# BOMBAY

*A game by Cyril Demaegd - Illustrations by Stéphane Poinsot - Design by Cyril Demaegd - FAQ & forum : http://www.ystari.com*

## Contents

- 1 gameboard
- 1 elephant, 1 screen & 5 palaces per player (in five colours: black, grey, ivory, brown, pink)
- 1 bag and 17 bales of silk (small cubes): 3 yellow, 4 purple, 5 blue and 5 orange
- 12 large *Demand* cubes: 3 yellow, 3 purple, 3 blue, 3 orange
- 75 *rupee* tokens: 8 x *10 rupees* (gold), 8 x *5 rupees* (silver), and 59 x *1 rupee* (bronze)



• 5 *Action tokens*



• 8 *Palace tokens*



• 8 *Trading Post* tokens



• 16 *City* tokens



• 16 *Client* tokens

## Object of the game

Players take the role of merchants. Riding upon elephants, they travel around Bombay building palaces, buying silk from trading posts and selling it in cities. At the end of the game the richest player is the winner.

## Preparation

*Note: these rules are for the 4-player game. Please see the last page for the necessary adjustments to play with 2, 3 and 5 players.*




**1)** Place the board in the centre of the table. Each player takes 1 elephant, 5 Palace tokens and a screen, all the same colour. Each player places their elephant on the starting hilltop (**A**). The other hilltop (**B**) remains empty.

**2)** The player who has most recently seen an elephant is designated as First Player. They take 4 *Action* tokens. They place the 17 bales of silk (small cubes) in the bag, which is placed close to the Markets (**C**).

**3)** The rupees and the *Client* tokens are placed close to the board, and form the bank. Each player takes **2 rupees** from the bank and places them behind their screens. During the game all rupees and tokens that are won by players are placed behind their screens. Players may change money at the bank at any time in the game.

**4)** On each city (**D**), place the 3 *City* tokens of the corresponding colours.

*For the first game, place the Palace and Trading Post tokens, and the Demand cubes, on the places shown in the picture above and ignore the following preparatory stages. For further games:*

**5)** Place the *Demand* cubes in 4 columns as shown right, and place the columns randomly in the 4 cities.



*Demand cubes*

**6)** Place the 8 *Trading Post* tokens randomly on the 8 sites (**E**) and (**F**).

**7)** Place the 8 *Palace* tokens randomly, yellow face up, on the 8 sites marked (**G**). The other sites (**H**) remain empty.

# Order of play – 4 players

A game of Bombay for 4 players consists of **4 sets**. A set is made up of a **Restock**, and then **4 game turns**. During each game turn, the players may make 3 actions successively, beginning with the first player.

## Restock

The first player picks up the bag and takes out **9 silk bales**. Then they separate the bales by colour, and place them into the Markets:

- The bales of the most common colour are placed in the left-hand Market,
- From the remaining bales, those of the most common colour are placed in the central Market,
- Finally, the remaining bale(s) are placed in the right-hand Market.

*Note: Markets do not all have to be stocked. It is possible that certain colours will not be drawn from the bag. These colours will therefore not be available to buy until the next Restock (see 'Trading Post closed').*

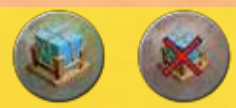


*Example: the first player picks out 3 yellow bales, 3 blue bales, 2 purple bales and 1 orange bale from the bag. He puts the yellow and blue bales in the left-hand Market, the purple bales in the central Market and the orange bale in the right-hand Market.*



*Example: the first player picks out 3 orange bales, 2 blue bales, 2 purple bales and 2 yellow bales. He puts the orange bales in the left-hand Market, and the others in the central Market. The right-hand Market remains empty.*

**Trading Post closed** : If, during the course of the game (following a Restock or a purchase), a colour of silk bale is not available from the Markets, you should turn over the 2 Trading Post tokens of that colour to the 'closed' position to show that it is no longer possible to buy that colour bale until the next Restock.




