A game by Kimmo Sorsamo

Kairo

Morning has just dawned, and the bazaar in Cairo is already bustling. Carpets, precious oils and exquisite spices all await the customers – but only a large booth will attract their attention.

In their role as traders, the players will expand their market stalls to lure a rich clientele. Be ready to employ market barkers, too, for your competitors are not idle and you might need help to attract customers from far across the bazaar...

Game components

- **1 Game board**
- **6 wooden customers** – 1 each of six different colors



- **33 stall cards and 7 market barker cards**



27 Standard stall cards



6 Joker stall cards



7 Market barker cards

- **24 Main stalls** – 6 for each of the 4 player icons



- **36 Expansions** – 6 of each color



- **1 Rulebook**
- **1 linen bag**
- **12 Medals** – 2 of each color: 1x gold and 1x silver



- **90 coins** – 5 of each color worth 2; 10 of each color worth 1



- **6 money trays** – 1 of each color





- **4 screens** – 1 for each player icon to be assembled from 3 parts
- **4 wooden scoring markers** – with stickers



Please place the stickers on the scoring markers before your first game.

General overview and object of the game



At the start of the game, each player owns 3 small market stalls on the game board. Stalls come in 6 different colors, each of which attracts customers of the corresponding color. If a player moves a customer to his own stall, he earns money – and the larger the stall, the more money he earns.

Players use money to expand their market stalls, and this expansion earns the players victory points. What's more, the players who compete to build the largest stalls will earn bonus victory points to honor their competitive spirit.

Space is limited in the marketplace, so grab the best sites before they are no longer available. The player with the most victory points at the end of the game wins!

Set-up

1. Place the **game board** showing the bazaar in Cairo in the center of the playing area.

2. Place the **6 money trays** next to the game board.



Sort the coins by color, then place them on the corresponding trays.

3. Shuffle the stall cards, then place them as a face-down deck on the designated space on the game board. Draw and place 4 cards face-up in the adjacent open display.



Place the **market barker cards** on the market barker space.

4. Sort the **expansions** and **medals** by color, then place them on the corresponding spaces on the game board, as shown in the illustration below.



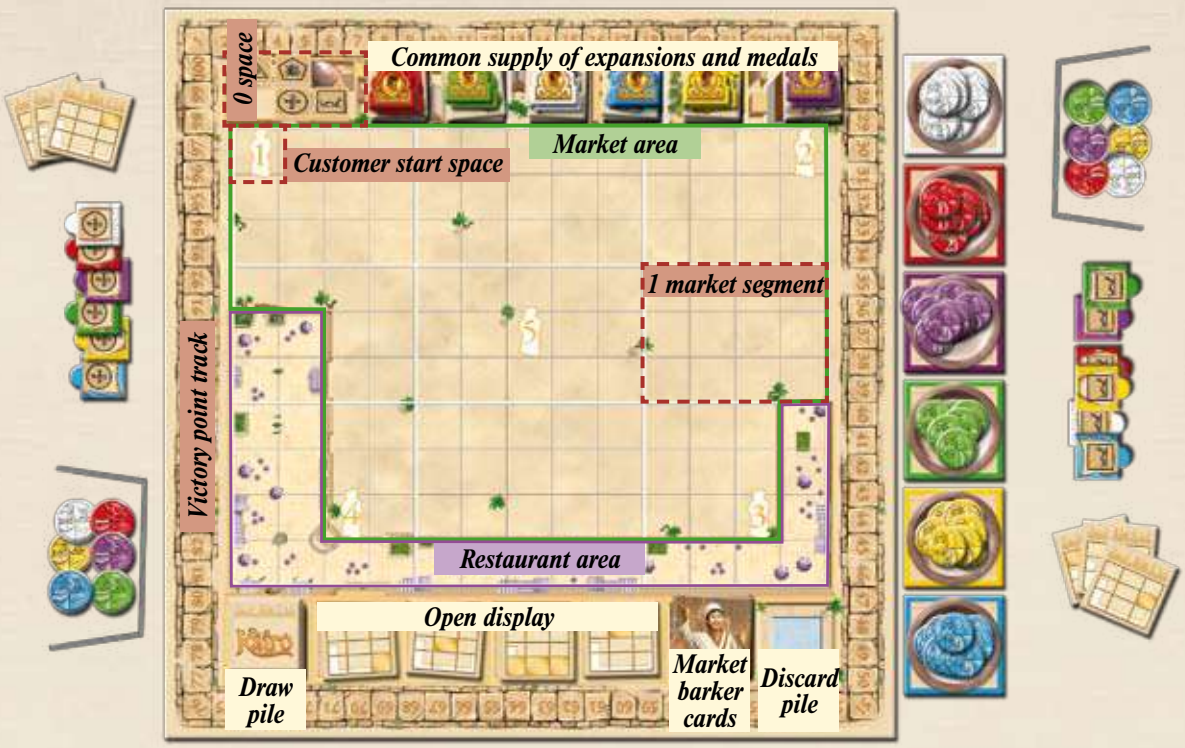
5. Put the **6 customers** in the bag, mix them, then draw 5 customers out of the bag, one at a time, and place them on the customer start spaces on the game board.



