MERCADO de LISBOA

5 minutes to learn, 30-45 minutes to play, 1-4 Players

Introduction

Modern day markets offer their visitors various stands, eateries, and services. In ***Mercado de Lisboa***, players open stands in the market, open new eateries, influence the price of goods sold at the stands, and bring customers to them.

Mercado de Lisboa is a tile placement game based on the city building system in ***Lisboa***. ***Mercado de Lisboa*** is a fast-paced game, with easy-to-learn rules yet deep, tactical choices.

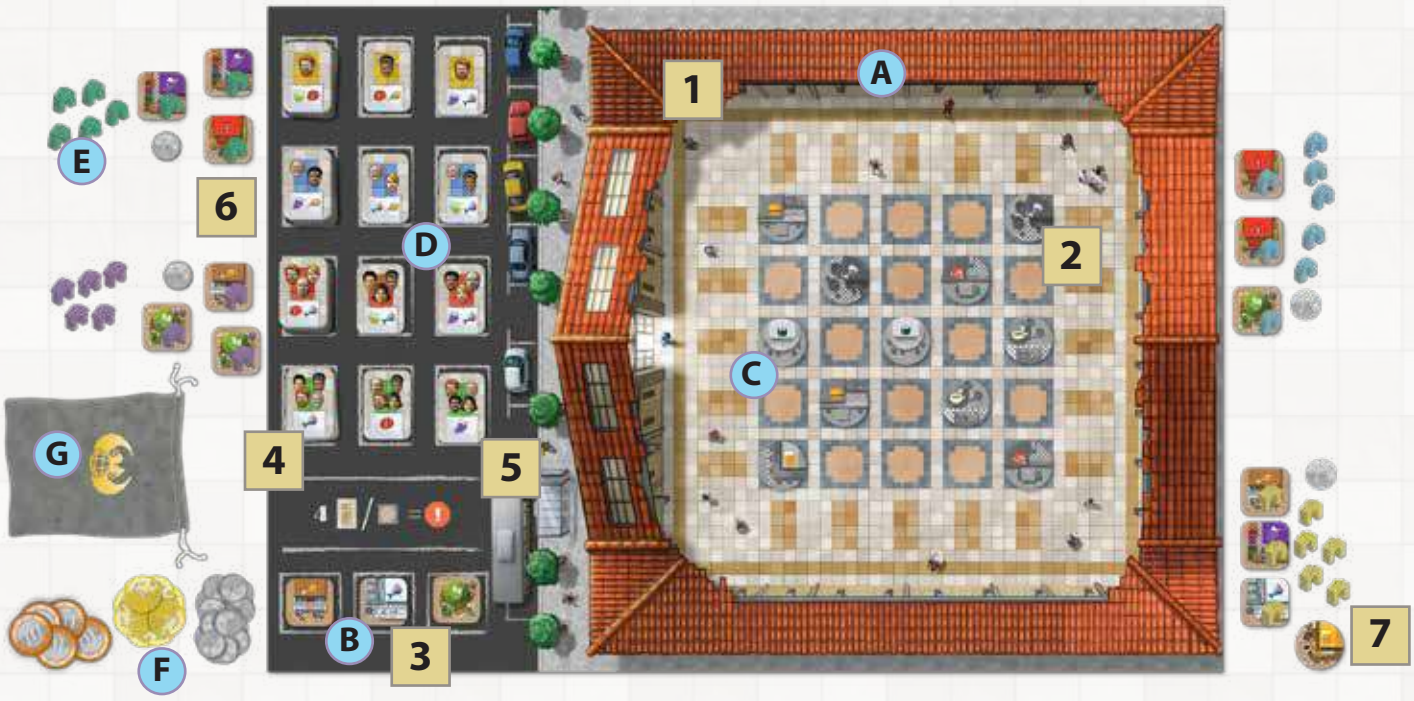
The player with the most money at the end of the game wins.

