

The Market at Kos

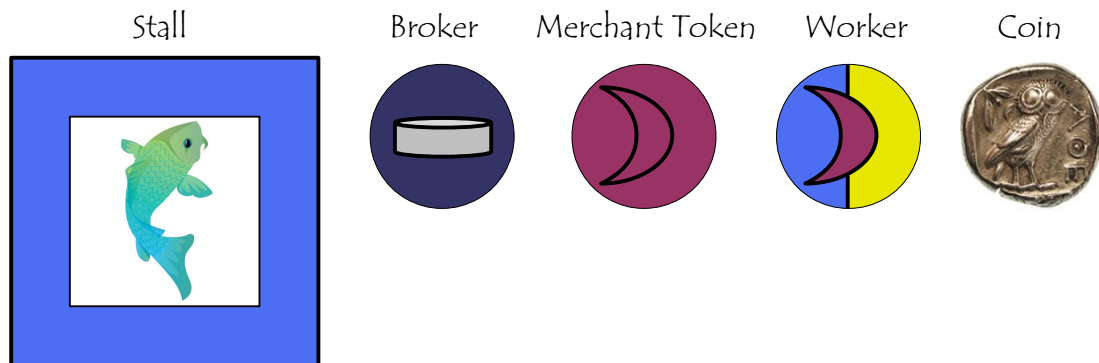
(2-5 Players, 45-60 min)

Overview

You are a merchant in Ancient Greece. You control a small group of workers who have been hired to trade your goods in the market on the island of Kos. The three goods available in the market at Kos are: fish, olive oil, and wine. In order to trade, your workers must first set up stalls in the marketplace. Through strategic placement of workers you try to maintain control of these stalls while attempting to gain control of stalls placed by the other merchants. Scoring takes place at the end of each of the four rounds. You receive market points for setting up stalls in the market, for having the most influence around a stall, and for moving your workers. The merchant with the most market points at the end of the game is the winner.

Components

- 1 Market (4 pieces)
- 5 Reference Cards
- 1 Broker
- 45 Stalls
- 100 Merchant Tokens
- 75 Workers
- 55 Coins



Setup

1. Place the 4 pieces of the market together in the centre of the playing area.
2. Shuffle the stalls together and place them in a face-down pile near the market.
3. Have each player select a different set of playing pieces. Players take out all of their merchant tokens and some or all of their workers based on the number of players in the game (3-5 players: see Setup Table, 2 players: see 2-Player Rules).

4. Have each player place one merchant token on the scoring track at O. Each player places their selected workers and their remaining merchant tokens face up and in front of them on the table.
5. Choose a starting player at random. Have each player, in clockwise order, place one stall from the top of the stall pile into the market on any unoccupied square. Do not score market points for placing these stalls.
6. Then, beginning with the starting player again, have each player place a worker in the market. Players place this worker for free.
7. Place the broker on the stalls track. The broker's position is determined by taking the stalls number indicated on the setup table (for the upcoming round), subtracting the current number of stalls, and adding 1. For example in a 4 player game the end of the first round is triggered if there are 10 stalls in the market (Note: there are multiple ways to trigger the end of a round). Because 4 stalls have already been placed during setup, 6 more may be placed before the end of the first round is triggered. Therefore place the broker on top of the number 7 on the stalls track (10-4+1). Note: the highest position that the broker can be placed is the 12 position on the stalls track.
8. Give each player coins according to the Setup Table:

Players	Workers	Round 1		Round 2		Round 3		Round 4	
		<i>coins</i>	<i>stalls</i>	<i>coins</i>	<i>stalls</i>	<i>coins</i>	<i>stalls</i>	<i>coins</i>	<i>stalls</i>
3	15	15	10	14	15	13	20	12	25
4	12	13	10	12	15	11	20	10	25
5	9	11	10	10	15	9	20	8	25

Coins – indicates number of coins each player starts with at the beginning of each round

Stalls – indicates the number of stalls required in the market to trigger the end of each round

Play

1. Begin play with the starting player. Play proceeds clockwise.
2. Players must perform one of the following 3 actions on their turn:
 1. *Place a worker in the market* – Workers are placed on the numbered circles within the market. When placing a worker in the market, the player doing so must pay the number of coins equal to the value written in the white circle. Payment is placed on the border of the market outside of the scoring track. Only one worker may occupy a circle at any time in the market. Placing workers is the only way to influence a market and is an important way to gain market points in the game.

