the difficulty level a bit? Then, in step 1, place the Action Spaces in such a way that no identical symbols are directly connected by a path. Also, skip steps 10 and 11.

1 Place the **Game Board** in the center of the table and randomly place the 12 **Action Spaces** in the slots.



2 Player Setup:

- Take 1 **Player Board**, 1 **Mage**, 1 **Assistant**, 6 **Secret Passages** and 1 **Archives Marker** in a color of your choice. Also, take 1 **Player Aid**, 1 **Base Marker**, 1 **Magic Marker**, 1 **Capacity Marker**, 2 different **Spell Circles**, and 4 **Coins**.
- Place your **Spell Circles** in your Player Board as shown.
- Randomly distribute the **Roof Tiles** among the players, ensuring the Roof Tile with the dragon is among the ones distributed, and place them on the Player Boards.

The player with the dragon on their Roof Tile starts the game.

- d. Place your **Base Marker** on space 0, your **Magic Marker** on space 3, your **Capacity Marker** on space 5 on the Player Board. Place your **Coins** in their supply area.
- e. Place your **Archives Marker** in the slot. The Starting Player randomly draws 2 of the 6 **Secret Passages**. All players then return these 2 back to box. Place your remaining 4 Secret Passages on your Player Board.

- 3 Insert the **Market** part of the Game Board into the Game Board according to the number of players. Place your Assistants somewhere beside (not on!) the Market Tents.



- 4 Place the shuffled, face-down pile of **Treasure Chests** in the **Catacombs** location.

- 5 Sort the **Mage Cards** according to whether there is a key above the door. Shuffle both decks separately. Separate both decks into roughly 2 equal parts and place in total 4 face-up piles each at the **Tavern** location. Place the **Keys** next to them.

- 6 Sort the **Equipment Cards** by type (Staff/Hat/Cloak) on the back, shuffle the 3 stacks separately and place them face up on the **Manufactory** location. Place the **Corks** next to them.

- 7 Place 1 **Boss Djinn** next to each round Action Space on the Game Board. Next to each Boss Djinn, place more **Djinn**, randomly drawn from the bag:
For 2/3/4 players 2/3/3 Djinn.
The Djinn should not be placed on the paths!
Place the remaining Boss Djinn next to the Game Board.

- 8 Sort the **Trophies** into 3 piles according to their number-I, II or III. Take 1 more Trophy than players from each stack. Place the Trophies face up next to the the Trophy Board.

- 9 **General Supply:** Place the bag containing the remaining **Djinn**, the **Bottles**, the **Scrolls**, and the **Coins** next to the Game Board.

- 10 Shuffle the **Scoring Cards** and place 3 of them face up on the table.

- 11 Shuffle the positive and negative **Character Tiles** separately, then reveal 1 more tile than players of each type. The Starting Player takes any 1 Tile on display; the others follow in clockwise order. Then, in reverse order, players take 1 additional Tile of the other type. Place the Tiles as shown.

Return the remaining Character Tiles and Scoring Cards to the box.



GENERAL REMARKS

Game Board

The center of the Game Board shows a city map with 13 **Action Spaces** connected by paths.

Scattered around this city map are representations of the 6 **locations** that are linked to the Action Spaces via their symbols. Each location symbol appears once in a square and once in a round Action Space.

Over the course of the Game, you move your Mage across the Action Spaces on the city map and thus trigger the Actions that correspond to the associated locations.

- The 6 **square Action Spaces** represent **Basic Actions**. You can later improve these spaces with Secret Passages.
- The 6 **round Action Spaces** signify stronger **Special Actions**. You will also meet the Djinn to be caught here.
- The **Magic Source** in the center of the city map is a separate, special location (page 9, *Magic Source*).



Secret Passages

In the **Archives** (page 8) you have the option of placing **Secret Passages**.



These Secret Passages allow you to add Basic Actions to the square Action Spaces that only you can use.

Mage Cards

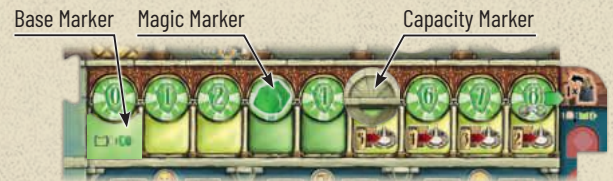
- You can use Mage Cards when catching Djinn (page 10, Mandatory Action *Catch Djinn*).
- You only pay the price for Mage Cards – shown on the top right – when you use them to catch Djinn.
- They have a Magic Power from 1 to 3 (green crystal), and many of them have additional Power when facing Djinn of specific colors.
- After using a Mage Card, flip it to the inactive side.
- There are certain Places where you can reactivate Mage Cards, for example in the **Archives** (page 8) or in the **Market** (page 9).



