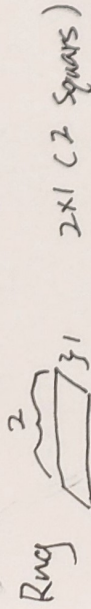


Basic:



Assam (Market Owner)

Moves:

3 Phases in 1 Turn (each)

① Roll Die

② Assam Moves

③ Make Payment (Perhaps)

* When the first player places last rug, game continue 1 turn.

Count Score:

(Number of dirhams) + (visible square with one's color)

1. Same score: just count dirhams

2. Same score & dirhams — draw.

Assam & Payments:

① choose rotate Assam 90° right or left or not.

② Roll Die: 6 faces with Number 1-4:

$$\begin{cases} 1 \times 1 \\ 2 \times 2 \\ 3 \times 2 \\ 4 \times 1 \end{cases}$$

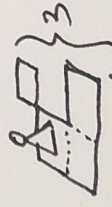
③ Move Assam to the direction it faces with steps rolled.

* if goes off the board: follow the pre-defined track.



* tracks does not count as 1 step.

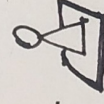
payments: ① if lands on the other guy's color, pay.



② the amount of colors link to each other with edge connected.

Rug Placement:

① At least one squares of rug must be adjacent to Assam.



② ~~Don't~~ place under Assam

③ 2 square visible rug cannot cover another rug's 2 square.

