Rüdiger Dorn

Istanbul

Mocha & Baksheesh

Expansion

INTRODUCTION

Selling precious fabrics, the finest of spices, and the freshest of fruits in Istanbul was very good for business. But now the customers at the bazaar have discovered a new delicacy: coffee! As the cunning merchant you are, you sense the fortune you can make by selling the tasty bean.

To overcome these new challenges, you will need more help than just that of your assistants. Luckily, for a baksheesh, the guests at the tavern are willing to take a little side job. Also, at the guild hall, you can find the valuable help you need.

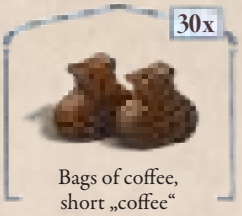
COMPONENTS


6x
Place tiles, called „places“


8x
Tavern tiles


18x
Bonus cards


20x
Guild cards


30x
Bags of coffee, short „coffee“


1x
Baksheesh tile


1x
Barrier and corresponding tile


1x
Sticker sheet *(incl. replacement stickers for the base game)*


1x
Coffee Trader *(attach the brown sticker to it)*


5x
Rubies

DIFFERENCES TO THE BASE GAME

The base game rules still apply except for the following changes:

- The game board is comprised of 4 additional places, so lay out **20 places** during setup.
- Replace the old **Wainwright** 1 and **Caravansary** with their new versions *(the new Caravansary has an additional coffee symbol and the new Wainwright has a place symbol)*.
- The end of the game is triggered when a player has **6 rubies**, regardless of the number of players.

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CREDITS

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

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SETUP

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

16	15	18	3	10
8	1	7	17	4
2	19	6	12	9
20	11	5	14	13

Lay out the 20 numbered **places** in a 5x4 grid.
For your **first play** with the expansion, we recommend the setup shown at the right. After that, we recommend you play a "random" layout with the following rules:

- Lay out the 20 places randomly in a 5x4 grid.
- The Fountain 7 must be one of the inner 6 places. Swap the positions of the Fountain and another tile, if need be.
- The Black Market 8 and the Tea House 9 must be at least 3 places apart from each other and they both may not be in the same row or column. Swap the positions of one of them and another tile, if need be.

1. Setup the rest like in the base game (see there: p. 2/3, steps 2-13) and do the following steps. Add the **new Bonus cards** to the old ones.
2. Roll the dice to determine the starting position of the **Coffee Trader**, like you do for the Governor and Smuggler.
3. **Guild Hall** 18
   Shuffle the **Guild cards** and place them in a face-down pile on the Guild Hall. Guild cards that you play or discard are placed in a face-up discard pile next to the game board.
4. **Tavern** 19
   - Put the **Barrier** and the corresponding **Barrier Control tile** next to the game board.
   - Sort the **Tavern tiles** by type and then by the number of coffee symbols in 2 piles, so that the tile on top of each pile shows 1 coffee symbol. Put both piles ready at hand next to the game board.
   - Place the **Baksheesh tile** (3 yellow goods facing up) on the designated space.
5. **Coffee House** 20
   Beginning with the space showing a ruby symbol, place 1 ruby on each space of the Coffee House (except for the space showing "6").
6. Place the coffee ready at hand next to the game board.

OVERVIEW OF THE NEW COMPONENTS

- **Coffee:** You can collect as much coffee as you like, the supply is not limited. Coffee is not considered a "good" if an effect says "any good" (e.g. when paying any good at the Sultan's Palace 13).
- The **Guild cards:** You can play them on your turn instead of using the Merchant or the Assistants (see p. 4, part 1 of "Your Turn").
- The **Tavern tiles:** Like the Mosque tiles, they provide ongoing benefits (see p. 5, "Tavern").
- The **Coffee Trader:** Like the Governor or Smuggler, you can encounter him after your action. He can trade you 1 coffee for 2 Lira or any 1 good (see p. 4, part 2 of "Your Turn").

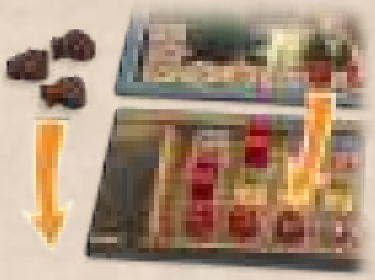
YOUR TURN

You play your turn much like in the base game with the following 2 additions:

1. You now have an alternative to using your Merchant:
   Instead of going through the normal 4 steps of your turn, you can play a Guild card. Carry out the effect of the Guild card and afterward place it on the discard pile next to the game board.