Components

- **A** 1 Gameboard
- **B** 35 Stand tiles (7 of each type: Fish, Flower, Tomato, Meat, and Grape)
- **C** 12 Restaurant tiles (2 of each type: Pub, Sushi Bar, Tea House, Pizzeria, Burger Joint, and Wine Bar)
- **D** 35 Customer tiles (10 with 1 Customer, 10 with 2 Customers, 10 with 3 Customers, and 5 with 4 Customers)
- **E** 32 Wooden Stands (8 in each player color)
- **F** 48 Coins (6 x 10s, 21 x 5s, 21 x 1s)
- **G** 1 Bag
- **H** 4 Money Screens (Not Pictured)

Setup

1. Place the board in the middle of the table. This represents the market.
2. Set aside one of the Pub tiles (see step 7 below), and put all the other Restaurant tiles (circle tiles) in the bag. Draw and place a random Restaurant tile in each marked space in the market grid facedown (gray side up).
3. Place all Stand tiles (square tiles) in the bag. Draw 3 and place them on the 3 designated spaces of the display on the board. Give each player 3 random Stand tiles from the bag. Keep these tiles visible in front of you.
4. Separate the Customer tiles (rectangular tiles) by their backs, form a shuffled stack of each, and place each stack faceup on its space on the board.
5. Move the 2 top tiles from each Customer stack to the spaces next to the stack, as shown in the image below. All 3 visible tiles of each Customer stack are available to play, such that **there are 12 Customer tiles available at the beginning and throughout the game.**
6. Give each player all the wooden Stands of one color and 1 coin. Each player places one of their wooden Stands on each of their Stand tiles.
7. The first player is the person who most recently visited a market. If playing with 4 players, the fourth player starts with the extra Pub tile; otherwise, return it to the box.



Playing the Game

Before the start of the game, players should agree if they want to play with hidden or open money. (The designers recommend you play with hidden money). If playing with hidden money, give each player their matching screen to place their coins behind.

Players take turns in clockwise order until someone triggers the endgame conditions (see **Endgame Conditions**, page 4).

Game Turn Actions

On your turn, you must take one of the following 4 actions:

1. **Open a Stand**
2. **Bring Customers**
3. **Open a Restaurant**
4. **Take 1 Coin**

1. Open a Stand

Choose one of the 3 Stand tiles in front of you. Place it with your wooden Stand on any space of the market that has neither a Stand tile nor a faceup Restaurant tile.

The cost to place the tile is 1 coin for each Stand in the row or column, including the stand you are now placing. You must always pay the more expensive price.



*Example: **Green** is opening a Tomato Stand. In the same row there are 2 more Stands, and in the same column there is only 1 other Stand. The row has more Stands. **Green** pays 3 coins, one for the stand being placed plus two for the 2 Stands in the same row.*

If you place the Stand tile on a space with a gray (facedown) Restaurant tile on it, take the Restaurant tile, flip it faceup, and place it in front of you where everyone can see it.

Check to see if you earn any money (see **Earning Money**, page 3). Finally, take one of the 3 Stand tiles from the display and refill the display with a random Stand tile from the bag.

***Note:** Once you learn how to earn money, there is a sneaky way you can open a Stand when you do not have enough money (see **You May Place Then Pay**, page 4).*

2. Bring Customers

Take one of the available Customer tiles, and place it on an empty market entrance (found at the ends of every row and column); however, in order to bring Customers to the market, you must meet two conditions:

- You can only place Customer tiles at the entrance of a row or column with a number of Stands equal to or greater than the number of Customers on the tile. For example, a Customer tile showing 3 Customers can only be placed in a row or column with 3 or more Stands.
- At least one of your own Stands in the row or column must match at least one of the types of Stand depicted on the Customer tile.

Check to see who earns money (see **Earning Money**, page 3). Finally, replace the Customer tile taken, if possible, so that there are 3 Customer tiles of that type available.

3. Open a Restaurant

Restaurants improve orthogonally adjacent (not diagonal) Stand tiles of the corresponding type. Sushi Bars improve Fish Stands, Tea Houses improve Flower Stands, Pizzerias improve Tomato Stands, Burger Joints improve Meat Stands, Wine Bars improve Grape Stands, and Pubs improve all Stands.

If you do not have any Restaurant tiles in front of you, you cannot take this action.

Choose one of your Restaurant tiles. Place it faceup on any space of the market that has neither a Stand tile nor a faceup Restaurant tile. **Take 1 Coin for opening a Restaurant.**

If you place the Restaurant tile on a space with a gray (facedown) Restaurant tile on it, take the gray Restaurant tile, and place it faceup in front of you where everyone can see it.