Player Board

You need your Player Board to do various things:

1. The display of your own **Magic Power** on the Magic Scale:



Here you have 3 Markers with the following functions:

- a) Your **Magic Marker** shows your Magic Strength. If you gain Magic Power, move the Magic Marker to the right, but at most up to your maximum Magic Power – that's the space to the left of the **Capacity Marker**.

You use Magic Power when you encounter Djinn.

- b) The **Capacity Marker** also points to a price: it shows how many Scrolls you have to pay at the Magic Source in order to perform the Actions of the 2nd row (page 9, *Magic Source*). The price below the Marker applies.



Everytime you would need to move your Capacity Marker beyond space 8, you may catch **1 Djinn** instead, which you have to draw randomly from the bag. In addition, if you haven't already done so, flip the Marker. From now on 8 is your maximum of Magic Power.



- c) The **Base Marker** shows the minimum Magic Power you will start with each turn. If your Magic Marker is further left than the Base Marker at the beginning of your turn, move the Magic Marker up to the Base Marker.

You can move the Base Marker up to 2 spaces by a set of Equipment Cards (page 9, *Manufactory*) or by discovering all the Secret Passages (page 8, *Archives*).

2. **Spell Circles:**

2 of your Spell Circles are active (yellow) at the start of the game. You can activate 2 more Spell Circles during the game, first the one on the left, then the one on the right. Then take the depicted reward: 2 Magic Power on the left, 1 Capacity on the right.



You may hold exactly 1 Djinn in each active Spell Circle.

3. **Storage areas** for Corks, Keys, Scrolls and Coins:



Keys

You can use Keys in the **Catacombs** (page 8), or exchange them for 1 Scroll, 1 Coin or 1 Magic Power at any time.



Scoring Cards

By fulfilling the conditions on them, you can gain additional Points while calculating your Final Score (page 14, *Scoring Cards*).

Character Tiles

Character Tiles grant you individual advantages and disadvantages during the game (page 15, *Character Tiles*).

GAME OVERVIEW

- In clockwise order, you take 1 turn each.
You move your Mage on the map along a path to an adjacent Action Space and carry out the possible actions there. If you move to a round Action Space, you will also encounter the Djinn that you are supposed to catch.
- The game ends if you have caught the 6 Boss Djinn, or you have driven them out of the city.

- After game end, you will calculate your final score, receiving points for captured Djinn, remaining Corks, Bottles and Scoring Cards.



A PLAYER'S TURN

On your **very first turn**, you place your Mage on a path next to a square Action Space of your choice. Do not place the Mage on the Action Space itself. Then, perform the action depicted on the space.

The following applies to all **other turns**:

1. Move the Mage across the Action Space along the paths to one of the adjacent Action Spaces. You can never move backwards!



Therefore, always place the Mage at the edge of the Action Space in such a way that you can see where it came from.

Exception: If there is already a Mage present at this edge of the Action Space, you have 2 options (see picture below):

- Pay 1 Coin or 1 Scroll (your choice) to each player with a Mage already there and place your Mage next to their Mages.
- Skip this Action Space and move on to the next Action Space according to the usual rules.

Note: In this way you can also jump over several Mages in one turn if several Action Spaces are occupied.



2. Next, perform the action depicted on the Action Space:

- **Square Action Space: 1 or 2 Basic Actions**

You may perform the location's Basic Action and the Basic Action of your Secret Passage (if present) in the order of your choice.

- **Round Action Space: Special Action + Mandatory Action**

You may perform the location's Special Action but have to perform the Mandatory Action **Catch Djinn** (page 10).

You can perform these actions in any order, but either must be completed before you perform the second action.

Note: The **Catch Djinn** Action is not possible if there are no Djinn remaining at the Action Space you are visiting.

- **Magic Source:**

You may carry out the Actions specified there in any order (page 9, *Magic Source*).

- **Forfeiting Actions:**

You may also choose to forfeit an Action partially or in its entirety, for example, if you could not store all the Magic Power you would gain.

