the aztec market

Ayudar Jugando Expansion

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Designed by: Joan Ribera, Mark Gerrits, Diego Ibáñez, Lee Valentine, Sergio Camina.

INTRODUCTION

In November 2010, NESTORGAMES ran a contest on **boardgamegeek.com**, where the participants had to create new tiles for the original game 'The Aztec Market'. All of the profits derived from the sales of this expansion will be donated to **ayudarjugando.org**.

Ten tiles where selected by Néstor Romeral Andrés (producer) and Victor Melo Barbero (base game designer) to conform this expansion.

NESTORGAMES wants to thank all the participants of this contest. A wonderful group of altruist designers.

COMPONENTS

The Aztec Market 'Ayudarjugando' expansion includes 10 tiles of the same size as the ones in the original game, and an orange counter.

RULES

You can replace as many tiles as you wish from the original game (except the king, the vendors and the buyers) with the new tiles (except the pyramids). We recommend replacing just 1 tile in the first games.

The pyramids (4 tiles) don't replace any tile.

THE TILES

THE HAIRDRESSER, by Joan Ribera

This tile replaces any other tile at the start of the game, except the king, the vendors and the buyers.

Pay a coin to the HAIRDRESSER to block **one turn** a buyer from another player located at the **same column**. Put the orange marker on the blocked buyer (remove it when the turn ends).

THE ASTRONOMER, by Mark Gerrits

This tile replaces any other tile at the start of the game, except the king, the vendors and the buyers.

During the game preparation, take four random commodity tokens from the game bag and put them on the astronomer. When replenishing commodities during the passing phase, do not replenish the vendors from the game bag, but instead use all the cubes on the astronomer. Then draw four new random tokens from the game bag and put them on the astronomer.

When you buy commodities from a vendor, if the astronomer is between your buyer and the vendor, check to see if he has at least one token of the same color as the vendor. If he has, take one of those tokens and put it on your buyer, in addition to the other tokens. If he hasn't, put one of the tokens you just bought on the astronomer.

THE GAMBLER, by Mark Gerrits

This tile replaces any other tile at the start of the game, except the king, the vendors and the buyers.

If the gambler is between your buyer and the vendor when buying commodities, draw a random token from the game bag. If it's the same color as the tokens you bought, put it on your buyer, in addition to the other tokens. If it's a different color, put it on the corresponding vendor and return one of the tokens you just bought to its vendor.

THE BLACK MARKET, by Diego Ibáñez

This tile is placed outside the market. It is recommended for games with 3 players.

In the games with Black Market, no commodities are removed early in the game, but when the player "passes", 5 commodities are removed from the bag instead of 4. The commodity that is repeated is placed on the Black Market (if more than two commodities are repeated then the player chooses which one is placed on the Black Market).

When you make a purchase, you can buy all the commodities of a type on the black market to pay two coins.

The Black Market has no placement rules when buying, that is, any player can buy any commodities, regardless of their location on the board. However, the King cannot buy in the Black Market.

THE THIEF, by Lee Valentine

Before setting up the game, randomly select a messenger, porter, ambassador, or governor tile and remove it from play, substituting the Thief's tile in place of the removed tile.

During each player's "Play" turn, if there is a Thief between the paying Buyer and the Vendor during a Buy Commodities action, then the current player gives the coin he used to purchase the commodities to the player on his left. That player must either return the coin to the money supply or place it on one of his buyers who does not currently have a coin on him. Note, that during any Buy Commodities action where no money is actually spent (such as one involving an ambassador tile), the thief has no effect.

THE BARTERER, by Sergio Camina

This tile is not played from the start of the game.

When 3 or more commodities of the same color are drawn from the bag at once, the Barterer comes into play. The player that drew the commodities replaces any tile from the market (except the king and the vendors) by the Barterer. Then those commodities (of the same color) are placed on this tile.

(If during the game 3 or more commodities of the same color are drawn again, the game plays normally)

During the "Buy" turn, if a buyer is on the same column as the Barterer, they can exchange their commodities if these two conditions are met:

- The buyer must have a coin (that he won't spend).
- All the commodities must be exchanged. The Barterer gives **all** his commodities to the buyer and vice versa.

Scoring: At the end of the game, all the Barterer's commodities are added to the king's.

THE AZTEC PYRAMID (4 tiles), by Lee Valentine

Nobody starts the game with a pyramid, and all of them are set aside during setup.

During each of your "Pass" turns, instead of Obtaining Money you may take a pyramid if you don't already have one (limit one per player). Place the pyramid directly behind one of your buyers; this buyer is "on the pyramid's route". At any time during one of your "Play" turns you may pay a coin from any of your buyers (even one not on the pyramid's route) to transfer all commodities from the buyer on the pyramid's route to the pyramid if:

a) there are no commodities on the pyramid; or
b) you transfer only commodities of a type that are already on the pyramid.

A pyramid may contain only one type of commodity.

After the buyer on the pyramid route is cleared of commodity tokens in this fashion he is free to buy any one type of commodity in the future (as per the normal game rules), even a different type than what's on your pyramid. At the end of the game, all your commodities on your pyramid are counted in your favor just like commodities on your buyers.