4. Take 1 Coin

***Note:** If all players take this action consecutively, the game ends **immediately** and moves to **Final Scoring**, page 4. In a 2 player game, the game ends if both players must take this action twice consecutively.*

Earning Money

Stand owners earn money:

1. **When a Customer tile is placed that matches their Stand(s) in that row or column; OR**
2. **When a Stand is first opened that meets the demands of existing Customer tiles.**

1. When a Customer Tile is placed that matches their Stand(s)

When someone places a Customer tile, regardless of whose turn it is, every matching Stand in the corresponding row or column earns its owner coins. To calculate how many coins:

- Start with one coin for having a Stand that matches the Customer tile.
- Add one coin for each orthogonally adjacent Restaurant that matches the Stand (diagonally adjacent Restaurants do not count). Pub tiles match Stands of all types.
- Finally, multiply the sum of the coins from the two points above by the number of Customers on the tile. This is the total number of coins the Stand owner earns.

Do this for every matching Stand, regardless of the player color.



*Example: **Purple** brings Customers to the left entrance of this row. The tile has 2 Customers seeking Flowers and Fish. **Purple** has 2 Flower Stands in that row. The first one* **(A)** *is next to a Pub, which earns **Purple** 1 coin for the Stand plus another coin for the Pub, multiplied by the Customers on the Customer tile (2). **Purple** earns 4 coins for this Stand.*

***Purple's** other Stand* **(B)** *is next to not only a Pub, but also a Tea House. **Purple** earns 1 coin for the Stand, plus another coin for the Pub, plus yet another coin for the Tea House (3 coins!), times 2 for the Customers on the Customer tile. **Purple** earns 6 total coins for this Stand.*

***Green** owns a Fish Stand* **(C)** *with no open Restaurant adjacent to it, earning 2 coins (1 coin for the Stand times 2 Customers).*

2. When a Stand is first opened

When you first place a Stand tile in a row or column that already has Customer tiles, Customers seeking your items will earn you money. For each Customer tile in the same row and/or column that matches the type of Stand tile just placed, the Stand earns its owner coins. To calculate how many coins:

- Start with one coin for having a Stand that matches the Customer tile.
- Add one coin for each orthogonally adjacent Restaurant that matches the Stand (diagonally adjacent Restaurants do not count). Pub tiles match Stands of all types.
- Finally, multiply the sum of the coins from the two points above by the number of Customers on the tile. This is the total number of coins the Stand owner earns.

Be sure to check for Customer tiles at all four entrances: at the top and bottom of the column, and at the left and right of the row.



*Example: **Blue** opens a Fish Stand, paying 4 coins. There is one adjacent matching Sushi Bar, so the base value of this Stand is 2 (1 + 1). The Customer at the top of that column is seeking Fish, and earns **Blue** 2 coins (2 x 1). The 3 Customers at the left of the row are also seeking Fish, earning **Blue** 6 coins (2 x 3). There are no Customers to the right or below the Stand, so **Blue** makes a total of 8 coins, a 4 coin profit!*

Special Cases

At the beginning of your turn, if you have 3 identical Stand tiles in front of you, you may draw 3 new tiles from the bag, and then return your 3-of-a-kind to the bag.

If there are 3 identical Stand tiles in the display when you need to take one, you may first replace the display with 3 new tiles from the bag, and then return the 3-of-a-kind to the bag.

You May Place Then Pay

If placing your Stand tile will earn you enough money from existing Customers to pay for the Stand, you do not need to have the money for the Stand before you place it; however, if you cannot generate enough money to pay for the Stand, you cannot place it.



*Example: **Purple** places a Flower Stand next to a Pub. Because there are already 3 Stands in the row and 3 Stands in the column, the cost is 4 coins (3 + 1 for the new Stand itself). Opening this Stand earns **Purple** a total of 16 coins. The Stand only costs 4 to place, for a profit of 12 coins. **Purple** could have placed the Stand, even if they were completely broke at the beginning of the turn!*

Endgame Conditions

The end of the game is triggered at the end of a turn when either of the following occurs:

1. **Someone places a Stand or a Restaurant, leaving only 4 available spaces in the market. Spaces with gray (facedown) Restaurant tiles count as available.**
2. **Someone places a Customer tile, leaving only 4 available entrances to the market.**

These icons on the board act as a reminder:



Then, **all other players take one more turn** and the game ends with the player to the right of the one who triggered the end of the game.

