

Yspahan: The Souks

Setup

- Shuffle the 18 cards of the Yspahan extension (purple frame). They replace the cards of the basic game. *NB: Some cards are identical to cards in the basic game while some are slightly modified. Please refer to the basic rules to see how they work.*

Special rules

The rules of the basic game apply with the following modifications:

- Whenever a player wants to move the Supervisor, it is impossible to leave him on the same square, be it by spending gold or thanks to the Hammam.
- Whenever a player chooses the "Draw a card" action in the Tower, they draw **the first 2 cards**, choose one and discard the other, face up.
- Whenever a player who owns the Caravanserai sends one or several good(s) to the Caravan, they only draw 1 card.

New cards

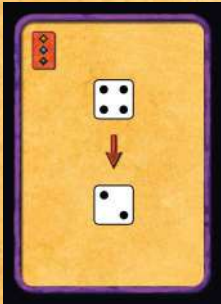


Earn 3/5/8 points if you own at least 1 good in 2/3/4 different neighborhoods.



Earn 2 points per card in your hand (not counting this one).

NB: You cannot earn more than 6 points with this card.



Change the value of one of the dice on the Tower to another value which is **already present**.



Earn 1 point per building you have constructed.



Earn 2 points per souk you have filled.
 NB: You cannot earn more than 6 points with this card.



Take the card **another player** has just discarded back and add it to your hand.
 NB: This card is not played during your own turn.



Discard up to 4 of your goods placed on shops and earn 2 points per good.
 NB: You cannot earn more than 8 points with this card.



Discard up to 4 of your goods placed on shops and get either 1 camel or 2 gold per good.
 NB: You may get both gold and camels at the same time by discarding several goods.



Once everyone has selected a group of dice, take a new action with one dice group left in the Tower.
 If there is no group left, the action can only be "Draw a card".
 NB: After this new action, the player cannot construct a building.