

Beta-Version September-2021

Stefan Feld
City Collection
4

MARRAKESH

A dice tower game for 2-4 players aged 14 years up.



GAME DESCRIPTION

There is a lot to be done in Marrakesh!

Use your assistants to increase your influence in the Koutoubia mosque and in the Bahia palace. Consult the scientist houses to gain scrolls that will give you permanent advantages. Roam the souks to haggle with the merchants over precious luxury goods. Go to the market place Djemaa el Fna with its water vendors, story tellers, snake charmers and jugglers. Find oases in the Sahara and navigate the river Tensift. But over all this don't forget to pay the people and provide sufficient dates and most of all water!

This city in southwestern Morocco - know as "Pearl of the South" - was founded in the year 1070 AD and is one of the country's four royal cities. The country's name can be derived directly from the city's name Marrakesh. The historic center, the Agdal Gardens and the Menara Gardens are listed by UNESCO as a World Heritage Site in 1985.



GAME COMPONENTS

- 1 Game board



- 1 Dice tower consisting of a tower with two intermediate levels and one funnel



- 1 Dice tower base consisting of one base and 2 fences



- 4 Player Boards - 1 in each player color



- 300 Keshis 25 of each color (Derived from the title Titel MarraKESH the wooden octagon cylinders in this game function as workers or goods and are called „keshis.“)



- 4 Screens 1 in each player color



- 26 Player pawns

6 in each player color:
3× Assistant,

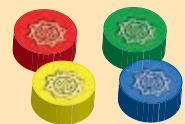
1× Scholar,
1× Courtier,

1× Fisherman

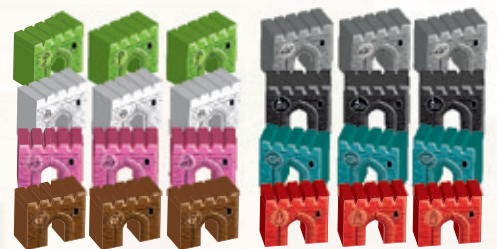
required for
Expansion 2
(see page 15):
1× Sultan (white)
1× Imam (black)



- 4 Scoring markers 1 in each player color



- 32 City gates 2x purple, orange, yellow and beige



3x green, gray, white, black, pink, turquoise, brown, and red

- 120 Resources 40 each of



- 4 "100/200" points tokens
1 in each player color



- 42 Oases



Revers Side

- 72 Scientist scrolls

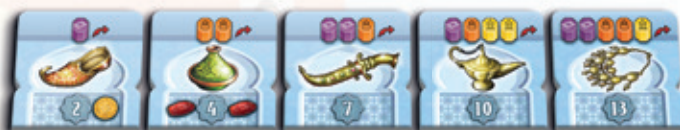
21× gray 21× yellow 18× pink 12× orange



back sides:



- 25 Luxury goods



Luxury slipper Tajine Ornate dagger Oil lamp Necklace

- 12 Exchange offices



reverse side

basic game

Expansion 3 (see page 15)

- 20 Provision tiles



Revers Side

- 4 Audience discs



- 9 River tiles

3 each for 1st season 2nd season 3rd season



- 1 Round counter
(Stefan Feld statuette) &
1 season counter
(camel)



- Level tiles
required for
Expansion 1:
"Alternative
promotion
bonuses"
(see page 15)



Note: Put next to the supply these tiles may also be used for colorblind players to help distinguish the colors of keshis.

- 1 Cloth bag



- 1 rules booklet

GAME CONCEPT AND OBJECT OF THE GAME

Marrakesh is played over 3 seasons, each consisting of 4 rounds.

During each round, you decide which sectors on your player board you want to make use of by placing your assistants. Your keshis are relevant not only for the actual placing space, but for the effectivity of the chosen sector action as well. You toss your selected keshis in the dice tower, then pick your favorite ones from those that have tumbled out of the tower at its bottom.

