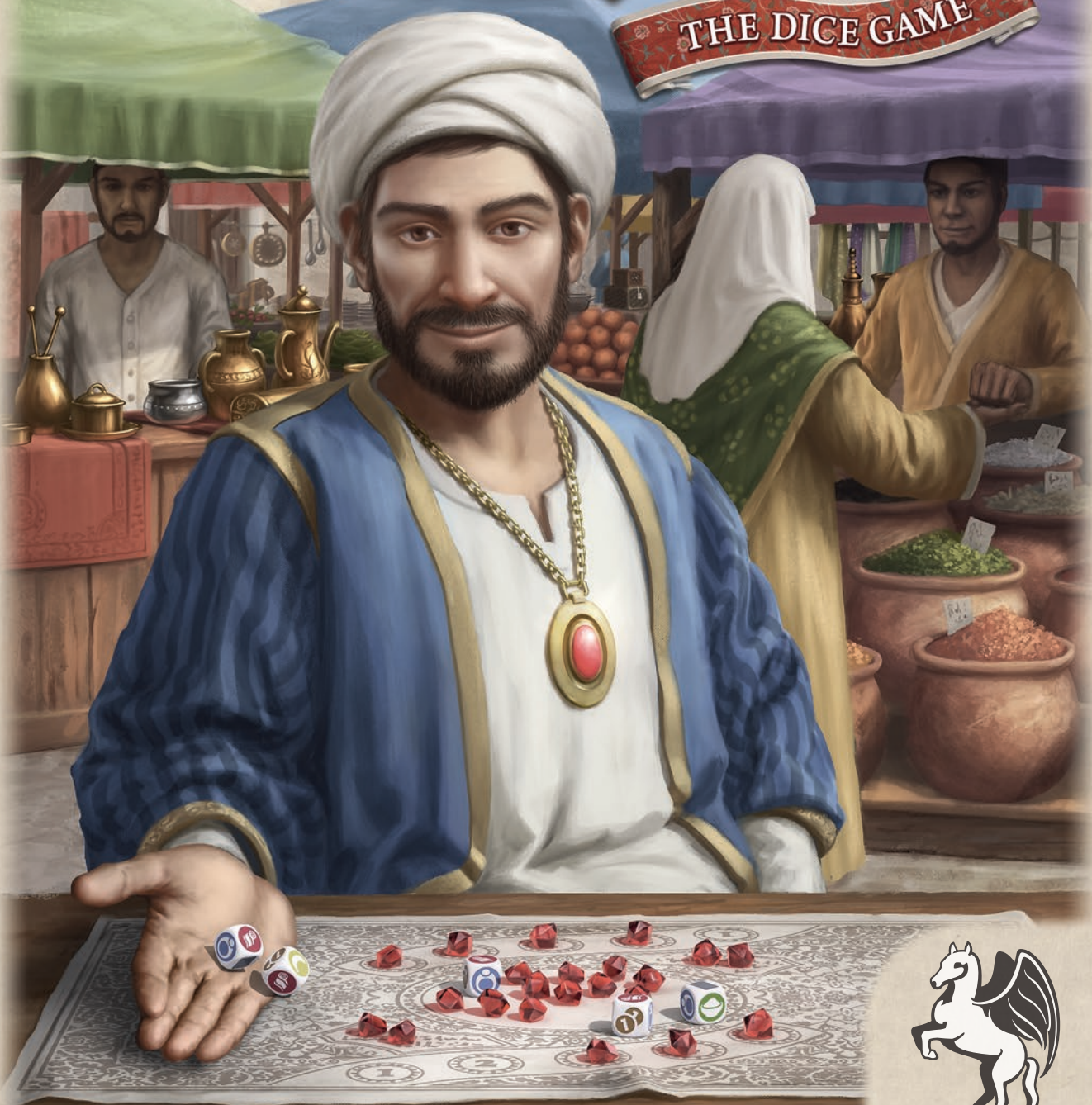




Rüdiger Dorn

# Istanbul

THE DICE GAME



Pegasus Spiele

Rüdiger Dorn

# Istanbul

THE DICE GAME

## INTRODUCTION

Welcome to the Bazaar of Istanbul! Are you ready for a trade competition? If so, you will need to acquire the coveted rubies faster than your competitors!

You are not alone: Your assistants will collect goods and money for you. Use your income wisely by investing in improved abilities – or save on the purchase of rubies! With a little bit of luck and the right strategy you will come out victorious and can call yourself **Master of the Trade Guild!**

## COMPONENTS



## OVERVIEW AND GOAL OF THE GAME

You are a trader in the Istanbul bazaar with the goal of being the first to acquire 6 rubies (5 rubies for 4 players).

