Istanbul and Mocha & Baksheesh (2014)

2-5 Players Designer: Rüdiger Dorn

Duration: play until a player collects 5 or 6 rubies. 40 - 60 minutes. **Expansion**: Mocha & Baksheesh [MB]

Board Setup

- Lay out the **16 Place tiles** in a 4x4 grid – recommended layouts in rule book
- [MB] lay out 20 tiles, including the 4 additional places. Replace Wainwright [1] & Caravansary [6]
- [MB] Fountain [7] must be in middle 6 spaces, Black Market [8] & Tea House [9] must be 3 places apart and not in same row or column
- Sort the **Mosque tiles** 🎲 by color then by # of goods [top tile shows 2 goods], place on Mosques [14] & [15]. Put 1 **Ruby** 🔴 per player on each of the Mosques [*5p*: only place 4]. *3p:* remove tiles with 5 goods symbols. *2p*: remove tiles with 3 & 5 symbols from game
- Put 1 **Ruby** and 3 **Wheelbarrow extensions** 🟦 per player on the Wainwright [1]
- Put **Rubies** on the Gemstone dealer [16] and 1 on each space of the Sultan's Palace [13] beginning with top right space, continuing to space for # players
- Put **Mail indicators** 🟫🟫🟫 in top row of Post Office [5]
- Sort the **Demand tiles** by color 🟥, shuffle and place dark tiles face-up in Large Market [10], light tiles face-up in Small Market [11]
- Roll both dice and put **Governor** 🟪 & **Smuggler** ⬛ on space indicated [MB] also coffee trader 🟫
- [MB] shuffle **Guild cards** 🟨 and put face-down on Guild Hall [18]. Sort **Tavern tiles** 🟫 by type, then by # coffee symbols so tile with 1 coffee is on top, place in **2 piles** by board. Put **Baksheesh tile** 🟨 yellow side up on Tavern [19]. Put 1 **ruby** on each space of **Coffee House [20]** [except for "6"]
- Shuffle **Bonus cards** 🟦, place face-down along with **coins** & **dice** by game board [MB] add cards

Player Setup

- Each player takes **discs**, **family member**, goods **cubes** of chosen color, **wheelbarrow** and overview card. Put **goods cubes** on leftmost grey spaces of **wheelbarrow**. Put **Family Member** on Police Station [12]
- Stack 4 **Assistant discs** and place **Merchant disc** on top, place stack on Fountain [7]
- Pick start player, gets **£2** and **Starting player marker** 🏛️. Clockwise, each other player gets 1 more **£** than player on right. Each player draws a **Bonus card** from the top of the stack.
- *2p*: put **Merchant discs** of the unused colors on [14], [15], and [16]

End Game & Scoring

- First player to collect **5 rubies** triggers end game. **[MB or 2p: 6 rubies]**. Complete current round [equal turns]. Then players may use leftover Bonus cards for goods/£.
- Most **rubies** wins Tie: leftover £, most leftover goods on Wheelbarrow, most leftover Bonus cards

[MB] – first play setup

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

🔵➡️	move a token or resource (Merchant, Assistant, ...)
🔴➡️	pay what is shown on the left side and take what is shown on the right side
⚪➡️	As a consequence ...
✛	"and" ╱ "or"
🏛️	displays a connection between a Place and Bonus cards or Mosque tiles
🟥🟦🟩🟨	1 good of your choice
🎲🎲	roll both dice

Istanbul (2014)

Game Play

- Start player begins, play clockwise
- On your turn, use any # of Bonus cards [no hand limit] and Mosque tile special abilities. Put used Bonus cards face-up on Caravansary **[6]**. Shuffle Bonus discard pile if draw pile runs out.