## A game turn

The first player places **one *Action* token** by the board. Each player may take, on their turn, 3 actions. In the game one action is symbolized by one **star**. Moving clockwise and starting with the first player, each player spends their 3 actions. A player may spend less than 3 actions if they wish (actions that are not used are discarded). Players make take their actions in any order and may do the same action twice (for example 2 movements), but they can **only buy one bale per game turn**.
Possible actions are:

### A) CONSOLIDATE YOUR FORTUNE

A player spends all **3 actions** and takes **1 rupee** from the bank.

### B) MOVE YOUR ELEPHANT

The player moves their elephant **from one site to an adjacent site**, following a trail. The cost of movement depends upon where the elephant **finishes**:

- Finishing on a **hilltop** costs **2 actions**,
- Finishing on **another site** costs **1 action.**

*Note: more than one elephant may occupy the same site. Bridges, the desert and the river do not hinder an elephant's progress, but they may only travel along a marked trail.*

### C) BUY ONE SILK BALE AT A TRADING POST (1x)

A player whose elephant is on an **open Trading Post** may buy **1 silk bale** from the Market, of the same colour as the Trading Post. The player takes the bale from the Market and pays as follows:

- Left-hand Market: a bale costs **1 rupee and 1 action**,
- Central Market: a bale costs **1 rupee and 2 actions**,
- Right-hand Market: a bale costs **2 rupees and 2 actions**.

The player places the bale on his elephant. Each elephant may only transport 2 bales and it is not possible to buy a bale if an elephant's basket is already full.

***Remember: a player may make only one purchase per turn!***



*Example: Grey moves his elephant from the hilltop to a purple Trading Post. This costs 1 action…*



*Example (continued): Grey buys 1 purple bale. He takes 1 bale from the Market and, because it is the central Market, it costs him 1 rupee and 2 actions. Grey has now spent his 3 actions and it is the next player's turn.*

## D) SELL ONE SILK BALE IN A CITY

A player whose elephant is **in a city** may sell **1 silk bale** by spending 1 action. The colour of the silk bale must match the colour of one of the 3 *Demands* of that city.

### 1) Selling

The player takes a bale from his elephant and places it back in the bag. He then takes from the bank the amount of money corresponding to the bale's place in the city's Demands, plus a possible bonus.

- The topmost colour earns **4 rupees**,
- The central colour earns **3 rupees**,
- The bottom colour earns **1 rupee and 1 *Client* token**.

**Bonus:** certain colour bales are more valued than others:

- A **yellow bale** earns **1 extra rupee**,
- A **purple bale** earns **1 extra *Client* token**.

### 2) City's *Demands*

After the sale, the player adjusts the city's Demands. The *Demand* cube that matches the colour of the bale that that was sold is moved to **the bottom of the scale** and the other bale or bales move **one place up the scale**. If the cube that was sold was of the colour that was at the bottom of the scale, the city's Demands **do not change**.

*Note: if a player sells 2 bales (by spending two consecutive actions to sell 2 bales), the city's Demands (and therefore the sale price) should be changed after each sale.*

### 3) *City* token

If the player does not have a token from the city where he just sold a bale, he takes **1 *City* token** from that city and places it behind his screen. If there are no *City* tokens available in that city or the player already has one from that city, he gets nothing.




*Example: Brown is in the city of Bombay. He decides to sell 1 purple bale (costing him 1 action). He places the bale back in the bag and takes 3 rupees (purple is in the central Market) plus a Client token (the bonus for selling a purple bale)…*



*Example (continued): Brown changes Bombay's Demands. The purple Demand cube is moved to the bottom of the scale and the orange Demand cube, which was at the bottom, moves up one place. Finally, Brown takes a City token from Bombay, because he does not already have one.*

## E) BUILD ONE PALACE

A player whose elephant is **on a site with no buildings** on it (no Trading Post, city or palace), may build 1 palace by spending **1 action and 1 silk bale** of any colour from his elephant (the bale is put back into the bag). He may then place one of his palaces on the site. Also, if the site contains a *Palace* token, he takes it and applies its effects (see 'Palace tokens').

**Palace effects:** from that point on, each time one of that player's adversaries **enters** a site where one of that player's palaces is situated, the player who owns the palace takes **1 rupee from the bank**. Also, palaces earn rupees at the end of the game.