You will need money and goods to purchase rubies and for this you must depend on your assistants, which are represented by the dice. The 6 icons on these dice indicate what your assistants can procure for you: Bazaar Cards, Lira, and 4 types of goods: cloth (red), fruit (yellow), spices (green), and jewelry (blue).


Each turn you will send out your 5 assistants by throwing 5 dice. With the resulting icons and your previously stored Goods Markers, you can then carry out 2 actions such as collecting and storing resources (goods, money, and crystals) or by acquiring Bazaar Cards or Mosque Tiles to provide additional income.



## GAME SETUP

- 1 Place the game board in the center of the table with the side face up corresponding to the number of players (2 to 3 Players or 4 Players).



- 2 Place **rubies** in all of the circular fields marked with a red dot in the various ruby trade areas on the game board. Don't use the circular fields with this mark  in a 2-player game. Return any remaining rubies back to the box, as they will not be used.
- 3 Mix the **Mosque Tiles** face down, reveal 6 of them as a display, and place the rest as a face down stack.
- 4 Shuffle the **Bazaar Cards** and place them face down as a draw deck.
- 5 Place the **Dice**, **Coins**, **Goods Markers**, and **Crystals** ready near the game board.
- 6 Give each player 1 **Action Summary Aid** and 1 **Crystal**.
- 7 Choose a **start player** and give him 5 **Dice** and no **Coins**. In clockwise order from the start player each player receives 1 **Coin** more than the player to his right.



## CREDITS

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

**Designer:** Rüdiger Dorn

**Illustrations:** Andreas Resch

**Graphic Design:** Andreas Resch, Jens Wiese

**Box Concept:** Hans-Georg Schneider

**Realization:** Ralph Bruhn

**Translation:** Ralph H. Anderson

Copyright © 2017 Pegasus Spiele GmbH

Am Straßbach 3

61169 Friedberg

Germany

[www.pegasus.de](http://www.pegasus.de)



**Pegasus Spiele**

*All rights reserved. Reprinting or publishing of the rule book, game components or illustrations is prohibited without prior permission.*

## SEQUENCE OF PLAY

Each round players take their turn in clockwise order beginning with the start player. The game ends at the end of the round in which a player has collected a total of at least 6 rubies (5 rubies for 4 players).

### Turn Summary:

1. **Take income** from your Mosque Tiles (if applicable). Depending on the Mosque Tile this could be 3 Lira, 1 Crystal, or 1 Bazaar Card. (See the details on the Mosque Tiles on page 6).
2. **Throw the Dice.**  
Normally players throw 5 Dice although Mosque Tiles may add additional dice. In this phase you can discard 1 Crystal as many times as you like to reroll as many dice as you want.
3. **Carry Out Actions.**  
Normally players can carry out 2 actions although Mosque Tiles may add additional actions. All available actions will be explained in the next section.
4. **Pass the 5 Dice** to the next player.

## ACTIONS

Use the face up dice icons, your Goods Markers, and your coins to carry out your actions.

### The following general rules apply:

- ▶ You can only use each die once per turn for 1 action.
- ▶ You may discard Goods Markers to use them as dice icons of the respective color.
- ▶ A brown Goods Marker can be discarded and used for any color.
- ▶ You can carry out the same action **multiple** times in the same turn.
- ▶ You must complete an action before you can start another.
- ▶ If you want to take Goods Markers, Crystals, or Lira and there is not enough in the general supply, then each player who owns at least 1 resource of the type required must discard 1 resource of this type back to the general supply (repeat if necessary). Then you may take your resources.



The **Action Summary Player Aid** gives an overview of all possible actions.

### In General:

- ▶ On the left is what you must discard in order to receive what is on the right.
- ▶ On the left side you usually need the indicated dice icons, with the striped icons indicating any of the 4 types of goods. Different letters stand for different goods.

**NOTE:** If you are talking about “goods”, you can always use the commodity icons on the cubes as well as Goods Markers.

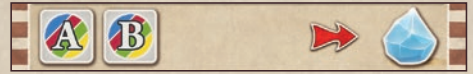


**The following actions are available:**

Discard 2 identical goods:  
Take **1 Goods Marker** of that color.



Discard 2 different goods:  
Take **1 Crystal**.



Discard 3 different goods:  
Take **1 brown Goods Marker**.



Discard 4 different goods:  
Take **2 Goods Markers of your choice** (non-brown).



Discard all coins icons rolled:  
Take **2 Lira for each**.



Discard as many card icons as you like:  
Reveal 1 Bazaar Card from the draw deck for each card icon discarded (see page 7 for Bazaar Card details). Select and use **1 Bazaar Card** and then discard all revealed Bazaar Cards to the discard pile.