If you decide not to carry out **any** Basic or Special Actions on the respective Action Space, you may gain 2 Coins or 2 Magic Power or 1 Coin + 1 Magic Power.



ACTIONS

Each location appears twice on the city map, once with a square Action Space (**Basic Action**) and once with a round Action Space (**Special Action**).

Instead of the Special Action, you can always perform the corresponding Basic Action as an alternative.

Academy



In the Academy you research and discover ancient knowledge that has a positive effect on your Magic Power.

Basic: Gain 1 Scroll and 3 Magic Power.



Special: Increase your Capacity by 1. Gain 1 Scroll and 3 Magic Power.



Tavern



In the Tavern you will meet other Mages who will offer you help in catching the Djinn.

Basic: Choose 1 of the 2 **Mage Cards** on display that do not show a Key, and place it face up in front of you.



Special: Choose 1 of the 4 **Mage Cards** on display and place it face up in front of you. Gain 1 **Key**, if it is depicted on the Card.



When a draw pile is empty, replenish with 1 card from the other pile of the same type, as long as cards are available.



Catacombs



Your predecessors hid useful and valuable things in the Catacombs. Let's see what you find in the Treasure Chests.

Basic: Reveal 1 Treasure Chest. Gain everything depicted on the Treasure Chest.



Special: Reveal 2 Treasure Chests. Gain everything depicted on both Treasure Chests.

If a Key is depicted on a Treasure Chest, you may pay 1 Key to take the additional reward depicted to the right of the Key.



Then place the Treasure Chest on the face-up discard pile. When the deck is empty, shuffle the discard pile and make a new face down deck.

Archives



In the Archives you will find interesting information, for example about Secret Passages and Spell Circles.

Basic: Choose 1 of the 5 options below.



Special: Choose 2 different options from the 5 listed below.



Choose 1 **Secret Passage** from your Player Board and place it next to a square Action Space, observing the following 2 constraints:

- None of your Secret Passages are already present at the chosen Action Space.
- Neither the Action Space itself, nor any of the already present Secret Passages there, depict the same symbol as the Secret Passage you want to place there.



Gain 2 Coins.

Gain 1 Scroll.

Activate 1 of your Mage Cards.

Activate 1 of your Spell Circles (page 6, *Player Board 2*).

Note: You cannot use a Secret Passage on the same turn as which it is placed.

If you place the last of your **Secret Passages** on the Game Board, you receive a bonus:

Advance your **Base Marker** 1 space and gain 2 **Magic Power** (page 6, *Player Board 1c*).



You also place the **Archives Marker** from your Player Board in the slot on the Archives. For the rest of the game, the listed options will be more beneficial for you:



Gain 4 Coins.

Gain 1 Scroll and 2 Magic Power.

Activate up to 2 of your Mage Cards.

Activate 1 of your Spell Circles (Page 6, *Player Board 2*) and gain 1 Key.

Manufactory



In the Manufactory, Equipment with magical properties and Corks needed to close the Djinn bottles are manufactured.

Basic: Pay 2 Coins to gain 1 Cork and 1 Equipment Card of your choice.



Special: Pay 3 Coins to gain 2 Corks and 1 Equipment Card of your choice.



Each Equipment Card is either a Staff, a Hat, or a Cloak, and offers either a permanent or a 1x ability. Each you can use at any time during your turn.



You can only have each of these 3 types active once, i.e. face-up.



When you choose an Equipment Card of a type for which you already have an active one, flip 1 of the 2 cards without using it and place the second face-up on top of the first.

Equipment Cards that can only be used once are flipped after use.



Set bonus: Once you complete your first set of Staff, Hat and Cloak, whether the Cards are face-up or face-down, you will receive a bonus:

Advance your **Base Marker** 1 space and gain **2 Magic Power** (page 6, *Player Board 1c*).



You can find further details about the Equipment Cards on page 14, *Equipment Cards*.



Market



In the Market you can find a lot of useful things that are normally hard to come by.

Basic: Move your Assistant to a Market Tent (do not stay on the same Tent). Pay the Coins or the Scrolls and receive what is depicted in the respective Tent.



Special: Carry out the Basic Action twice.



If you move to a Tent with other Assistants present, you must pay 1 Coin or 1 Scroll (your choice) to each player present.



Options in the Market Tents:



Pay 1/2/4 Coins to gain 1/2/3 Bottles of different colors.