Final Scoring

Each unplaced Restaurant tile you still have costs you 1 coin. The player with the most money at the end of the game wins. In the case of a tie, the tied player with the most Stands in the market wins. If still tied, then settle it by playing a rematch!

Credits

Designers: Julián Pombo & Vital Lacerda

Artist: Pedro Soto

Editing: Dylan D. Phillips

Graphic Designer: Alex Colby

Development: Rick Soued & Randal Lloyd

Playtesters: Alexandre Abreu, Andrés Bellocq, Andrés da Silveira, Andy Christianson, Arturo Machado, Carlos Paiva, Catarina Lacerda, Christian Lappin, Danyal Ghanbari Barfeh, Emanuel Santos, Ian O'Toole, Inês Lacerda, Jai Mani, Javier Bonnefon, Jeremy Ward, João Quintela Martins, João Tereso, Joaquín Pombo, Karim Farou, Krystian Bigosinski, Matthew Mayes, Micha Flores, Mohamad Sobh, Nathan Morse, Nicholas Perry, Pablo Figoli, Pedro Silva, Rafael Antunes, Robert Addorisio, Rodrigo Ramos, Sandra Sarmento, Sara Rodrigues, Scott Hill, Shelley Shaw, Siddharth Manickasundaram, Sofia Passinhas, Stephen Dehring, Steve McCabe, Thijs Schipper, Tiago Duarte, Victor Amarillo, Victoria Pombo, William Aukes, and Winston Spencer.

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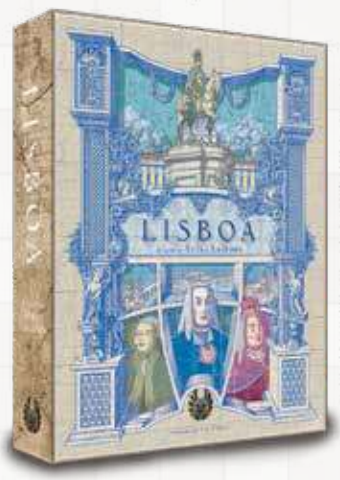
Also from Vital Lacerda



Lisboa is a thematically rich, resource management game about rebuilding the great Portuguese capital city after a series of terrible catastrophes in the 18th Century. Work with builders and architects to build Lisboa anew, while you achieve success, influence, fame, and wigs!

Available Now at www.Eagle-Gryphon.com

SOLO CHALLENGES

The solo game for *Mercado de Lisboa* consists of a series of unique challenges played as a campaign. At the end of each challenge, check to see how many Fame Points you score based on your total money at game end. Keep track of your Fame Points scored in each challenge. At the end of the campaign, check your final ranking based on the Fame Chart below:

Fame	Rating
28+	*You are (perhaps) the best in the world!*
20 – 27	*Market Tycoon!*
15 – 19	*Market Magnate*
11 – 14	*You'll get there. Just keep trying!*
6 – 10	*Enjoying a beer at the pub with your friends?*
0 – 5	*Are you even able to find the pub?*

Setup

Set the game up as normal, giving yourself 1 coin and 8 Stands. Follow any additional setup instructions listed within each challenge. The game is played as normal except where noted within each challenge. The challenge ends when the normal game end is triggered or until you have no legal moves. Some challenges also have unique end conditions.

Golden Rule: You are never allowed to select the Take 1 Coin action!

The Challenges

Make the Best Move Ever

If at any time during your solo adventure you gain 32 coins from a single move, you are rewarded with **2 bonus Fame Points.** These bonus Fame Points are only awarded once during the campaign.

1. The Specialist

Score 1/2/3 Fame Points for earning 80/90/100 coins.

In this challenge you are **only allowed to earn money from a single type of Stand.** You may open Stands of other types but never collect money from them. There are no special setup rules for this game. You still earn 1 coin for each Restaurant that you open, regardless of its type.