If the Bazaar Card draw deck is exhausted, shuffle the discard pile and create a new draw deck.

Take **1 face up Mosque Tile** from the display. Discard goods equal to those shown on the top of the tile.



Refill the display by drawing and revealing a new Mosque Tile from the top of the draw pile.

**Important:** If you now have exactly 5 Mosque Tiles (4 Mosque Tiles for 4 players) immediately, and one time only, take **1 Ruby** from the Mosque area on the game board.



Discard the required number of goods: Take **1 Ruby**.  
The type and number of goods to be discarded depends on the ruby trade areas on the game board.



**Ruby trade areas for the 4 types of Goods:**

The free field next to the ruby shows the required number of goods of that type.

*Example: For the next ruby you must discard 5 green goods.*



**Ruby trade area on the left-side carpet:**

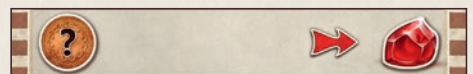
Discard all goods shown on the carpet that are not covered by a ruby.

*Example: For the next ruby you must discard 1 of each type of good plus any 2 goods of your choice.*



**Ruby trade area on the right-side carpet:**

Discard the number of Lira shown in the open field beside the next available ruby. Take **1 Ruby**.



*Example: For the next ruby you must discard 14 Lira.*

## GAME END

As soon as any player has collected at least 6 rubies (5 rubies with 4 players), complete the current round so that each player has an equal number of turns and then end the game.

The player with the most rubies wins.

If there is a tie, the tied players sell their Goods Markers for 3 Lira each and their Crystals for 2 Lira each and add them to their saved Lira. The tied player with the most Lira wins. If there is still a tie, the tied players with the most Lira share the victory.

## MOSQUE TILES

Mosque Tiles offer a lasting advantage until the end of the game. You may have more than one Mosque Tile of the same type.

You may not use the ability shown on your Mosque Tile until the beginning of your next turn.

There are the following types of Mosque Tiles:



Take **3 Lira** at the beginning of your turn.



Take **1 Crystal** at the beginning of your turn.



Reveal **1 Bazaar Card** at the beginning of your turn, carry out the action, and discard it.



You may carry out **1 additional action** on your turn.



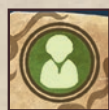
When you carry out the action "Take Lira", take **1 Goods Marker** of the displayed color.



Take **1 Die** when you acquire this Tile. Beginning with your next turn, add this die to your roll each turn.

## BAZAAR CARDS

### General Rules:



Areas with this icon apply only to the current player.



Areas with this icon provide an additional action that only applies to players who are not currently taking their turn.



One time only, discard the resources before the red arrow to acquire the resources after it.



You must possess (not discard) the resources depicted before the arrow to take the resources displayed after it, one time only.



If you cannot or do not want to fulfill the condition on the upper region of this card you may take 1 Lira instead.



Before a red arrow: Discard one of your Mosque Tiles.  
After a Red Arrow: Take 1 of the face up Mosque Tiles from the display.



Take 4 Lira.



If you discard the depicted resource:  
Take 3 or 4 Lira.



Take 1 brown Goods Marker.



Take the depicted Goods Marker.



Take the depicted Goods Marker.



If you discard 2 Lira:  
Take the depicted Goods Marker.



Take the depicted resource and 3 Lira.



Take the depicted resource or 3 Lira.



If you discard the depicted resources:  
Take the next ruby from one of the Ruby trade  
areas on the game board (except the Mosque area).

**Otherwise:** Take 1 Lira.



If you have used at least 2 Dice with card icons for  
the current action: Take the depicted resource.

**Otherwise:** Take 1 Lira.

*Note: If you reveal 1 of these cards as a bonus card at the  
beginning of your turn, you cannot fulfill the conditions  
and therefore you can only take 1 Lira.*



If you possess the number of brown Goods  
Markers depicted: Take the reward shown.

**Otherwise:** Take 1 Lira.



If you discard the resources shown before the  
red arrow: Take the resources indicated after the  
arrow.

**Otherwise:** Take 1 Lira.

# More trade excitement in the bazaar!

In Istanbul, the “Kennerspiel des Jahres 2014” (Strategy Game of the Year 2014), you are making your way through the Bazaar district as a trader trying to be the first to acquire the valuable rubies. This successful game is characterized by simple rules, fast and exciting game play, balanced strategies of play, and a variable set up.



## Mocha & Baksheesh

The first expansion, „Mocha & Baksheesh“, enlarges the Bazaar by 4 locations, enables the trade of coffee as well as the acquisition of gratuities from local guilds and tavern visitors.



## Letters & Seals

Catacombs and secret societies, more flexibility thanks to business partners and jointly usable locations: the second expansion “Letters & Seals” opens up new and extraordinary strategies.