1. **Move** your Merchant and stack of assistants **1 or 2 places** [not diagonally]. Must end on different space than start. If 1 of your Assistants was present already, **put your stack on top**. If no Assistants present, **remove bottom disc, place stack next to it** [leave behind on next move]. If you do not pick up or leave an Assistant, turn ends immediately. [Yellow Mosque takes from another place for £2]
2. If any other **Merchants at end space** [except Fountain] **pay each £2**. Your turn ends immediately if you do not pay. *2p*: pay **£2** to general supply for neutral Merchant, then roll dice to move him.
3. **Actions** [optional]:
   [1] Wainwright: pay **£7** for extension, place in wheelbarrow. If 3rd time, also take 1 ruby.
   [2-4] Fabric/Spice/Fruit Warehouse: move your goods indicator all the way to right. If you have Green Mosque tile – pay £2 to gain 1 good of any type.
   [5] Post Office: get uncovered resources, move leftmost Mail indicator to bottom, or all back to top.
   [6] Caravansary: take 2 Bonus cards from draw pile **or** discard pile + 1 coffee, then discard 1 card
   [7] Fountain: return any # Assistants to Merchant stack. No Assistant needed to go there, do not pay other present players. If Family member goes to Fountain, Assistants still go to Merchant.
   [8] Black Market: gain 1 red/yellow/green good. Roll dice. 7/8->1 blue, 9/10->2 blue, 11/12->3 blue
   [9] Tea House: call # between 3-12, roll dice. If roll >= called #, take called # **£**, otherwise take **£2**
   [10/11] Sm/Lg Market: sell 1-5 goods shown on Demand tile, take **£** shown, put tile on bottom
   [12] Police Station: if there, send Family member to another spot, take action. No encounters.
   [13] Sultan's Palace: take next ruby by paying all goods not covered by a ruby
   [14/15] Small/Great Mosque: take 1 Mosque tile. Must have goods shown on tile, pay 1 good. Can only have 1 of each tile, when you acquire both tiles of 1 Mosque, take 1 ruby from Mosque.
   [16] Gemstone Dealer: pay £ = largest uncovered #, get next ruby from track
   [17] Roasting Plant: do each 1x to get coffee; pay £2->2, pay 1 good->2, discard Bonus/Guild card->2
   [18] Guild Hall: take 1 coffee & 2 face-down Guild cards [no discards]. Discard 1 Guild card face-up.
   [19] Tavern: choose 1 of 3 options: **(1)** pay 2 coffee, place **Barrier**, take action of 1 of the spaces. Only you can pass barrier **(2)** take top Tavern tile & pay coffee shown, provides ongoing effect **(3)** pay 4 coffee & goods shown on Baksheesh tile. Take ruby from **[13,16,** or **20]**. Flip Baksheesh tile.
   [20] Coffee House: pay coffee = largest uncovered #, get next ruby from track
4. **Encounters**: If other player's **Family members** 🛢 on end space, send them to Police Station **[12]**, take 1 bonus card **or** £3 for each. **Governor** 🟪 draw 1 Bonus card from deck & pay £2 or discard 1 Bonus card. Roll dice & move Governor. **Smuggler** 🛢 gain 1 good of choice & pay £2 or discard 1 good. Roll dice and move Smuggler. **[MB] Coffee Trader** 🛢 pay £1 or any 1 good to take 1 coffee.
   [MB] instead of Actions [1-4], play a **Guild card**, follow instructions, discard.

Bonus Card Actions:

🟥🟦🟨🟩	Gain good of choice	🪙	Take **£** from supply	🖼️➡️2x	Do Sultan's Palace action again	🏠➡️2x	Do Post Office action again	🖼️➡️2x	Do Gemstone Dealer action again
🛢️🏠➡️	Put your Family member @ Police	🛢️½ 0	May stay in same place, drop assistant	🛢️➡️3-4	Move 3 or 4 spaces	🛢️➡️🛢️	Return 1 Assistant	🖼️➡️🟥🟦	Use any good in Small Market

Mosque Tiles:

🀄	At Tea House and Black Market, turn 1 die to "4" after roll or re-roll both dice	🀄	When using 1 of the 3 Warehouses, may pay £2 to gain 1 extra good of any type	🀄	Take the 5th Assistant and place under Merchant	🀄	Once on your turn pay £2 to return an Assistant to Merchant Stack