*Note: entering one of your own palaces does not earn you any rupees.*



*Example: Pink is on a site where he could build a palace. He spends 1 action and 1 silk bale and places his palace there.*

## Palace tokens



The player places the token behind his screen. At the end of the game this token counts as an extra *Client* token.



The player places the token behind his screen. At the end of the game this token counts as an extra *City* token.



The player places the token back in the game box and takes 2 rupees from the bank.



The player places the token back in the game box and takes a silk bale in the colour of his choice from the Market the farthest to the left as possible. The bale is placed on his elephant.

## End of the game turn

When each player has had a go, the game turn is finished. If the first player has any *Action* tokens left, a new game turn begins, as before: the first player places an *Action* token next to the board and, moving clockwise and starting with the first player, each player spends 3 actions…
If the first player has no more *Action* tokens, the set is finished.

## End of the set

The player to the left of the first player becomes the new first player for the new set. He takes the 4 *Action* tokens. He gathers up all the bales from the Markets and puts them back in the bag. He puts the *Trading Post* tokens so that 'Open' is face up.
A new set begins (Restock + 4 game turns).
When each player has been the first player once (after four sets), the game is over.

# End of the game

Players earn their reward:

**1) Palaces and Clients**
Players are rewarded for the size of their commercial empires: each player adds up the palaces they have built and their *Client* tokens. The player with the highest total wins 8 rupees, the second highest 4 rupees and the third highest 2 rupees. In case of a draw, the players share the rupees.

*Example: Grey has 3 palaces and 3 Client tokens (a total of 6). Black has 4 palaces and 2 Client tokens (6 as well). Ivory has 2 palaces and 2 Client tokens (a total of 4) and Pink has only 2 Client tokens (a total of 2). Grey and Black share first place and therefore get 6 rupees each (they share the 12 rupees from first and second place). Ivory is third and gets 2 rupees. Pink gets nothing.*

**2) *City* tokens**
Players are rewarded for their reputation: each player with 3 *City* tokens gains 4 rupees. Each player with 4 *City* tokens gains 8 rupees.

**The player with the most money (of course including money earned over the course of the game) is the winner.** In case of a draw, whichever player (of those who are equal) with the most *Client* tokens is declared the winner.

## BOMBAY with 2, 3 and 5 players

**2 players:** the game is made up of **4 sets**. A set is made up of a **Restock**, then **4 game turns**. Over the course of the game, the first player changes after each set, so each player will be the first player two times. The first player uses the 4 *Action* tokens to mark each set. Also:
- 1 *City* token is placed next to each city,
- Only 4 *Trading Post* tokens are used (one of each colour). They are placed randomly around the (**E**) sites,
- *Palace* tokens are distributed randomly, yellow side up, on the (**G**) sites,
- At the end of the game, the player with the **highest total of Palaces + Clients** gets 4 rupees, the other player gets nothing.

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**3 players:** a game is made up of **3 sets**. A set is made up of one **Restock**, and then **5 game turns**. During the game, each player will be the first player once. The first player uses the 5 *Action* tokens to mark the sets. Also:
- A pile of 2 *City* tokens is placed next to each city.
- Only 4 *Trading Post* tokens are used (one of each colour). They are placed randomly around the (**E**) sites,
- *Palace* tokens are distributed randomly, yellow side up, on the (**G**) sites,
- At the end of the game, the player with the **highest total of Palaces + Clients** tokens gets 6 rupees, the second 2 rupees. Last place gets nothing.

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**5 players:** a game is made up of **5 sets**. A set is made up of one **Restock**, and then **3 game turns**. During the game, each player will be the first player once. The first player uses 3 *Action* tokens to mark the sets. Also:
- The player who starts the game in the fifth position receives **3 rupees** instead of 2,
- A pile of 4 *City* tokens is placed next to each city,
- *Palace* tokens are distributed randomly, yellow side up, on the (G) sites,
- At the end of the game, the player with the **highest total of Palaces + Clients** gets 8 rupees, the second 6 rupees, the third 4 rupees and the fourth 2 rupees. Last place gets nothing.

*Note: money earned from City tokens is the same regardless of the number of players.*


## Acknowledgements

The author would like to thank, as usual, his great team as well as the Saint-Pair gang, notably Philippe, Véro, David and Marie.