2. The Long Game

Score 1/2/3 Fame Points for earning 55/60/70 coins.

During this challenge, play as usual. For your final score you are only allowed to count money you earned from Customer tiles with 4 Customers.

3. Catering to Couples

Score 1/2/3 Fame Points for earning 70/80/90 coins.

Set up the game as usual with the following changes: Discard the tiles showing 3 and 4 Customers. During this challenge you may build **at most 2 Stands in any row or column**.

4. The Third Wheel

Score 1/2/3 Fame Points for earning 80/90/100 coins.

Set up the game as usual with the following changes: Discard the tiles showing 1, 2 and 4 Customers. You will only be using the 3-Customer tiles. Start the game with 4 coins.

5. Last Call

Score 1/2/3 Fame Points for earning 35/45/50 coins.

Set up the game as usual with the following changes: Discard all the Customer tiles except 1 random of each 1, 2 and 3-Customer tiles, and 4 random of the 4-Customer tiles. **These are the only Customer tiles available for this game**.



Special Rule: To score any Fame Points, you must bring in at least 3 of the 4-Customer tiles.

6. Customers in Queue

Score 1/2/3 Fame Points for earning 30/40/50 coins.

Set up the game as usual with the following changes: Discard all the Customer tiles except 1 each of 1, 2, 3 and 4 Customers. **These are the only Customer tiles available for this game**. Begin the game with 2 coins.

Special Rule: Customer tiles can only be placed if the row or column contains all their requested items.



Example: Now that ***Purple*** *has placed at least one Fish Stand and one Meat Stand, they can bring the 1 Customer tile to that row.* ***Purple*** *earns a total of 3 coins for that turn.*

7. The Crowded Mercado

Score 1/2/3 Fame Points for earning 55/70/80 coins.

Set up the game as usual with the following additional step: Fill one side of entrances with 1-Customer tiles. Moving clockwise, fill the next side with 2-Customer tiles, then the next side with 3-Customer tiles, and the last side with 4-Customer tiles. You should end up with the 1-Customer tiles facing the 3-Customer tiles.

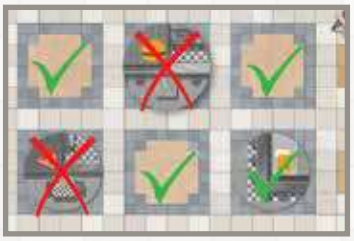


You earn money when placing Stands just as in the standard game, but you don't earn money for 2/3/4 Customer tiles until 2/3/4 Stands are in that row/column. When this occurs, the Customer tile earns you money for all Stands in that row/column and any new Stands you place in that row/column. The game ends after the turn in which you have placed your eighth Stand.

8. Pub Crawl

Score 1/2/3 Fame Points for earning 50/60/70 coins.

Set up the game as usual with the following change: After placing all Restaurants facedown on the board, place the remaining Pub in front of you. In this challenge, you are not allowed to place Stands or Pubs on spaces occupied by any Restaurants except for the Pub. The other Restaurants impede your placement of Stands and Pubs.



Utilize the two Pubs to maximize your score. It's late night at the Mercado!

9. Marquis de Lisboa

Score 1/2/3 Fame Points for earning 75/90/110 coins.

Set up the game as usual with the following changes: Place a random 1-Customer tile in the first, third and fifth entrance on one side of the board.



Customers placed later in the game follow the normal rules with the exception that you cannot add any more Customers to same side as the 3 starting Customer tiles. You can build Stands only on these 3 columns, and only of the types matching the 1-Customer tiles. (This rule is meant to imitate the rule in *Lisboa* regarding the different types of streets.) You are allowed to place Restaurants in any column.

Solo Game Credits

Designers: Julián Pombo & Vital Lacerda
Artist: Pedro Soto
Graphic Designer: Alex Colby
Development: Matthew Mayes & Randal Lloyd
Editing: Ori Avtalion, Alex Colby, & Matthew Mayes
Main Playtester: Shelley Shaw
Vital would like to thank all of the playtesters in his Discord channel.
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Challenge #	1	2	3	4	5	6	7	8	9	Best Move Bonus	Total
Score											
Score											
Score											
Score											