Place the 6th customer next to the money tray of the same color lying next to the game board.

Example:





Each player chooses a personal icon and takes the following components:





- **1 Scoring marker –** to be placed on the 0 space of the victory point track.



- **1 Screen –** to be assembled from 3 parts.



- **6 Main stalls –** to be placed openly before them (hereafter referred to simply as "stalls").

Additionally, each player takes:



- **1 Money of each color –** to be hidden behind that player's screen.

- **3 stall cards from the draw pile –** to be kept secret in hand; if needed, rotate the cards in hand to more easily see which highlighted market segment(s) on the cards match which segments on the game board.



In a two- or three-player game, place any unused components back in the game box.

Variable starting positions

After completing set-up and placing customers on their starting positions, players determine a starting player randomly, then they take turns placing 3 of their stalls on the game board.

The start player begins by placing one stall, followed by the other players in clockwise direction. Continue placing stalls in this manner until all players have placed 3 of their stalls.

When placing these stalls, follow the same rules explained under **"a) Placing a new stall"** (page 4).
In addition, follow these 2 special rules for the initial placement of stalls:

- Don't play stall cards.
- Place no more than 2 stalls in any market segment.

Suggested starting positions for 3 or 4 players

We recommend using these starting positions when playing your first few games as they will make the game more easily accessible.

4 players



3 players



Starting positions for 2 players

Suggested starting position:

After each player has placed 3 stalls, place 6 neutral stalls (N) that belong to neither player on the board.



Variable start positions:

After each player has placed 3 stalls, place 6 neutral stalls in the bag and mix them well.

Players then take turns drawing 1 stall from the bag and placing it on the game board according to the rules for variable starting positions detailed at top.

Sequence of play

Players are now ready to begin.

On a turn, the active player **must** perform exactly **1 of 3 possible actions,** as shown at right.

Then the next player in clockwise direction takes her turn, and so on.

- **Build stall**
  Play a stall card, then
  - a) place a new stall, or
  - b) expand an existing stall, or
  - c) move a blocked stall
- **Lure a customer to a stall**
- **Draw 2 cards**



Build stall



First, the active player plays 1 stall card. The **highlighted segment(s)** on this card show where a player can build a new stall, place an expansion for an existing stall, or move a blocked stall already on the board. A player must choose a **free site** in the highlighted segment(s).
A site is free if no stall, entry, or customer is on that site.

Play a stall card

A player may place a stall on a preferred free site in one of three ways. The player plays …

… 1 Standard stall card	… 1 Joker stall card	… any 3 stall cards
		
The player may build a stall on or move a stall to any free site within the highlighted segment.	*The player pays 1 money of any color, then builds a stall on or moves a stall to any free site in 1 of the 3 highlighted segments.*	*The player discards any three stall cards – not paying for any Jokers used – then builds a stall on or moves a stall to any free site in any segment of the bazaar.*

The player displays the card(s) on the table before him.

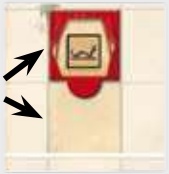
a) Place a new stall

The active player takes one stall from his supply and places it on the desired free site.