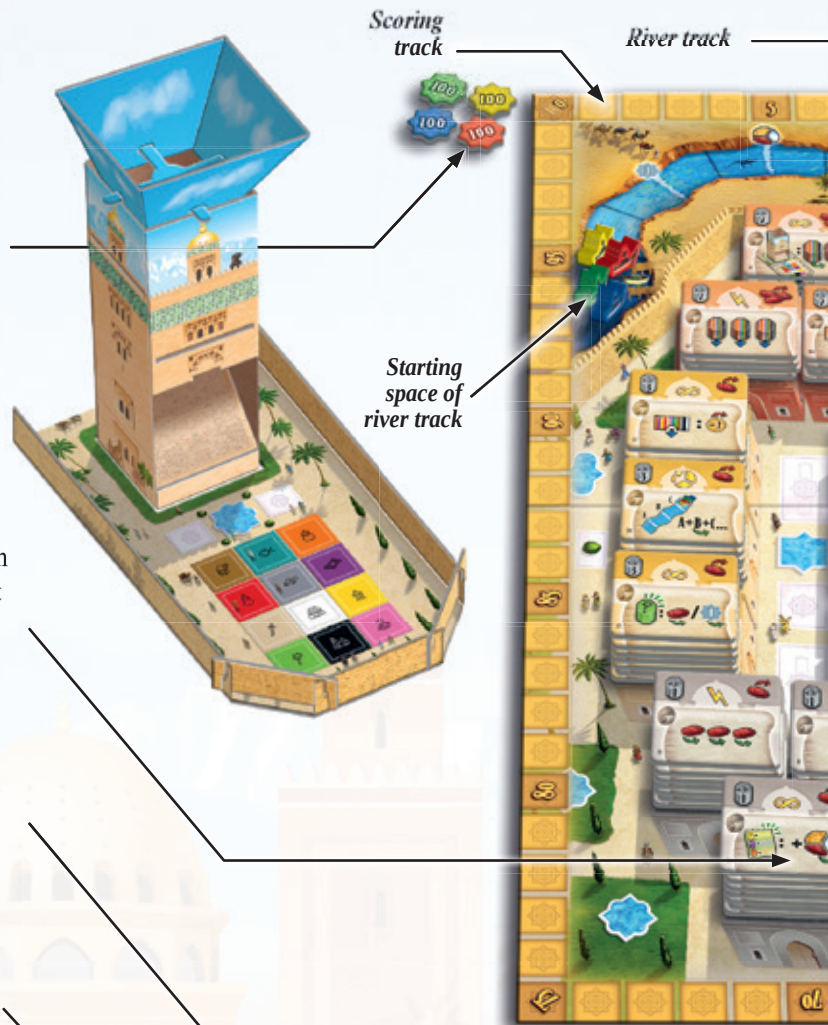
At the end of each season you must provide dinars, water and dates for the inhabitants of your sectors. Also, your fishermen may grant you valuable bonuses.

The player having collected the most victory points (VPs) after 3 seasons is the winner of the game!

