

Istanbul Place Actions

1 - Wainwright: Pay 7 **lira** to add wheelbarrow extension.

✓ If you add your 3rd extension this way, you may immediately take 1 **Ruby** from this place.

2 - 4 Fabric/Spice/Fruit Warehouse: Move the corresponding **Good** to the rightmost space in your wheelbarrow.

5 - Post Office: Receive the 4 resources that are visible when you entered this place. Then move the leftmost Mail indicator of the top row down to the bottom row.

✓ If all indicators are on bottom row, instead move them all back to the top row.

6 - Caravansary: Draw 2 **Bonus** cards and then discard any 1 **Bonus** card from your hand.

→ You *may* draw **Bonus** cards from either the top of the discard pile and/or the top of the draw deck.

7 - Fountain: Return any # of your Assistants to your Merchant stack. You do not need to have an Assistant in your stack to initiate this action.

8 - Black Market: (*in any order*)

- Gain 1 red OR 1 yellow OR 1 green **Good** and
- Roll the dice. if total is 7 or 8, gain 1 blue **Good**. if total is 9 or 10, gain 2 blue **Goods**, if total is 11 or 12, gain 3 blue **Goods**.

9 - Tea House: Announce a # between 3 and 12, roll the dice. If your roll is => the number you announced, gain the number of **lira** announced. Otherwise, gain 2 **lira**.

10/11 - Small Market / Large Market: Sell 1-5 of the **Goods** depicted on top Demand tile, and move the indicators in your wheelbarrow accordingly. Then take **lira** from bank according to # that you sold. Move Demand tile to bottom of the stack.

12 - Police Station: Free your family member, if here and send it to any other place. Then carry out that place's action. Moving your family member does NOT trigger an encounter.

13 - Sultan's Palace: Deliver (spend) **Goods** currently visible to take next available **Ruby** and add it to your wheelbarrow.

14/15 - Small Mosque / Great Mosque: Take 1 Mosque tile if your wheelbarrow contains **Goods** depicted on the Mosque tile. You must then pay any 1 of the **Goods** depicted.

✓ As soon as you have both of the tiles of one Mosque, take 1 **Ruby** from the Mosque and add it to your wheelbarrow.

16 - Gemstone Dealer: Pay **lira** equal to the highest # currently visible to take next available **Ruby** and add it to your wheelbarrow.

Mosque Tiles



Game End

- Game ends at the conclusion of the round in which a player gains his/her 5th **Ruby**.
 - ➔ At the end of the final round each player may use any of his/her unused **Bonus** cards to gain **Goods** or **lira**.
- Player with most **Rubies** at end of final round wins!
 - ➔ 1st tiebreaker: most **lira**, 2nd tiebreaker: most **Goods** left on wheelbarrow, 3rd tiebreaker: most **Bonus** cards