The following rules apply when placing a stall:

A stall always needs **2 adjacent free sites:** one for the stall itself and one for its entry.
The played stall card(s) determine where the stall itself may be built.
(The stall entry may lie in another segment, but not in the restaurant area – see below.)

2 sites:



Stall

Entry

Purple stalls may be built **only** within the **restaurant area; all non-purple stalls may be built only within the market area.**



A **stall's entry must be** located in the **market area,** not within the restaurant area.



Each of the nine market segments may contain only 1 stall of each color.



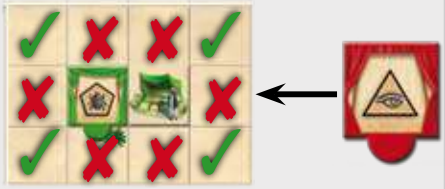
No more red stalls can be built within this market segment.

Expansions and stall entries are **allowed** in a market **segment** that contains a different player's stall of **the same color.**

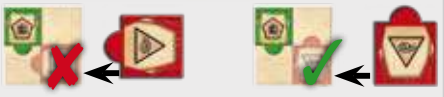


1 Market segment

A **stall** may **not** be built **orthogonally adjacent** (that is, adjacent in a horizontal or vertical direction) to another stall or to an expansion.



Each site may have only one entry on it.



After building a stall, the player places the stall card(s) on the discard pile, then the next player takes her turn.

b) Expand an existing stall

The active player takes one expansion from the common supply,
adds the expansion on the desired free site, pays its cost, and earns victory points.

The following rules apply when adding an expansion to an existing stall:





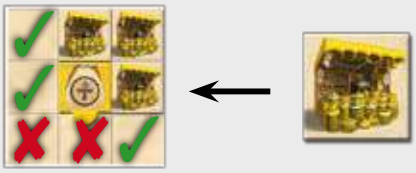
6 different expansions

An expansion always needs **1 free site.**

Purple expansions may be added **only** within the **restaurant area; all non-purple expansions may be added only within the market area.**

The expansion must be added **orthogonally adjacent** to that player's stall of the same color. The expansion cannot be placed on a **stall's entry.**

The expansion may connect to the stall itself or an existing expansion for that stall.



Stalls of **different colors** may connect with their expansions.



Expansions **of the same color** that belong to different stalls may **not** connect orthogonally.

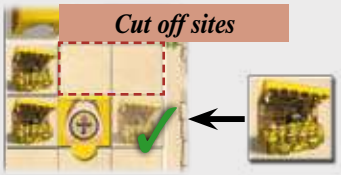
Note: It must be possible to assign each expansion to a particular stall without doubt.



Each expansion must be added to the game board so that all entries remain accessible for all customers – that is, at least 1 path must exist so that a customer can reach a store's entry, no matter how long that path might be.
(See "Moving customers" on page 7.)



That said, sites that contain no entries and no customers can be cut off from the remainder of the bazaar.



The 2 cut-off sites can be used only by player ⊕
and only for yellow expansions.

Expansion costs

Example:



The cost of an expansion is **1 money of that stand's color** for **each** tile in that stand **after** adding the expansion.
If the player doesn't have enough money of the required color – but can pay **at least 1 money of that color** – he can pay the remainder with coins of any color at a **ratio of 2:1.**



1 *2* *3* *other colors*

Victory points for expansions

The player gains victory points – and possibly medals, if applicable – based on the size of his expanded stand.

Overall size of the stand:

The player receives 1 victory point for each tile in the stand.
Advance that player's victory point marker accordingly.



= 4 victory points

Medals:

<u>One player owns the largest stand:</u>

If after adding an expansion, that player owns the largest stand of that color, he takes both corresponding medals – gold and silver.

If, for example, the player built the first expansion of this color, he takes both medals from the common supply.



If one or both medals are in the hands of other players, opponents must hand over these medals to the player with the largest stand.



<u>More than one player owns the largest stand:</u>

If after adding an expansion, the player now has a stand as large as the largest stand of that color, he takes the silver medal from whichever player holds it.



Similarly, if another player later enlarges his stand to this size, he takes the silver medal from whichever player holds it.



Whenever a player takes one or two medals during a turn, he earns victory points (as printed on those tokens) and advances his victory point marker accordingly. Any medals acquired in previous turns provide no victory points during the current turn.

