

## *Emira*

### *Demonstration Setup and Quick-Play Rules*

If you would like a faster game in order to learn or quickly teach the mechanics of Emira, we suggest the following setup for a four-player game:

Adjust each of the play decks as described:

- Status Cards:
  - Place the +1 “Acting” and +1 “Singing” status cards next to the main board.
  - Remove all the status cards with costs above \$1000 and return them to the box.
  - Set aside 1 \$350 status card for the red player.
  - Take out the \$800+ cards and shuffle the rest together.
  - Remove the top 6 cards and shuffle the \$800+ cards in with the rest of the cards.
  - Place the 6 cards you removed and place them on top of the deck and place it on the main board.
- Event Cards: Remove all of the “Quiet Day,” “Double Trouble,” “Court Influence,” “Changing Her Mind,” & “Restoration” cards (return them to the box); shuffle the remaining event cards and place them on the main board.
- Player Boards: Remove the black player board. Give each player a random player board.
- Emira Cards:
  - Remove “Sidi Suleiman,” “Hind,” & “Xenia.”
  - Separate “Raidah,” “Sahar,” “Thara,” & “Yasmine;” these will go to each player:
    - Green – Yasmine
    - White – Sahar
    - Red – Raidah
    - Blue – Thara
- Give the set-aside \$350 status card to the Red player.
- Markers:
  - Remove the 2 “Xenia” markers from the game
  - Set 2 +1 markers, 1 Manner appearance counter, & 1 Beauty appearance counter beside the main board.
  - Place the following markers on the player boards:
    - Green gets a camel.
    - White gets a palace.
    - Blue gets an “attire” appearance counter.
  - Place the remaining appearance markers in the bag.
- Goal Cards: Take the following cards out of the 4 player goal cards and place on the player board indicated:
  - Green: 1 Housekeeping, 2 Intelligence, & 1 Cooking.
  - White: 1 Housekeeping, 1 Intelligence, 1 Cooking & 1 Romance.
  - Red: Housekeeping/Cooking/Romance (2+1+1).
  - Blue: 1 Intelligence plus Housekeeping/Romance (2+1).

### *Emira Game Explanation*

- Explain the player board first, using the back of the player aid card, starting with Camels, Palaces (already having 2), Appearance section (using token on board and the ones set aside), and then spice caravans.
- Next, explain the main board starting with the bidding and the Emira section, using the Emiras that each player already has.
- Do not give out any Event cards at beginning of game. Instead, during the first turn “Purchase event cards” phase have each player draw 3 event cards and take one. Additionally they can purchase another for \$150.
- Explain about the “Purchase Event Card” phase of the game and the use of event cards.

*Info about cards in demo:*

- *Emiras primary preferences: 7 status, 8 appearance, 5 palaces, & 1 money*
- *Secondary preferences: 6 money, 5 appearance, 6 palaces & 4 status.*
- *Emira skills: 10 intelligence, 7 housekeeping, 4 cooking, & 2 romance.*