Pay 1 Coin to gain 1 Cork.



Pay 1 Coin to gain 2 Scrolls.



Pay 1 Scroll to gain 1 Bottle of your choice and 1 Cork.



Pay 1 Scroll to activate up to 3 Mage Cards.



Pay 1 Scroll to gain 5 Coins.



On the back side of the Market Tile for 1 or 2 players some of the Market Tents are grouped together.

Magic Source



In the center of the city the Magic Source will let you recharge your batteries.

You may perform the Action of the first row and the actions of the 2nd row in any order:

- Move your Magic Marker to your maximum Magic Power **or** pay 6 Magic Power each to catch as many Boss Djinn from the General Supply as you want. 
- You may pay Scrolls any number of times for the price indicated by your Capacity Marker to:
 - Gain 1 Bottle of your choice
 - Gain 1 Cork
 - Activate up to 2 Mage Cards

Mandatory Action **Catch Djinn**

Have you collected enough Magic Power? Maybe other Mages will help you catch the Djinn.

If you are on a **round Action Space** and there is at least 1 Djinn there, you must try to catch one or more of the Djinn:

- If you cannot or do not want to catch a Djinn, you lose 1 Magic Power. However, your Magic Power can never fall below 0.
- Decide how many and which Djinn you want to catch, then determine their overall strength:



Example: The Boss Djinn has a Magic Power of 4+2+2=8.

Each **Djinn** requires a Magic Power of 4. In addition to these 4 Points, a **Boss Djinn** requires 2 additional Magic Power for each other Djinn at this Action space.

Now you have to pay the total Magic Power:

- With your **own Magic Power**, by moving your Magic Marker to the left and/or
- by using 1 or more activated **Mage Cards**. First you must pay their cost and then flip them - they are then no longer active!

You may only use each green Magic Power of a Mage Card once per Action, but the color bonuses affect **all** Djinn you choose to catch in this Action with the corresponding color.



Example: You want to catch these 3 Djinn. They require a total Magic Power of 12. Your two Mage Cards provide you with a Magic Power of 6 (green). The left Card provides a color bonus of 3 (2x brown and 1x blue) and the right provides a color bonus of 2, for a total of 11. So, you would still have to use 1 Magic Power of your own - and pay the two Mage Cards with 4 Coins and then flip them.

To catch a Djinn you have to either

- put it into an active and empty Spell Circle **or**
- put it into a Bottle of the respective color and place a Cork on the bottle.



If you have neither an active and empty Spell Circle nor a matching bottle, you cannot catch the Djinn. Instead, they will remain where they are on the Game Board.

Additional Rules **Boss Djinn**

- If you catch a Boss Djinn, you may additionally catch 1 Djinn of your choice from the same Action Space for free!
- Boss Djinn are considered to be of every color, so you may keep them in any Bottle of your choice.
- If a Boss Djinn is ever by itself at an Action Space, return it to the supply—you caused it to flee the city.
- Whenever one of the 6 Boss Djinn flees from the Game Board or is captured, draw Djinn from the bag and place them next to that Action Space:

For 1/2/3/4 players, 0/2/2/3 Djinn.

Additional Action **Receive a Trophy**

If you are successful in catching the Djinn, the Magic Guild will thank you with valuable rewards.

Any time during your turn, you may discard 3 Djinn in **Bottles of the same color** to gain a reward of **1 Trophy**.

- The 1st time, you must choose 1 Trophy from row I, the 2nd time from row II, and the 3rd time from row III. Each additional time you do this, choose a Trophy from a row of your choice.
- Gain the instant bonus shown on the Trophy, if available.
- Flip the tile and place it next to your Roof Tile: It depicts the Points you gain at the End of the Game.



Important: You may not take this additional Action as your last Action of the game at the Magic Source (page 11, End of the Game).

Additional Action **Put a Djinn in a Bottle**

At any time, you may place a Djinn from a spell circle into a suitable Bottle and immediately seal it with a Cork. You are not allowed to open a corked Bottle again.

END OF THE GAME

When you've gotten rid of all the Boss Djinn, you gather at the Magic Source and catch any Boss Djinn who might still be hiding there.

You initiate the End of the Game when all 6 Boss Djinn have fled or have been captured. These are the last steps to take at the End of the Game:

- Finish the current round, so that each player has had the same number of turns.
- Then, play 1 more full round (i.e. each player takes 1 more turn).
- During the following final action, you may **no longer receive any Trophies**.