SETUP

Shared Components

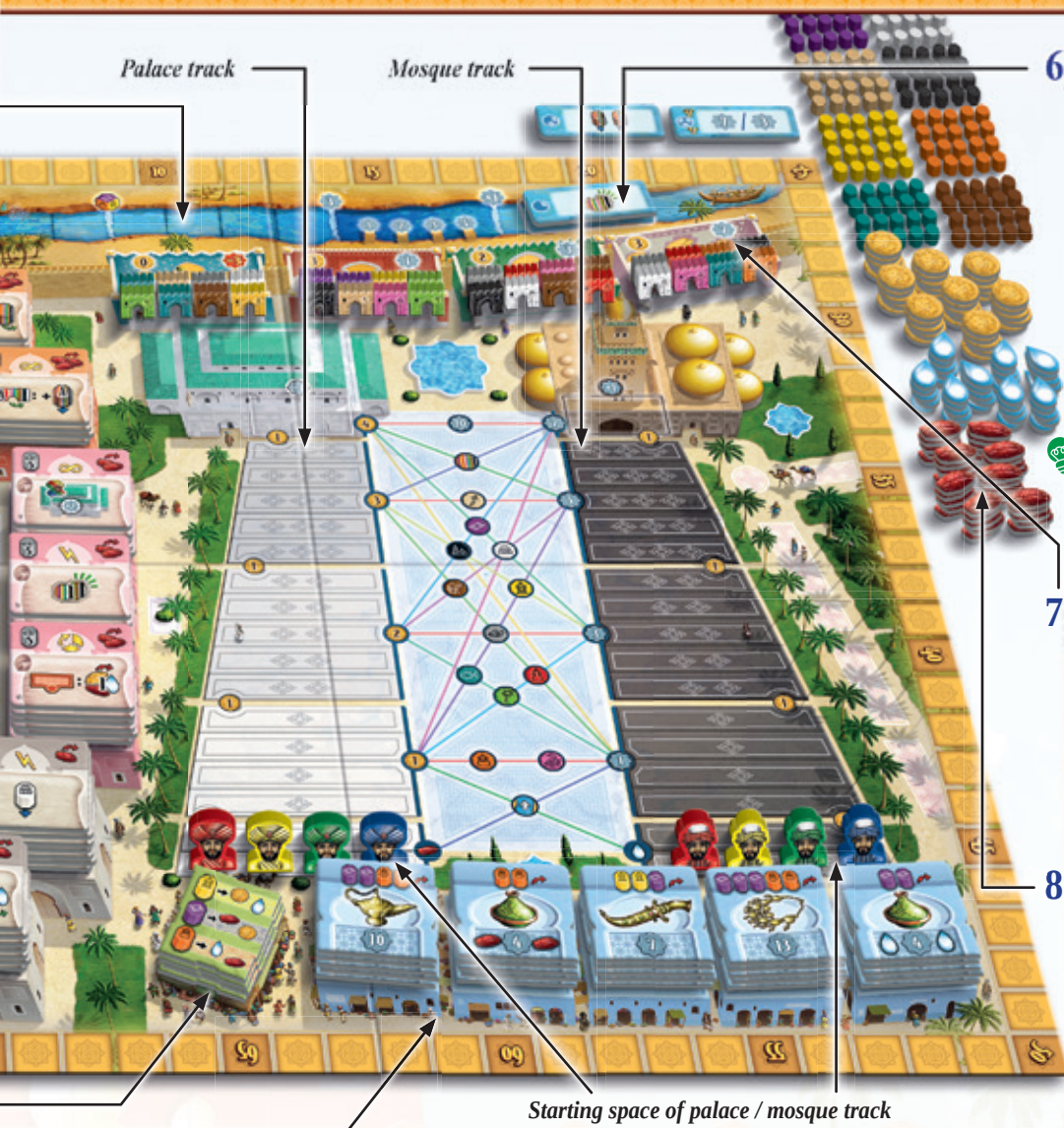
- 1) Place the **game board** in the center of the playing area. Put the **dice tower base** next to the game board and insert the **dice tower** in the provided slot.
- 2) Keep the "**100/200**" **points** tiles next to the scoring track. When a player completes a full round on the scoring track, they take the tile of their player color and keep it next to their player board, "100" side up. If they complete another full round, the players flip the tile to its "200" side.
- 3) Sort the **scientist scrolls** by their reverse sides. Mix each type separately, and stack the scrolls of each type face down in 3 stacks each of equal size on the corresponding scientist houses on the game board. Reveal the top scroll of each stack.
- 4) Mix the **exchange offices** face down. Randomly draw 3 exchange offices, and stack them face down on the **exchange office space**. Reveal the top exchange office. The remaining exchange offices are not used for this game, return them to the game box.
- 5) Mix the **luxury goods** face down and deal them to the **5 souk shops** on the game board in 5 stacks of equal size. Reveal the top luxury good of each stack.



Individual Player Components

- 9) Each player takes in their chosen player color:
1 player board, 6 player pawns, 1 scoring marker, 1 screen and any **1 audience disc**.
- 10) Each player's **scoring marker** starts on **space 10** of the scoring track.
- 11) Each player places 3 pawns on the game board:
 - The **fisherman** on the starting space of the **river track**
 - The **scholar** on the starting space of the **mosque track**
 - The **courtier** on the starting space of the **palace track**
- 12) The remaining 3 pawns are the player's **assistants**, as of now kept next to the player board.
- 13) Mix all **oases** face down. Each player draws 8 oases, and places them face down on the designated Sahara spaces on their player board without looking at them. The remaining oases are not used for this game, return them to the game box.





- 6) Sort the **river tiles** by season and put them in the cloth bag, separately for one season after the next. Mix the tiles of each season and randomly draw one tile per season. Place the tile for the 1st season on the designated space on the game board. Keep the two tiles for the two other seasons next to the game board. If all players agree, they may use particular tiles of their choice.

Note: We recommend the tiles with numbers **01, 02, and 03** for your first game.

- 7) Put the **city gates** in the cloth bag and mix well. Randomly draw 8 city gates for each **workshop space** on the game board and place them there.

- 8) Sort all **resources** (water, dates, dinars) and **keshis** by type respectively by color and keep them next to the game board as general supply.



- 14) Each player places their **audience disc** on the big square on their player board in any orientation of their choice.

- 15) Mix the **provision tiles** face down and deal 3 to each player. Each player looks at their tiles, and decides for one to activate for the 1st season. The activated tile is placed next the player board, the other two tiles remain face down next the player board.

- 16) Then, each player takes **1 water, 1 dinar** and **1 date** as well as **1 keshi each of all 12 colors**. Players keep their keshis hidden behind their screen, whereas the resources remain visible for all players next to the player board.