Influence is determined as follows:

A worker at the corner of a stall (intersection) = 1 influence

A worker at the side of a stall (alley) = 2 influence

Note: A worker only has influence over a stall if they can trade the goods at that stall. This means that one of the two background colours of the worker matches the colour of the stall. For example: A yellow and blue worker can only sell olive oil and fish. If he is adjacent to a red wine stall, that worker has 0 influence over the wine stall. Workers may have influence over more than one stall. The two colours of each worker are continuous so the orientation of workers in the market is irrelevant.

2. *Move a worker within the market* – A player may only move one of their own previously placed workers with this action. There are three possible ways to move a worker:

- a. Move a worker to a higher value circle – you must pay the difference between your old location and your new location.
- b. Move a worker to a same value circle – no payment required
- c. Move a worker to a lower value circle – no payment required, and no reimbursement given.

After a player has moved their worker in the market, they place a merchant token in descending order on the appropriate moves track. If it is the player's first move of the round they place it on the next available spot on the track entitled "Move 1". If it is their second move they place it on the "Move 2" track, etc. The player then scores market points equal to the value of the number covered. For example: The circle player moves a worker for 5 points, the crescent player moves a worker for 4 points, and the hourglass player moves a worker for 3 points (all merchant tokens placed on the "Move 1" track). If the hourglass player is the next player to move a worker then they will score 5 points for placing the first merchant token on the "Move 2" track. If the cross player now moves a worker they will place their worker on the "Move 1" track and score only 2 points.

3. *Place a stall in the market* – Stalls are drawn from the stall pile and placed on the numbered squares within the market. When a player places a stall in the market, they also place one of their merchant tokens on the stalls track. The merchant tokens are placed in descending order beginning with the position immediately below the broker. The player immediately scores market points equal to the number covered (and collects any coins if applicable). Stalls may never be moved once placed in the market (exception: see End of Round).

End of Round

1. There are three ways to end the round. 1) Use all of your coins, 2) Place the last stall on the stalls track, or 3) Move a worker three times.
2. When a player triggers the end of the round that player immediately scores 2 market points and takes an additional turn. Each of the other players take a final turn in clockwise order. The round is now over. Note: any one of the three actions may be performed by a player on their final move as long as the move is still available. For example: a player ending the round by placing the last stall allowed by the stalls track may not place another stall on their final move because there are no spaces left on the stalls track. However, the player may choose to move or place a worker on their final move. The same scenario would occur if a player ended the round by moving a worker; the player would not be allowed to move an additional worker on their final move because there is not a "Move 4" moves track.
3. Score each stall in market points. A stall is scored to the player who has the most influence over that stall. If two or more players have equal influence over a stall then the market points are divided equally, rounded down.
4. If, during scoring, it is determined that a player has the most influence over a stall, place one of that player's merchant tokens on top of the claimed stall. There are two exceptions to this rule: 1) Do not place a merchant token if one of your merchant tokens are already on that stall. 2) Do not place a merchant token if you and another player tie for the most influence even if the tying player already has a merchant token at that stall. No player may have more than one merchant token placed per stall. Each merchant token placed on a stall is worth 5 points during the end of game scoring.
5. After all stalls have been scored, all stalls with 2 or less influence total are removed from the board and placed at the bottom of the stall pile. After those stalls are removed, any workers that are no longer exerting influence on a stall are removed from the market (the player may use that worker in the future). All other workers and stalls that were placed in the previous round(s) remain on the board. Return the merchant tokens from the stalls and moves tracks to each player's individual supply.
6. When the next round begins, players take coins from the edge of the playing board. (Note: Coins that were not spent in the previous round do not carry over to the new round.) All players begin each new round with one less coin than they had at the beginning of the previous round (see Setup Table).
7. Replace the broker in the correct position for the upcoming round based on the formula provided in the setup.
8. Play now begins with the player with the least market points and proceeds clockwise.