Place all your Mages on the **Magic Source** and perform the actions here as usual. This can be done simultaneously.

Final Score:

You gain:

- 30 or 36 Points for each Trophy, i.e. the depicted amount of Points
- 10 Points for each Djinn in a corked Bottle
- 3 Points for each Djinn in a Spell Circle
- 1 point for each unused Bottle and/or Cork
- Points for completing Scoring Cards

The player with the most Points wins.

In case of a tie, whoever has more Coins, Scrolls and Keys in total wins.

If there is still a tie, you share the victory.



VARIANT

Want the game to last a little longer?

Then, at the start of the game, place 1 additional Djinn next to each of the 3 round Action Spaces connected to the Magic Source.

SOLO PLAY

During Solo Play, your goal is to either catch 6 Boss Djinn or make them flee. If you can do that before Tom, your virtual, auTOMatic opponent, has played through his deck, you've won!

You control the level of difficulty by the number of Cards in Tom's deck (12-15); the fewer Cards, the more difficult the game will be. If you keep track of your personal High Score, do so separately for each size of Tom's deck.

And if that's not enough of a challenge: try over several games to complete the tasks listed in the table in addition to winning the game!

Normal game rules apply with the following changes:

Setup

- For Tom you need the **Cards for Solo Play**. The deck consists of 12 **Location Cards** and 3 **Nothing Happens Cards**. By removing 1-3 "nothing happens" Cards from the deck you increase the **level of difficulty**.
- Decide how many Cards (12-15) you want to play with and then form a shuffled face-down deck.
- Place 1 Boss Djinn and 1 Djinn drawn from the bag on each round Action Space.
- Place 1 additional Djinn on each of the 3 round Action spaces connected to the Magic Source.
- You play without Character Tiles and without Scoring Cards.



Nothing happens Card

Gameplay

After each of your turns on a **round Action Space**, you reveal the next Card from Tom's deck.

If this is a **Nothing Happens Card**, nothing happens.

If this is a **Location Card**: check the 3 lines one by one:

- If there is a Boss Djinn next to the round Action Space with the symbol displayed in the first line: Place 1 Djinn randomly drawn from the bag, there – Tom's turn ends immediately.
- If there is a Boss Djinn next to the round Action Space with the symbol displayed in the 2nd line: Place 1 Djinn randomly drawn from the bag, there – Tom's turn ends immediately.
- Pay whatever is shown in the third line, if possible. Tom's turn ends.



Location Card

End of the Game

- You **win the game**, if you remove the last of the 6 Boss Djinn from the city before revealing the last Card of Tom's deck. Now flip Tom's next Card and pay whatever is depicted on the bottom of the Card, if possible.

You can now carry out the Actions at the Magic Source once more, just like in the multiplayer Game.

Afterward:

- Total your Points. In addition to the usual scoring, you gain 10 Points for each Card which is still in Tom's deck. Did you beat your previous High Score? Then enter the value in the High Score field.
- Also check whether you have completed additional tasks and mark the corresponding fields in the table.
- You **lose the game** if you reveal the last Card from Tom's deck before removing the 6 Boss Djinn from the city. You're not allowed to make any entries in the table now.

Better luck next time!

Tasks for the end of the game	Number of Cards in Tom's deck			
	15	14	13	12
High Score				
You have at least 8 Mage Cards				
You have at least 2 Equipment Sets				
You have at least 3 Trophies				
You have at least 10 Coins				
You have at least 3 Keys				
You have at most 2 active Spell Circles				
Your Capacity Marker has not moved beyond Space 6				
You have at most 1 Type of Equipment				
You have at most 2 Mage Cards				
You have no Mage Card with a Key on it				
You have placed no Secret Passage				


You can download a copy of this table from <https://hallgames.de/spiele-djinn/>



APPENDIX




Equipment Cards

Most of the effects on the Equipment Cards (Staff/Hat/Cloak) are self-explanatory or are explained in the symbols section on page 16. Below you will find the exceptions:

- If, after moving, your Mage is in front of an Action Space where either the Action Space or your own Secret Passage shows the pictured location symbol:
 

Take the reward shown.

Note: If you take an Equipment Card granting a bonus in the *Manufactory* (as shown in the example image, above) you may use the bonus immediately, within the same turn.

- You may trade up to 2 empty Bottles for 1 empty Bottle each of your choice (1x).
 