- 17) Finally, choose a **start player** at random, give them the **season counter** and the **round counter**.

PLAYING THE GAME

The following is a general outline of how to play the game. Later on, you may refer to it to look up the most important rules and to find the corresponding rules pages.

Marrakesh is played over **3 seasons**.

Each season consists of **4 rounds**. In each round the player holding the round counter (camel) is the start player.

Each round is divided in **4 phases**:



Select Keshis & Place Assistants (p. 7)

Simultaneously, all players select 3 of the hidden keshis from behind their screen and take them in their hand. Once all players have done so, they show their selection and place their 3 assistants on the sectors of the corresponding colors on their player board. Finally, one player takes the selected keshis of all players and tosses them all at once in the dice tower.

Claim Keshis & Place them (p. 7)

After the players have sorted the keshis in the tower's base by color, they split up those keshis. Players take turns claiming a maximum of 2 keshis of a single color per turn. This continues until all keshis from the tower's base have been claimed and placed. Claimed keshis must be placed in the corresponding sector on the player's board immediately.

!! Important: When placing a green, pink or brown keshi, the player immediately gains the indicated **Placement Bonus**.



Use your Assistants (p. 8)

In turn order each player uses their 3 assistants in any order they like. For each assistant the player decides for one of two options:

- The player **takes one keshi** of the corresponding sector's color from the general supply and **places** it (gaining the **Placement Bonus** if applicable).
- Perform that **sector action**.

If the sector contains a water vendor, they **gain 1 water** from the general supply immediately, regardless of their choice.



River Bonus & End of the Round (p. 12)

All players who have crossed at least the first light rapid on the river track receive a bonus now. Subsequently, the start player passes the start player marker to their left neighbor; that player is the start player of the next round.



After 4 rounds have been completed, there are no more keshis behind the players' screens. Next, the **season scoring** takes place and the next season will be prepared. Then, the player holding the season counter (Stefan Feld statuette) passes it to their left neighbor who also takes the round counter (camel). That player starts the 1st round of the next season.

The game ends after 3 complete seasons have been played.

Following the third season scoring a **final scoring** takes place during which the players may gain additional points.

The player with the most points after final scoring is the winner of the game!

Round Sequence

Each round consists of the following 4 phases, which are played in the following order:

■ **Select Keshis & Place Assistants** ■ **Claim Keshis & Place them** ■ **Use your Assistants** ■ **River Bonus & End of the Round**

The player holding the round counter is the start player for the entire round.

■ Select Keshis & Place Assistants

Simultaneously, all players select 3 of the available keshis hidden behind their screen into their hand. Once all players have chosen, they reveal their choices.

In turn order each player places their 3 assistants on the assistant spaces of the sectors corresponding to the colors of their selected keshis. Each assistant space can accommodate 1 assistant only.

Exception: Up to 3 assistants may be in the souk.



Once only per season each player may use the red water vendor keshi as a “wild” to place 1 of their assistants in any sector they like.

After all players have placed all their assistants, one player collects all selected keshis and tosses them in the dice tower all at once. Some keshis from former rounds may still be inside the tower, only to tumble out in later rounds. This means that the number and colors of the emerging keshis will hardly ever be the same as those just dropped into the tower.

Then, the players sort all keshis currently in the base by color. This is the display for the next phase.



Example: Lukas has chosen 1 keshi each in green, black and pink. He places them in the sectors of matching color.



■ Claim Keshis & Place them

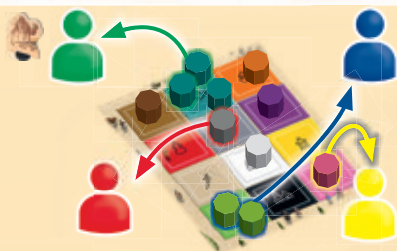
In turn order each player chooses 1 color and claims up to 2 keshis of that color. If there is only 1 keshi of that color, the player takes that one. Each keshi must be placed in the corresponding sector on the player's board immediately. If applicable, the player gains a **Placement Bonus** immediately.

If a player's sector is completely filled with keshis, they may not claim keshis of that color anymore. If the only keshis left to claim are of a color (or colors) of completely filled sectors, that player forfeits the remainder of this phase.

Players continue claiming keshis this way until there are no more keshis on display.