End of Game

1. At the end of the fourth round, complete end of round scoring as normal.
2. Count up the number of stalls each player has placed a merchant token on and award an additional 5 market points for each token to the appropriate player.
3. If, after completing the scoring, two players are tied for the most market points, whoever has the most coins remaining wins. If coins are tied, then the game is a draw.

2-Player Rules

1. Each player selects a set of playing pieces for themselves.
2. A third set of playing pieces is selected. The two players alternate placing first three stalls and then all 15 workers into the market (9 placements each).
3. Now each player selects workers and coins from their own set of playing pieces according to the directions for a three player game.
4. Finish the set-up by having each player place a stall in the market and then having each player place a worker in the market.
5. Play the game as you would normally. Special notes regarding the third player: the third player does not get a turn, the third player's workers are never removed from the board, and the third player's workers do count as influencing a stall (they may have more influence than you and prevent you from controlling a stall).

The Game Pieces

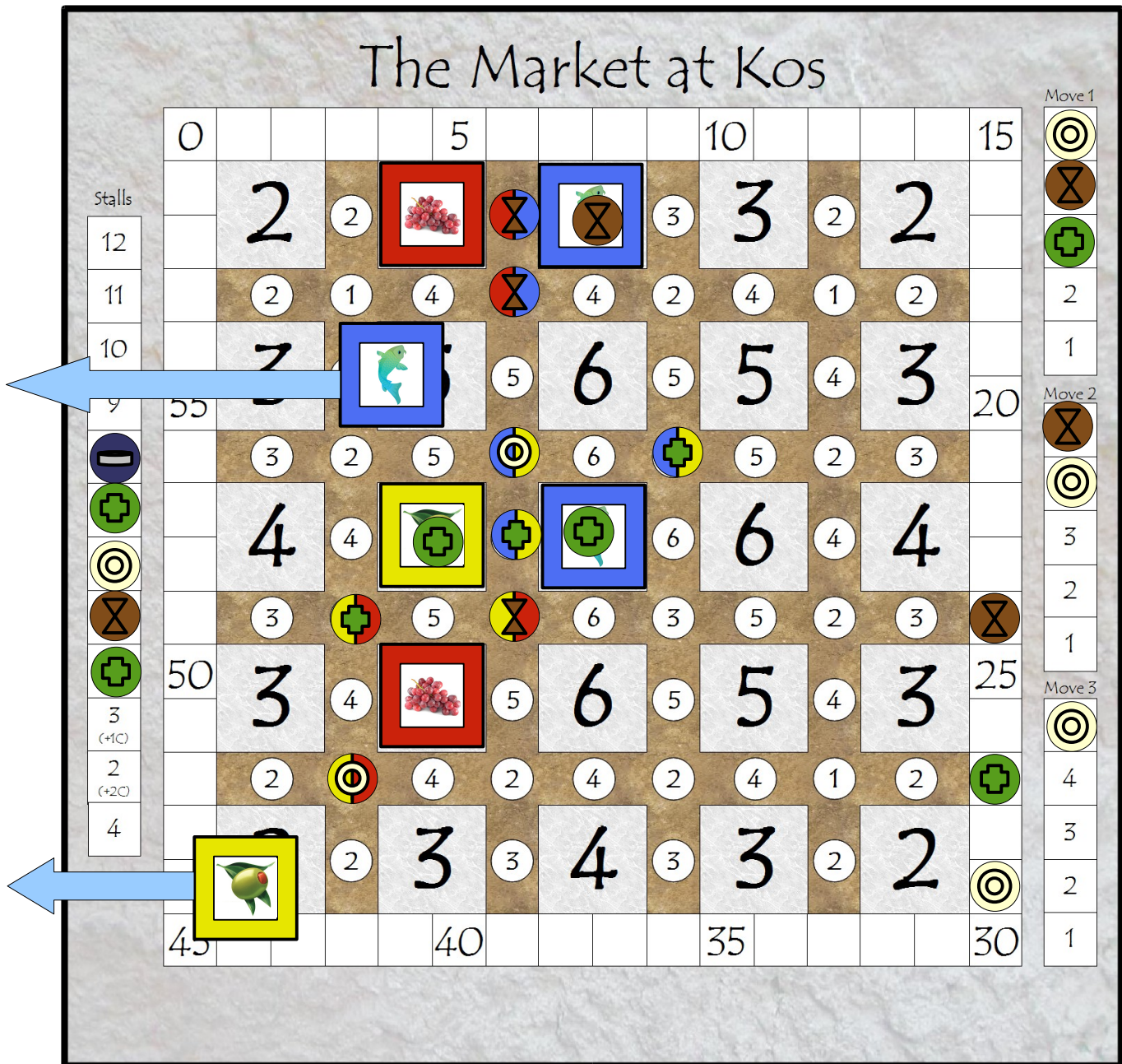
1. Tape the 4 pieces of the market together.
2. Tape the broker, workers, merchant tokens, and coins to pennies for ease of use.