- You may stay for 1 turn on the same Tent in the Market before performing the Action (1x).
 
- Every time you perform an Action in the Catacombs you may reveal 1 additional Treasure Chest. However, you must discard 1 of them without gaining its benefit.
 

Trophies

You gain Trophies when you discard 3 Djinn in Bottles of the same color (page 10, Additional Action „Receive a Trophy“).

You gain the reward depicted immediately, and the Points on the other side at the end of the game.

The following different Trophies are in the game:



Scoring Cards

During final scoring, you gain Points for each Scoring Card for which you have fulfilled its condition:



Gain 8 Points if you have least 2 full sets of Equipment Cards.



Gain 5 Points for every 3rd Equipment Card of the same type, up to a maximum of 15 Points.



Gain 8 Points if you have placed at most 1 secret passage.



Gain 8 Points if you have no Mage Card with a Key on it.



Gain 8 Points if you have 2 inactive Spell Circles.



Gain 8 Points if your Capacity Marker has not moved beyond space 6.



Gain 8 Points if your base marker is on space 2.



Gain 3 Points for each of your Keys, up to a maximum of 9 Points.



Gain 2 Points for each active Mage Card, up to a maximum of 8 Points.



Gain an additional 2 Points each for unused Corks and Bottles, up to a maximum of additional 8 Points.

Character Tiles

Green Tiles will grant you bonuses, while red Tiles establish a penalty.



Start of the game: Gain an additional 2 Coins, 2 Scrolls and 1 Magic Power.



Start of the game: Discard 3 Coins.



Market: You don't have to pay other players.



Start of the game: Lose 3 Magic Power.



Tavern: Gain 1 Key whenever you take a Mage Card without a Key.



Start of the game: Place the **Spell Circle Cover** on one of your active Spell Circles. If you activate this Spell Circle, gain 2 Magic Power and return the Tile to the box.



Manufactory: Gain 3 Corks instead of 2 at the round Action Space.



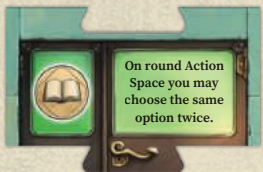
Catching Djinn: You may only use the Magic Power depicted inside the green Crystals on the Mage Cards.



Magic Source: Pay always only 2 Scrolls instead of the value indicated by your Capacity Marker.



You cannot activate Mage Cards, so you can only use them once.



On round Action Space you may choose the same option twice.



Catacombs: Even at the round Action Space, you can only perform the Basic Action.



This does not apply if there are no longer any Djinn on the Action Space.



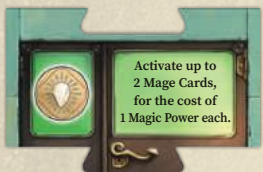
However, you may still use Keys as a substitute for Coins, Scrolls, or Magic Power.



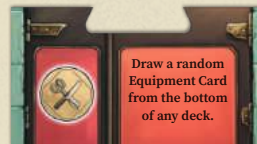
You can still only use a Key for 1 Treasure Chest per turn.



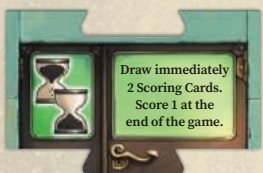
Place the Mage Card in front of you with the closed door face up.



Of the 3 Magic Power you gain here, you may use 1 or 2 to activate 1 or 2 Mage Cards of your choice.



Draw a random Equipment Card from the bottom of any deck.



You may keep the Cards face down. At the end of the game, decide which of the 2 Cards you want to score.



This also applies to Boss Djinn.

Symbols



Move your Magic Marker up to ? spaces to the right.



Pay ? Magic Power.



When you **catch Djinn** add ? Magic Power to your own Magic Power used.



Pay whatever is depicted to the left of the arrow and gain anything on the right.



If the top of the arrow is fulfilled, the bottom part is activated.



Flip



Place/Move



Basic or Special Action, including Secret Passages



Any round Action Space



Boss Djinn



Djinn



Magic Power for Djinn



Remove (Boss) Djinn from the Game Board.



Draw a random Djinn from the bag.



1 Bottle of your choice



Gain 1 Mage Card of your choice from the display.



Inactive Mage Card



Gain 1 Equipment Card of your choice from the display.



You don't have to pay other players.



Gain ? Points at the end of the game.



Start of the game



End of the game



End the round / play another round