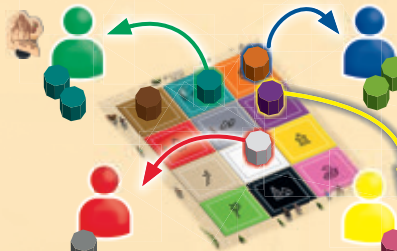
Note: In the rare case that all keshis remaining on display are of colors of completed sectors of all players, this phase ends immediately. Return the remaining keshis to the general supply.

Usually, the number of claimed keshis will be different for all players. During their turn each player must claim at least 1 keshi if possible.

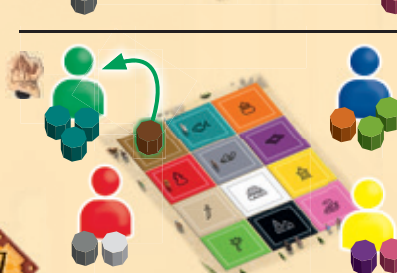


Beispiel:

Sarah (green) is the start player of this round, and she takes 2 turquoise keshis. Jan (blue) takes 2 green ones, Marie (yellow) 1 in pink and Lukas (red) 1 gray keshi.



In the second selection turn Sarah (green) decides for another turquoise keshi. Jan (blue) takes 1 orange keshi, Marie (yellow) takes 1 purple and Lukas (red) 1 white keshi.



In the third selection turn only 1 brown keshi is left. Sarah (green) takes it, and the selection turns are finished.

Sarah (green) has taken 4 keshis total, Jan (blue) 3, Marie (yellow) and Lukas (red) have 2 each.

Red keshis are **water vendors**. In each sector except the souk there is 1 space for a water vendor () where exactly 1 red keshi may be placed. When a player has 1 or 2 red keshis to place, they may place them in any sector not containing a water vendor yet. A water vendor may not be placed on any other space and no other keshi may be placed on a water vendor space.



When placing keshis of these colors, the player gains a **Placement Bonus** immediately:



These bonuses are explained in combination with the associated action.

The Placement Bonus is applied immediately after placing the keshi.

■ Use your Assistants

In turn order each player will use their three assistants in any order they like. Each assistant's action must be completed before moving to the next. Remove the assistant from the board once the action is completed.

For each assistant the player decides for 1 of 2 options:



a) Take a new Keshi

The player takes one keshi of the corresponding sector's color from the general supply and places it on a free space. When placing a green, pink, or brown keshi the player gains its Placement Bonus immediately (see associated action).

For an assistant in the souk the player may take a yellow, purple or orange keshi from the supply and place it on the corresponding space. The souk may contain any number of keshis of the matching colors.

If a player's sector is completely filled with keshis, they may not take that color anymore.



Note: New keshis are always taken from the general supply.



Example:

Lukas decides to place new keshis at the date plantation and at the mosque. For the green keshi he gains 1 point as placing bonus immediately. As there is a water vendor at his mosque he gains 1 water from the general supply.



b) Perform the Sector Action

Each sector is associated with a specific action. The more keshis are inside that sector, the more powerful the action will be.

River

For each keshi the player's fisherman advances 1 step on the river track. If the fisherman lands on a space containing other players' fishermen, he is placed at the end of the line on that space. By spending water the fisherman can advance even further: **1 water = 1 additional step**.

When a player's fisherman lands at the jetty (final space of the river track), they anchor their fisherman on the spot with the highest free number, and they gain this number of points immediately (on the scoring track). From now on, that player always gains **1 point** for each **further step** they would advance on the river track.

At the **end of each round** all players receive **one bonus** from any space their fisherman has passed disregarding their position on the river (see p. 12).



Sarah has 5 turquoise keshis on her player board, so she advances 5 steps on the river track.

She spends 2 water, taking 2 additional steps.

With her first additional step she lands on the jetty and places her fisherman on the 4 points footbridge, and she marks these points on the scoring track immediately.

For her second additional step she gains 1 more point.



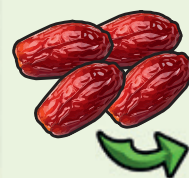
Date Plantation

For each Keshi the player gains 1 date from the general supply.



Placement Bonus:

Placing a green keshi the player gains 1 point immediately.



Example:
Jan receives 4 dates from the general supply.



Souk

With each of their assistants at the souk the player may use the exchange office once or acquire 1 luxury good.

a) Exchange Office:

By spending (return to the general supply) 1 yellow, purple or orange keshi from their player board the player receives the indicated resources from the general supply.

b) Acquire a Luxury Good:

By spending (return to the general supply) 1 yellow, purple or orange keshi from their player board the player acquires one of the luxury goods on open display. They take the tile, keep it in front of them and receive the shown reward.

