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**

- Place tiles, called Places
- Coffee cards
- Coffee symbols
- Letter tiles, called Letters
- Companion cards
- Stickers
- Rubies

**INTRODUCTION**

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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.

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 combining the “Mocha & Baksheesh” expansion see page 6, The “Great Bazaar” Variant.

The following rules add to the base game rules so you will also need the base game 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 combining the “Mocha & Baksheesh” expansion 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 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 Fountain, you must immediately replace it with a Ruby from the general supply.
- For future plays, we recommend you use a “random” layout according to the shown at right. For your first play with this expansion, we recommend you use the layout shown at right.
- The Governor and Smuggler.
- The Seals visible on your Letters can be exchanged for Rubies (see page 5, Secret Society). 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) or used for double moves (see page 4, Your Turn, item 4).
- Companions: The Companion is a new token waiting in the general supply. The first time you use the action at the Fountain 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.
- 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 (see page 3, 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).

**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:

- Arrange the 20 Places randomly in a 5x4 pattern.
- Make sure the Fountain is one of the inner 6 Places – switch its position with another Place if need be.
- The Black Market and Tea House must be at least 3 positions apart from one another and they may not share the same row or column – switch their positions with other Places if need be.

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.

Roll the dice to determine the starting position of the Courier (as you do with the Governor and Smuggler).

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.

Place the depicted amounts of Lira below the 1st/2nd/3rd rank. 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.

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) 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 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.
- 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 (see page 3, 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).
NEW PLACES AND ACTIONS

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).

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.

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 his hand. If you win, you place the bid into 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 2 Lira. Blue wins and takes 1 blue Good of the draw pile and pays 2 Lira in yellow.

Secret Society
Discard Letters showing a total of 6 Seals. As a reward, take the next Ruby from the Sultan’s Palace.

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

NEW BONUS CARDS

- Take 1 Letter.
- Roll 2 dice and take the corresponding Good.
- Pay 1 Good (or Coffee) and take 1 Letter.
- Take the depicted Good and 1 Lira.
- Carry out the action of the depicted Good.
- Take the depicted Good and 1 Lira.
- Discard 1 Bonus card.
- Choose one: Pay 2 Lira and place a final bid or pass. If another player wins, they must pay your bid to you.
- The player with the highest number of points gets the win.
- Take 1 green Good and 1 Lira.
- Move your Companion to your personal supply.
- Take 1 red Good (or Coffee) and take 1 Lira.
- Take 1 blue Good and take 1 Lira.
- Take 1 Rooibos card.
- Take 1 Lira.
- Take 1 Coffee or 2 Lira.
- Move your Companion to your personal supply.
- Take 1 green Good and 1 Lira.
- Take 1 red Good (or Coffee) and place an initial bid of 1 Lira.
- Blue draws 2 Bonus cards from the draw pile and pays 5 Lira in yellow.
- Example:
- Green places an initial bid of 3 Lira. Blue places an initial bid of 2 Lira and passes. Red draws 2 Bonus cards from the draw pile and pays 5 Lira in yellow.
- Secret Society
- Yellow takes 1 blue Good and places an initial bid of 1 Lira. Red passes; Blue bids 2 Lira. Blue wins and takes 1 blue Good of the draw pile and pays 2 Lira in yellow.
- Example with 3 players:

OVERVIEW OF KIOSK TILES

<table>
<thead>
<tr>
<th>Kiosk Card</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ruby</td>
<td>Place the Fountain in the center of the game board. Make sure the Black Market and Tea House minimum distance restriction is met.</td>
</tr>
<tr>
<td>Coffee</td>
<td>Choose a new position for the moveable goal.</td>
</tr>
<tr>
<td>Smuggler</td>
<td>Add the Fountain tile to the game board.</td>
</tr>
<tr>
<td>Governor</td>
<td>Add a new goal to the game board.</td>
</tr>
<tr>
<td>Merchant</td>
<td>Add a new goal to the game board.</td>
</tr>
<tr>
<td>Swindle</td>
<td>Add a new goal to the game board.</td>
</tr>
<tr>
<td>Secret Society</td>
<td>Add a new goal to the game board.</td>
</tr>
<tr>
<td>Catacombs</td>
<td>Add a new goal to the game board.</td>
</tr>
<tr>
<td>Embassy</td>
<td>Add a new goal to the game board.</td>
</tr>
<tr>
<td>Kiosk</td>
<td>Add a new goal to the game board.</td>
</tr>
</tbody>
</table>

THE ‘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 & Bakshesh” and “Letters & Secret Society”.

- Arrange the Places numbered 1-25 randomly in a 5x5 pattern.
- Place the Fountain in the center of the game board. Make sure the Black Market and Tea House minimum distance restriction is met.
- Bonus cards: Decide whether you want to only use the new Bonus cards or shuffle them together with the base game and Mocha & Bakshesh 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 Eastern tiles regarding the Governor, Smuggler, and Coffee Trader does also apply to the Country Tiles.

CREDITS

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

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