   Important:
   - Playing a Guild card replaces your entire turn, so you do not move your Merchant and you do not have any encounters – unless the effect of the Guild card says differently.
   - When you play a Guild card, you cannot use any Bonus cards or Mosque tiles that require you be at a particular place. You can play any other Bonus cards.
   - You must carry out all instructions on the Guild card. If you cannot, you may not play it.

2. In step 4 of your turn (Encounter), you can now encounter another token – the **Coffee Trader**. He is used in the same way the Governor and Smuggler are used. His effect: you can take 1 coffee if you pay 2 Lira or any 1 good for it.



Example (Guild card #16): *After paying 15 Lira, you receive an additional 3 coffee on top of the ruby.*

END OF THE GAME

The end of the game is triggered once any player has **6 rubies**, regardless of the number of players. Other than that, the base game rules apply.

NEW BONUS CARDS



Take 2 coffee from the supply.



Pay 2 coffee and take 1 Guild card from the face-down pile.



Pay 1 coffee and take 8 Lira.



Roll 2 dice and take the depicted rewards.



Exchange up to 3 goods (or coffee) for the same number of other goods (or coffee). *Ex.: You exchange 3 yellow goods for 2 blue goods and 1 coffee.*



After you roll the dice (except for when you move a neutral token), you can turn one die to "6".



Instead of moving your Merchant by 1 or 2 places, move him to a corner place.



If you are at the Wainwright 1, you can immediately carry out the action one more time.



If you are at the Coffee House 20, you can immediately carry out the action one more time.

NEW PLACES AND THEIR ACTIONS

17 Roasting Plant

Choose 1-3 of the following 3 options:

- Pay 2 Lira and take 2 coffee.
- Pay any 1 good and take 2 coffee.
- Discard a Bonus or Guild card and take 2 coffee.

This way you can get up to 6 coffee.



Example: *You pay 2 Lira and discard a Bonus card to receive 4 coffee from the supply.*

18 Guild Hall

Take 1 coffee from the supply. Take 2 cards from the top of the face-down pile of Guild cards. Then place a Guild card from your hand (which does not need to be one of the cards you just drew) on the face-up discard pile next to the game board, without using its effect.

19 Tavern

Choose one of the following 3 options. You may need to pay a "baksheesh" in form of 1-4 coffee, depending on your choice:

- Pay 2 coffee and place the **Barrier** between 2 places. Carry out the action of one of these places. You do not have any encounters. Take the **Barrier Control** tile, which indicates that you are the only player who may pass the Barrier. The other players may not move through the Barrier – even if they have the **Movement** tile (see below).
- Take the topmost Tavern tile from one of the piles and pay the depicted amount of coffee. You can only have one of each type of Tavern tile. The Tavern tile provides an ongoing effect that you can use for the rest of the game:



Example: *You pay 2 coffee and take the Barrier Control tile. You place the Barrier between the Post Office and the Fabric Warehouse, using the action of the latter.*

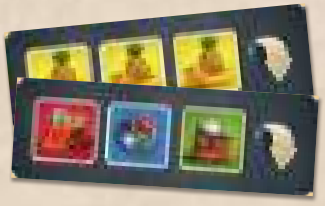


- **Movement** tile:
  Instead of moving your stack 1 or 2 places, you can move it any number of places in a straight line (but you cannot move through the Barrier, unless you have the Barrier Control tile).



- **Encounter** tile:
  Whenever you encounter the Governor, Smuggler and/or Coffee Trader and receive something from them, you do not need to pay anything for it anymore.

- Pay 4 coffee and the goods depicted on the Baksheesh tile.
  Take the next available Ruby from either the Sultan's Palace 13, Gemstone Dealer 16, or Coffee House 20.
  Afterward turn the Baksheesh tile to the other side.



20 Coffee House

Deliver an amount of coffee to the Coffee House equal to the biggest number that is not covered by a ruby (6-10). As a reward, take the next available ruby from the track and place it on your Wheelbarrow.

6 Caravansary

On top of the effect known from the base game, take 1 coffee from the supply.

OVERVIEW OF GUILD CARDS



Notes on the Guild Cards:

- It does not matter where your Merchant is at, when playing a Guild card.
- Cards **#8** and **#9**: You may not use the red Mosque tile.
- Example for **#9**: You say "7", but you roll "5". You receive 4 Lira instead of the usual 2 Lira.
- Card **#12**: You do not receive any reward for resetting your Family member. You can use this card even if your Family member is already at the Police Station.
- Example for **#14**: You take the red Mosque tile and pay 1 red good.
- Example for **#19**: You take a Tavern tile costing 4 coffee. Also, you move the Barrier and carry out the action of an adjacent place. Instead of a total of 4 coffee, you only pay 3 coffee.