A new luxury good is revealed only after the player has used all there 3 assistants.

Once a souk shop is completely empty, take the stack from any other shop and put half of it on the empty shop.



Example:
Marie returns 1 purple keshi from her player board to the general supply and takes 2 dates from the general supply.



Example: Jan returns 1 orange keshi from his player board to the general supply to buy the luxury good, a luxury slipper. As reward he gets 1 water from the general supply and gains 2 points on the scoring track.

Big Square (Djemaa el Fna)

First, the player rotates the audience disc by one section in clockwise direction. Then, they choose 1 space containing a keshi and gain the indicated bonus of that space as many times as there are spectators on the section pointing to that space.



Placement Bonus:

Placing a pink keshi the player gains the bonus shown next to the space once only.

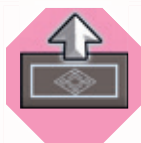


Example:
After rotating her audience disc, Marie decides to benefit from the bonus of top pink keshi with 3 spectators. She receives 3 goods from the general supply and takes 3 purple carpets.

Summary of bonuses on the big square:



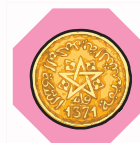
1 water from the general supply



1 step forward on the black mosque track



1 step forward on the river track (+ additional steps for each water spend)



1 dinar from the general supply



2 points



1 step forward on the white palace track



1 date from the general supply



1 yellow, purple or orange keshi from the general supply*

* If the number of spectators allows to take more than one keshi they must all be of the same color.



Mosque and Palace

For each **keshi** in the mosque (black) respectively in the palace (white) the player advances their pawn **1 space upwards** on the mosque track respectively on the palace track.

These two tracks are both divided in 5 segments. When a pawn crosses the threshold to a **new segment**, that player gains **1 dinar** immediately.

After crossing that player furthermore gains an **additional bonus** depending on the position of their 2 pawns on these 2 tracks. The player follows the **line** between the 2 segments of their pawns, and chooses **1 of the bonuses** shown on the connecting line.

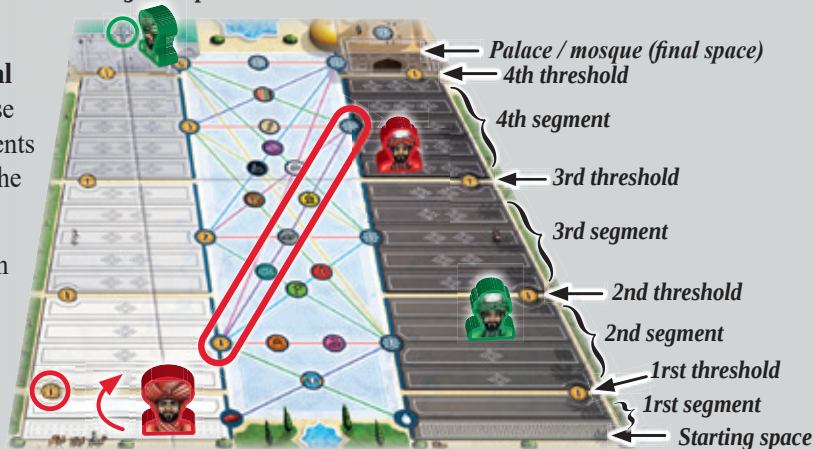
Note: If a player crosses more than one threshold with one movement, they gain 1 dinar and 1 “line bonus” for each crossing.

When a pawn arrives at the large top space of the mosque or the palace track, it remains there for the rest of the game. From now on, the player gains **1 point** for each **further step** they would advance on this track.

Example:

Lukas (red) has 2 white keshis on his player board, allowing him to advance 2 steps on the palace track. He crosses the first threshold and immediately gains 1 dinar from the general supply. Then, he looks for the connecting line between the segments containing his pawns and may choose one of the depicted bonuses (1 dinar, 1 turquoise, gray or yellow keshi or 5 points).

Sarah's pawn (green) is on the top space of the palace track already. So, for 5 white keshis on her player board she could advance 5 more spaces but gains 5 points instead.