Contact Info

Any thoughts, ideas, or suggestions?

Contact me on Boardgamegeek. Username: Meldrum

Example of Play



The scenario above depicts the appearance of the board at the end of the first round in a 3-player game. The circle player triggered the end of the round by making a third worker movement. For ending the round the player received an additional 2 points. All of the scoring for the first round has been completed (stall placements, movements, stall majority control) and merchant tokens have been added to those stalls that individual players controlled. The fish stall and olive oil stall with arrows next to them will be removed for the following round as neither stall has greater than 2 influence.

The Market

		0				5		
Stalls			2	2	3	3	4	
12								
11			2	1	4	2	4	
10			3	4	5	5	6	
9	55							
8			3	2	5	3	6	
7			4	4	6	6	7	

Market Part 2

Market at Kos

		10				15
4	3	3	2	2		
4	2	4	1	2		
5	5	5	4	3		20
6	3	5	2	3		
7	4	6	4	4		

Move 1

5
4
3
2
1

Move 2

5
4
3

Market Part 3

6		4	4	0	0	
5		3	2	5	3	
4	50	3	4	5	5	
3 (+1C)						
2 (+2C)		2	1	4	2	
4		2	2	3	3	
	45				40	

Market Part 4

0	0	4	4		3
3	5	2	3		2
5	5	4	3	25	1
4	2	4	1		7
4	3	3	2		4
		35			3
					2
				30	1

Move 3

Reference Boards

2	2	3	3	4	3	3	2	2
2	1	4	2	4	2	4	1	2
3	4	5	5	6	5	5	4	3
3	2	5	3	6	3	5	2	3
4	4	6	6	7	6	6	4	4
3	2	5	3	6	3	5	2	3
3	4	5	5	6	5	5	4	3
2	1	4	2	4	2	4	1	2
2	2	3	3	4	3	3	2	2

The Market at Kos

- ◊ 4 rounds of play
- ◊ On your turn you may do 1 of the following:
 - place a worker in the market
 - move a worker within the market
 - place a stall in the market
- ◊ 3 ways to end each round
 - place the last stall allowed for round
 - spend all of your coins
 - do 3 worker movements
- ◊ When the end of round is triggered:
 - the triggering player scores 2 points and takes another turn
 - all other players take a turn
 - points for controlling stalls are added
 - merchant tokens are placed on stalls
 - stalls with 2 or less influence are removed

2	2	3	3	4	3	3	2	2
2	1	4	2	4	2	4	1	2
3	4	5	5	6	5	5	4	3
3	2	5	3	6	3	5	2	3
4	4	6	6	7	6	6	4	4
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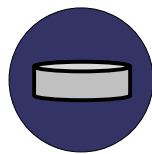
Coins



