Istanbul – Mocha & Baksheesh Expansion

INTRODUCTION

You, the merchants of Istanbul, came up with a new and quite lucrative way of earning an extra dime: delivering messages to the shopkeepers of the bazaar! While doing so, you can catch some useful information here and there that you can sell to the secret society for rubies ...

In order to keep your regular business running, you have hired a companion who is actively supporting you. True, he is a little slower than you would like but in return he does not require any assistants.

COMPONENTS



DIFFERENCES TO THE BASE GAME

This expansion can only be played in combination with the base game.
It can be combined with both the base game and the “Mocha & Baksheesh” expansion – for details on that see page 6, The “Great Bazaar” Variant.

All of the base game rules apply with the following exceptions:

- The game board is extended by 4 additional Places (with numbers 21 - 24) for a total of **20 Places**. The **Catacombs** 25 are only used in the “Great Bazaar” variant.
- The game end is triggered when any player has **6 Rubies**, regardless of the number of players.
- Whenever you take the last Ruby from the **Sultan’s Palace** 13, **Gemstone Dealer** 16, or **Coffee House** 20, you must immediately replace it with a Ruby from the general supply.

Note: Unless you play the “Great Bazaar” variant, you can ignore any Coffee symbols on cards and tiles.



SETUP

The following rules add to the base game rules so you will also need the base game components.

Place the 20 numbered **Places** in a 5x4 pattern.
For your **first play** with this expansion, we recommend you use the layout shown at right.
For future plays, we recommend you use a “random” layout according to the following rules:

9	1	4	21	3
15	6	7	11	22
13	24	12	14	8
10	2	23	5	16

- Arrange the 20 Places randomly in a 5x4 pattern.
- Make sure the Fountain 7 is one of the inner 6 Places – switch its position with another Place if need be.
- The Black Market 8 and Tea House 9 must be separated from one another **and** they may not share the same row or column with the Fountain – switch their positions with other Places if need be.

1. Set up the game as described in the base game rules (see pages 2/3 there, steps 2-13). Then proceed with the following additional steps. Decide whether you want to solely use the **new Bonus cards** or shuffle them together with the base game ones. If you do the latter, a symbol in the corners of the cards will help you to separate them later.
2. Roll the dice to determine the starting position of the **Courier** (as you do with the Governor and Smuggler).
3. **Kiosk** 22
   Shuffle the **Kiosk tiles** and place them in 2 face-down stacks on the Kiosk. Used Kiosk tiles are placed in a discard pile next to the game board. If you run out of Kiosk tiles during the game, shuffle the discard pile to form new draw piles.
4. **Secret Society** 24
   Place the depicted amounts of Lira below the 1st/2nd/3rd rank.
5. Turn the **Letters** to the reverse side (showing 2 Seals) and shuffle them. Place them next to the game board, forming one or more draw piles. Used Letters are placed in a discard pile. If you run out of Letters, shuffle the discard pile to form new draw piles.
6. Place the **Companions** as well as the **remaining Rubies** next to the game board.

OVERVIEW OF THE NEW COMPONENTS

- **Letters:** Letters provide an additional way of getting **Rubies** and can be used for **double moves**. The front side of each Letter shows 1 Seal and a Place number, the reverse side shows 2 Seals. Whenever you receive a Letter, you must place it face up in front of you. Once you deliver a Letter (see page 4, Your Turn, item 2), you must turn it to the reverse side.
  The Seals visible on your Letters can be exchanged for Rubies (see page 5, Secret Society 24) or used for double moves (see page 4, Your Turn, item 4).
- **Companion:** The Companion is a new token waiting in the general supply. The first time you use the action at the Fountain 7 you can move him to your personal supply. Once there, at the start of your turn, you can place him next to your Merchant. Doing so does not cost anything even if there are other Merchants at that Place.
  Once your Companion is on the game board, you must choose whether you move him **or** your Merchant to take actions (see page 4, Your Turn, item 1).
  Each time you take the Fountain action again, you can move your Companion back to your supply. From there, you can place him as described above.
- **Kiosk tiles:** They show rewards for using the Kiosk 22 (see page 5, Kiosk 22).
- **Courier:** This is a new token you can encounter after your actions (like the Governor and Smuggler). He provides 1 Letter if you pay him 2 Lira or discard 1 Letter (see page 4, Your Turn, item 3).

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YOUR TURN

Except for the following few additions, your turn is played as described in the base game rules:

1. There is a new movement option:
   If your **Companion** is in play, i.e. standing on a Place tile, you can move him **instead of your Merchant**. The Companion follows the same rules as the Merchant with the following exceptions:
   a) The Companion can only move **by 1 Place**, i.e. to an orthogonally adjacent Place.
   b) He works alone, i.e. he does not have or require any assistants.
   c) Bonus cards and tiles showing the Merchant do **not** apply to the Companion unless explicitly stated otherwise.



Example: *Your Companion is already in play. You can use him on your next turn.*

Note: If a Merchant or Companion moves to a Place with other players' Merchants or Companions, you must pay 2 Lira for each of those tokens before you can take the Place's action!

2. When a token (Merchant, Family Member, or Companion) is at a Place specified by one or more of your Letters, you must turn these Letters to the reverse side – they are considered "delivered". It does not matter whether or not the token was moved, and whether you turn the Letter before or after it moves.
3. In phase 4 of your turn (Encounters), you can encounter a new token – the Courier. He provides you 1 Letter if you pay him 2 Lira or discard 1 Letter. Afterward, roll the dice to determine his new position.
4. End of your turn: **Once per round**, you can discard Letters showing a total of **3 Seals** to immediately take **an additional turn** (so-called "double move"). Overpaid Seals are forfeit.