Summary of bonuses between the mosque and palace tracks:



1 keshi of the shown color from the general supply (to be placed immediately, gaining Placement Bonus if applicable)



1 date / 1 water from the general supply



1-4 dinars from the general supply



1 keshi of any color from the general supply (to be placed immediately, gaining Placement Bonus if applicable)



1 step forward on the river track (+ additional steps for each water spend)



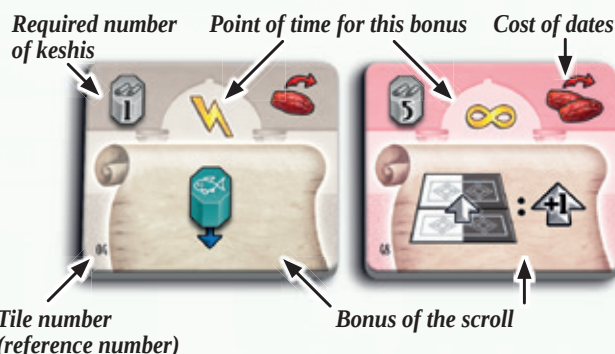
1-10 points

Madrasa

In the madrasa players can acquire **scientist scrolls**. The **top left corner** of a scroll indicates how many **gray keshis** the player needs to have placed in their madrasa at least to acquire that scroll (1, 3, 5 or 7). Additionally, the player must pay up to 3 **dates** (top right corner).

The player may acquire as many scrolls as the number of their placed keshis and the dates they can pay allows. The paid dates are returned to the general supply. The player takes their acquired scroll(s). Reveal a new scroll(s) only after the player has used all their 3 assistants.

If one stack is exhausted, divide the higher stack of the 2 others of this color. Place the lower half on the empty science house and reveal the top scroll.



Example:

Lukas has 6 gray keshis on his player board. He may acquire these two scrolls, paying 3 dates.



Just before their first purchase during each round, the player may pay 1 dinar to exchange the top scrolls of a triple group. They shove each top tile at the bottom of the stack and reveal the new top tile. Subsequently, the player **must** acquire at least 1 of these new scrolls.

Each scroll grants one of the following:

- an instant action 
- an end of the round bonus 
- an end of the season bonus 
- a permanent action enhancement 

The player performs an **instant action** once only and immediately when acquiring that scroll. They keep that scroll in front of them.

Action enhancements are manifold and give permanent improvements depending on the tile, either once per turn or in combination with a specified action. You will find a detailed overview of these tiles and the associated actions on the **extra sheet**.

Medina

In the Medina a player may buy city gates if they have fewer city gates on their player board than guardians (beige keshis). For each "free" guardian they may buy 1 city gate from 1 of the 4 workshops on the game board.

The player picks exactly 1 city gate from a workshop of their choice and pays the **price in dinars** as shown at the top left. The player **gains** (or loses) a number of **points** as shown at the top right immediately. Then, they build that city gate on any unoccupied city gate space on their player board, and places one of their "free" guardians next to it. That guardian is now committed to that space.

In case the **city gate's color** matches the sector's color the player gains **2 points** immediately.

Additionally the player gains **1 keshi matching the city gate's color** from the general supply which they place **immediately** in the corresponding sector (gaining the Placement Bonus if applicable). If this sector is already completely full, they gain no keshi.

The player may buy as many city gates as they can afford and has free guardians on their player board.

 **Note:** When a player buys a beige city gate, they gain 1 beige keshi (guardian) immediately that they may use to buy another city gate still during this turn.



Example:

There are 4 guardians (beige keshis) on Jan's player board. Two of them are assigned to a city gate already, the other two are "free". This enables him to buy up to 2 more city gates.

He buys a brown one for 0 dinars (losing 3 points) and a pink one for 1 dinar, gaining 1 point from it.

He builds the brown gate matching the color of the Sahara, thus gaining another 2 points, and the other one at the madrasa. He gets 1 brown and 1 pink keshi (matching the city gates' colors) that he places immediately. For each of these 2 keshis he gets the placing bonus as well.

Sahara

In the Sahara players may **explore and activate oases** (see "Placement Bonus").

In order to activate an oasis, the player must pay the resource shown next to the tile as many times as it is the current season (1 resource in the 1st season, 2 resources in the second and 3 resources in the 3rd season).



Example:

During the second season, Marie activates this oasis by spending 2 water, then keeps that oasis tile next to her player board.

A  means that the player may freely choose which resource they pay (dinar, water, date) in any combination.

The player may activate as many explored oases (= revealed tiles on their player board) as they wish and can afford.

Players place and keep their activated oases next to their player board. Each activated oasis may be good for additional points at the end of the game, if the player meets the requirement shown on the tile. You will find a detailed overview of these tiles and their requirements on the **extra sheet**.



Placement Bonus:

Whenever a player places a brown keshi, they **explore** the assigned oasis by revealing that tile.

For each exploration the player **gains** as many **points** as it is the current season.

There are **3 different paths** leading through the Sahara. These can be followed by placing the brown keshis (camel) starting from the assistant space. No keshi space may be skipped, but players may explore along all 3 paths simultaneously.