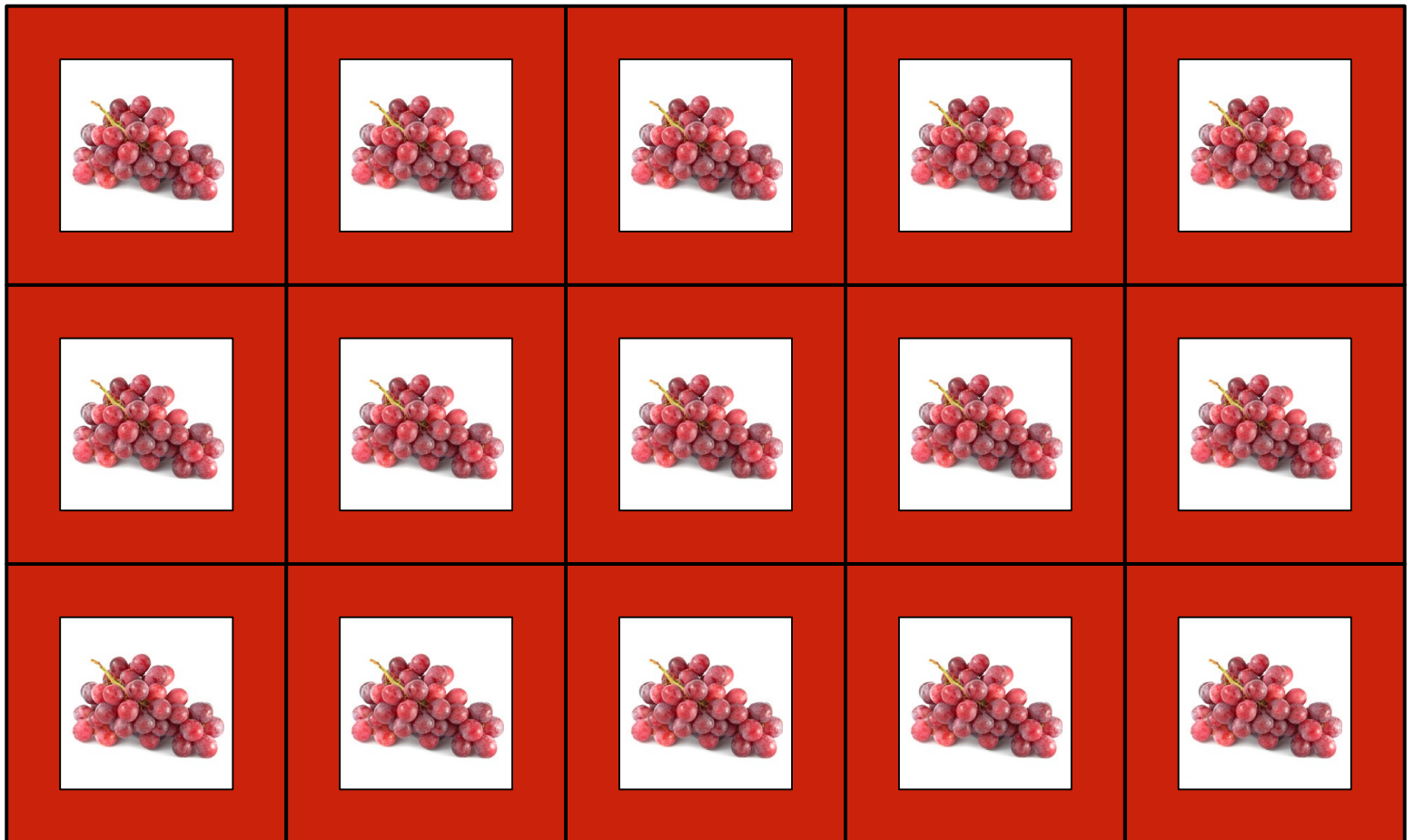
Coins



Broker



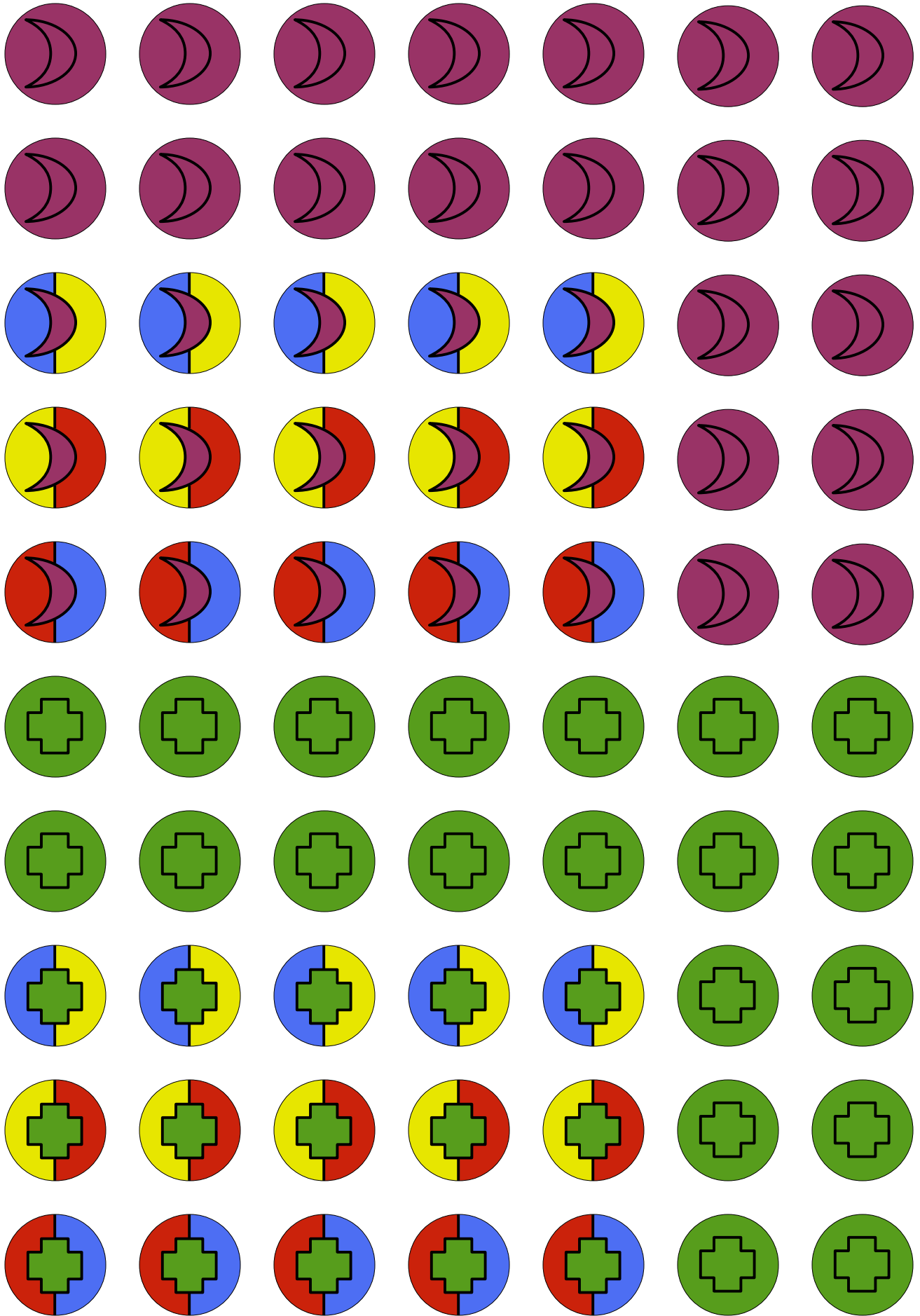