GAME END

Regardless of the number of players, the end of the game is triggered when any player collects their **6th Ruby**. Apart from that, the base game rules apply.

NEW BONUS CARDS



Take 1 Letter.

Roll 2 dice and take the corresponding reward.

Pay 1 Good (or Coffee) to receive 7 Lira.

Take the depicted Good and 3 Lira.

Carry out the action of the topmost Bonus card on the discard pile.

During the "Movement" phase, move your Family Member to an orthogonally adjacent Place and take that Place's action without having any encounters. This replaces your regular turn, i.e. you do not move your Merchant or Companion. For this, your Family Member may neither be at the Police Station 12 nor move thereto.

During the "Movement" phase, choose another player's Merchant and move your Merchant stack to that Place. This replaces your regular movement by 1 or 2 Places. You do not have to pay that specific Merchant but you do have encounters with other tokens if present.



During the "Movement" phase, you can move your Companion by 2 Places instead of just 1.

Use the Governor, Smuggler, Courier, or Coffee Trader (in the "Great Bazaar" variant) and pay the cost. Then roll the dice to determine the new position of that token.

If you are at one of the Mosques 14, 15, you can immediately take its action one more time.

If you are at the Secret Society 24, you can immediately take its action one more time.

During the "Movement" phase, you can pay 3 Lira to move your Merchant stack to any Place. This replaces your regular movement by 1 or 2 Places.

NEW PLACES AND ACTIONS



21 Embassy
Take 2 Letters from the general supply and place them face up in front of you (i.e. with the Place number facing up).

22 Kiosk
Take 1 Letter from the general supply and place it face up in front of you. Then turn over 1 Kiosk tile per player plus one. Beginning with you and in clockwise order, each player must do the following:

- Choose 1 of those Kiosk tiles.
- Carry out its action (see page 6: Overview of Kiosk Tiles) **or not**.
- Turn it face down. The other players cannot choose it.

You also get to use the remaining Kiosk tile. Then discard all of those Kiosk tiles.

23 Auction House
Take 1 Good of your choice. Then auction off 2 Bonus cards:
Place a bid of at least 1 Lira. Then each other player in clockwise order may place exactly 1 bid or pass. Each new bid must be higher than the last. After all other players had the chance to bid, you may place a final bid or pass.
The winner of the auction draws 2 Bonus cards from the draw pile and takes them into their hand. If you win, pay your bid to the general supply. If another player wins, they must pay their bid to you.

Example with 3 players: *Yellow takes 1 blue Good and places an initial bid of 1 Lira. Red passes; Blue bids 5 Lira. Yellow could place a final bid but passes. Blue draws 2 Bonus cards from the draw pile and pays 5 Lira to Yellow.*

24 Secret Society
Discard Letters showing a total of 6 Seals. As a reward, take the next Ruby from the Sultan's Palace 13, the Gemstone Dealer 16, or the Coffee House 20 (only available in the "Great Bazaar" variant) and place it on your Wheelbarrow. The first player to take this action receives 3 Lira, the second one 2 Lira, and the third 1 Lira. Any subsequent player only gets the Ruby and no additional Lira.

25 Catacombs
Take 1 Good of your choice (or Coffee). Then move your Merchant stack to a Place of your choice. You may not take that Place's action and you do not have any encounters there.

CREDITS

The publisher and designer would like to thank all play-testers and proofreaders for their valuable feedback.

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OVERVIEW OF KIOSK TILES



Take 1 yellow Good and 1 Lira.

Take 1 green Good and 1 Lira.

Take 1 red Good and 1 Lira.

Take 2 yellow Goods.

Take 2 green Goods.

Take 2 red Goods.



Take 1 yellow Good.

Take 1 green Good.

Take 1 red Good.

Take 1 blue Good.

Take 1 Bonus card.

Take 2 Lira.



Take 1 Coffee or 2 Lira.

Take 1 Coffee or 3 Lira.

Move your Companion to your personal supply.

Roll 1 die and take 1 Lira per pip rolled.

Pay 10 Lira for a Wheelbarrow extension.

Pay 1 blue, yellow, green, and red Good for a Wheelbarrow extension.



Move your Merchant stack to the Fountain 7 without collecting any assistants.

Choose one: Pay 1 Good (or Coffee) and take 1 Letter, or discard 1 Letter and take 1 Good (or Coffee).

Choose one: Discard 1 Bonus card and take 1 Letter, or discard 1 Letter and take 1 Bonus card.

Choose one: Pay 2 Lira and take 1 Letter, or discard 1 Letter and take 3 Lira.

Choose one: Pay 2 Lira and take 1 Good of your choice (or Coffee), or pay 1 Good of your choice (or Coffee) and take 3 Lira.

Choose one: Pay 2 Lira and take 1 Bonus card, or discard 1 Bonus card and take 3 Lira.

THE "GREAT BAZAAR" VARIANT

We recommend this variant to all players who are sufficiently experienced in the base game and its expansions. In this variant, the base game is combined with **both** expansions "Mocha & Baksheesh" and "Letters & Seals".

- Arrange the Places numbered 1-25 randomly in a 5x5 pattern.
- Place the Fountain 7 in the center of the game board. Make sure the Black Market 8 and Tea House 9 minimum distance restriction is met.
- Bonus cards: Decide whether you want to solely use the new Bonus cards or shuffle them together with the base game and Mocha & Baksheesh ones. If you do the latter, a symbol in the corners of the cards will help you to separate them later.
- Apart from that, the normal base game and expansion rules apply.

Note: The Tavern tile regarding the Governor, Smuggler, and Coffee Trader does also apply to the Courier.