Example:
Marie activates a second oasis during the second season. She must pay any 2 resources for it and returns 1 date and 1 dinar to the general supply.

Example:
Sarah places 2 keshis at the Sahara that allow her to reveal to next 2 oases on that path. Because this is the second season she gains 2 point for each, 4 in total.



Water Vendor

When a player uses one of their assistants in a sector containing a water vendor, they **gain 1 water** from the general supply immediately. This is regardless of the player placing a keshi subsequently or performing the sector action to advance 4 steps on the palace track.



Example:
Jan receives 1 water from the general supply regardless of placing a new white keshi subsequently or performing the sector action to advance 4 steps on the palace track.

River Bonus & End of the Round

The round ends after all players have placed all their assistants. At this point the river bonus is resolved. Each player who has crossed at least the first rapid with their fisherman may take 1 bonus of their choice that is shown next to one of the rapids they have passed already.

Summary of bonuses next to the river track:



1 point

3 points



1 resource at will from the general supply



1 yellow, purple or orange keshi from the general supply



Example:
Marie has crossed 3 rapids. She chooses a bonus from the middle rapid, taking 1 dinar from the general supply.

After choosing the bonus, the fisherman **stays** where he is.

Before the next round starts, the start player passes the round counter (camel) to their left neighbor. That player is the start player of the next round.

Do not pass the season counter (Stefan Feld statuette) at this point.



SEASON SCORING AND PREPARATION OF THE NEXT SEASON

After 4 rounds the players have no more keshis behind their screens. That season is finished and the players proceed to the **season scoring**.

1) River Evaluation

The player whose fisherman is the leading one on the river is the winner of the river evaluation, gaining a certain bonus shown on the tile at the river's end.

In the third season the winner on the river track has the choice between two bonuses, The runner-up gets the other bonus. In a game with two players there is no runner-up.



Example:
Sarah (green) is first on the river track, and chooses the 7 points bonus of the river tile.
Marie (yellow) is second and gains 3 points.

You will find a detailed overview of the river tiles on the **extra sheet**.

Finally, discard the current river tile and return all fishermen to the starting space of the river.

2) Maintenance of Citizens

Each player must pay the resources shown on their activated (revealed) provision tiles. If a player cannot pay the required resources shown on all their provision tiles, they must pay all of their resources (even any that were not required in the first place) and lose all points shown on their activated provision tiles.

A player paying all required resource does not lose any points.

After all players have completed their maintenance, they all choose one of their not yet activated provision tiles (still face down) and flip it over. The resources shown on that tile must be paid at the end of the next season additionally to those shown on the previously activated tiles if the player does not want to lose points.



Example:
Two provision tiles are activated in the second season. Lukas could pay all resources of the right tile, but he is short of 1 date and 1 dinar for the left one. He must return all his resources to the general supply and loses 8 points.

Preparation of the 2nd and 3rd Season

- 1) Discard the current exchange office, then reveal the one beneath it. This is the exchange office of the next season.
- 2) Place the river tile of the next season on the designated river space on the game board.
- 3) Again, each player takes 1 keshi of each color from the general supply and keeps them behind their screen.
- 4) Pass the season counter (Stefan Feld statuette) to the next player in clockwise direction. That player takes the round counter (camel) as well, no matter which player had it before.



This concludes the preparation, and the next season starts.

END OF THE GAME AND FINAL SCORING

After the 3rd season including season scoring is completed, the game ends after the final scoring. Players can gain additional points now for the following:

1) Completely full sectors:

For each sector of their player board (except the souk) with all 8 keshi spaces and the water vendor space occupied the player gains 10 points.



2) Oasis tiles:

Each player gains points for their activated oases according to their conditions.



3) Remaining resources:

Any 2 resources (dinars, water, dates) and /or yellow, purple or orange keshis (goods) a player still owns at this point are worth 1 point.



Example:

Sarah has 2 full sectors, the river and the mosque. She gains 20 points.



She has 2 activated oases:

The first one (15) gives her 3 points plus 1 point for each turquoise keshi on her player board, a total of 12 points.

The second one (32) gives her 4 points for each set of 3 different resources that she returns to the general supply. As she has 2 sets she gains 8 points.

Finally, she has 5 resources left plus 2 goods keshis. These give her another 3 points.

The player with the most points is the winner of the game.

In case of a tie for the most points the tied player leading on the palace track is the winner, if there is still a tie it is broken in favor of the player leading on the mosque track. If still there is no winner, the last tied players share the victory.