Stalls



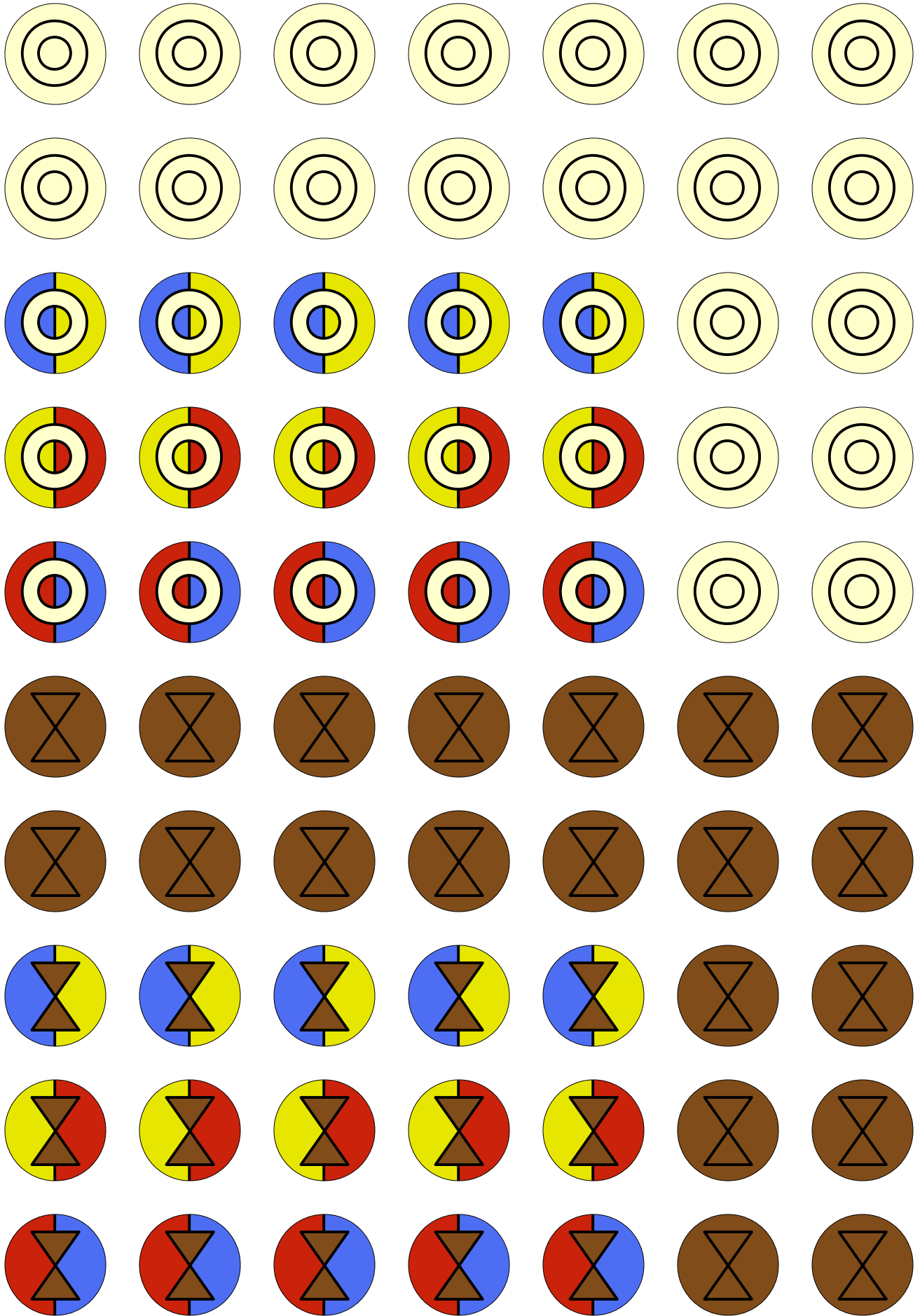
Stalls



Merchant Tokens and Workers



Merchant Tokens and Workers



Merchant Tokens and Workers