Important: *A player who expands his stand while already holding both medals of that color receives victory points only for the size of his stand! To score a medal, you must take it from another player!*
Players must place their medal(s) in front of their screens so that they're visible to all other players.

After expanding a stall, the player places the stall card(s) on the discard pile, then the next player takes her turn.

Move a blocked stall

If the active player owns a stall that **cannot** be expanded – and no expansion has been added to that stall – the player can move it to a new location.

After playing a stall card (or cards), the player picks up this stall from the game board, then immediately places it on some other site, following all the rules for placing a new stall (on page 4).



Player builds a purple stall in the restaurant area, thus preventing player from being able to expand his green stall. Now player may move his green stall during a future turn.

After moving a stall, the player places the stall card(s) on the discard pile, then the next player takes her turn.

Lure a customer to a stall

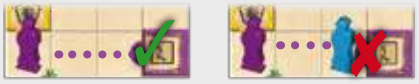


The active player moves one customer to a stall entry of that customer's color, following the movement rules detailed below. Then he swaps this customer for the customer standing next to the game board. Finally, he earns money.

• Moving a customer

The following conditions must be met:

The stall's entry must be **unoccupied,** i. e. no other customer is standing on the final destination site.



The customer must be moved the **shortest possible distance** to an eligible entry.



If two or more entries are at the shortest possible distance from the customer, the active player decides to which entry the customer will go.



If the player owns market barker cards, he may play these before moving a customer to lure that customer to a more distant entry. For each market barker card played, he can ignore one entry of that customer's color. Return played market barker cards to the market barker space on the game board.



Move the customer to the entry.

• Swap customers

Remove from the game board the customer just moved and place it next to the money tray of the same color. Then take the customer currently outside the game board, and place it on the same entry the previous customer just vacated.

Place the green customer next to the green money tray, then place the purple customer in the green customer's place.



• Earn money

The player's own stand:

If the active player has moved a customer to his own stand, he earns 1 money of that stand's color for each tile in that stand.

Player moves a customer to his green stand and earns two green money.



Another player's stand:

If the active player has moved a customer to another player's stand, he earns 1 money of that stand's color, while the stand's owner earns 1 money of that stand's color for each tile in that stand.

Player moves a customer to the stand owned by player . earns 2 green money, while earns 1 green money.



The next player then takes her turn.

General movement of customers



A player moves only 1 of the 5 customers in the market area during his turn. Customers move orthogonally from one square to the next.



A customer may move across unoccupied squares, as well as squares containing another customer or an entry.



A customer may not move through the restaurant area.

■ Draw 2 cards

The active player draws **2 cards**, and for each card drawn, the player may choose between:

• One of the face-up stall cards



• The top stall card of the face-down draw pile



• A market barker card



Players keep their stall cards hidden in their hand. If the active player now holds more than 4 stall cards, he must discard until he holds only 4 cards, placing discards on the discard pile.

If the player draws a face-up card, don't refill the display until after the player has finished his turn.

Note: When the draw pile is exhausted, shuffle the discard pile to create a new face-down draw pile.

Players keep their market barker cards in plain view next to their screen. A player may hold any number of market barker cards.

The next player then takes her turn.

Final phase and the end of the game

If after expanding a stand, all expansions of one color have been used or only 1 expansion remains in the supply for 2 different colors, the **final phase** starts **immediately:**

From now on, the only action that players can perform is ■ **Build stall.**

A player who does not want to or cannot build a stall takes no more turns. The other players continue building until no player can build a stall or no player wants to. **The game ends after the final ■ Build stall action.**

Note: A player who forfeits a Build stall action cannot rejoin play later in the final phase. In some cases, the final player will take several turns in succession before the game ends.

Final scoring

Players gain victory points for the medals they hold at the end of the game. Sum the medals that each player holds, and advance the appropriate victory point marker accordingly.

Finally, all players convert their money into victory points, earning **1 victory point** for each **set of coins** worth 3 money.

The player with the most victory points wins. In case of a tie, the tied players share the victory.

Example:



= 15 VP's



= 2 VP's

Specific rules for a two-player game

Neutral stalls can be neither moved nor expanded.

A player who moves a customer to the entry of a neutral stall earns 1 money of that stand's color.

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