

Marrakech[®]

RULES

7+

2 1/4

20 min

OBJECT OF THE GAME

The rug market in Marrakesh Square is buzzing with anticipation! The best merchant will soon be crowned. Each merchant aims to have the highest number of visible rugs by the end of the game while also amassing the largest fortune.

The winner is determined by combining the number of visible rugs with the amount of money held by each merchant. May the best merchant win!

SETUP

Place Assam at the center of the market square (see the figure opposite). Each player receives 30 dirhams (5 coins worth 1 dirham and 5 coins worth 5 dirhams).

For 2 players: see the back of the rules.

For 3 players: each player gets 15 rugs of the same color.

For 4 players: each player gets 12 rugs of the same color.

The last player who stepped on a rug plays first.

The game proceeds in a clockwise direction, with players taking turns.

CONTENTS

The Rug Market square (board), 60 cloth rugs (4 sets of 15), 21 coins worth 1 dirham, 21 coins worth 5 dirhams, Assam the market organizer and one wooden die.



PLAYING THE GAME

On their turn, players perform the following three actions in order:

1

Move Assam

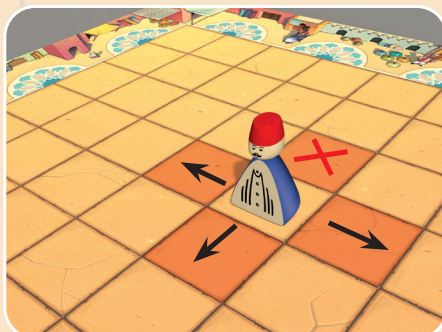
2

Pay other merchants if required

3

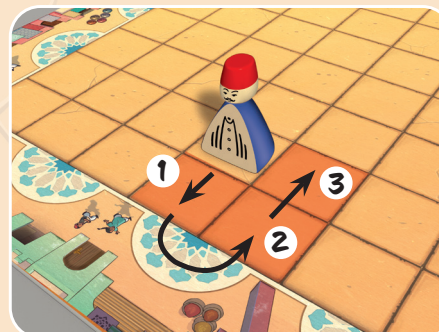
Lay one of their rugs

1 MOVING ASSAM



Choose in which direction Assam will move **before rolling the die**.

Assam can stay in his current orientation or turn a quarter to the right or left. Following this rule, **Assam cannot turn around**.



Roll the die to determine how many spaces Assam moves. Assam moves **in a straight line** in the chosen direction.

If Assam leaves the market, he follows the about-turn symbolized by the mosaics. **Going through the mosaics doesn't count as a space.**

2 PAYMENTS BETWEEN MERCHANTS

If Assam ends his move on an **opposing player's rug**, the player must pay the rug's owner. The amount owed is equal to the **number of connected squares** covered by rugs of the same color (including the one Assam landed on).

Note : Only squares that share an edge count; diagonal connections do not (see the figure opposite).

No payment is due if Assam ends his move on an empty square or on one of the player's own rugs.

If a player runs out of money, they pay what they can and are out of the game.

Their remaining rugs are returned to the game box. Rugs already placed remain on the board and become neutral. **Neutral rugs do not incur payments.**

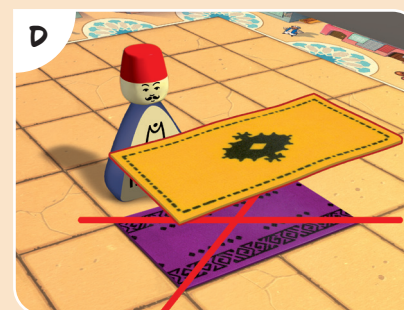
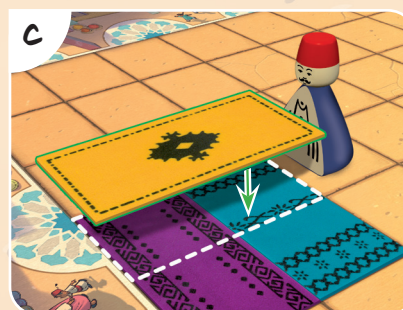
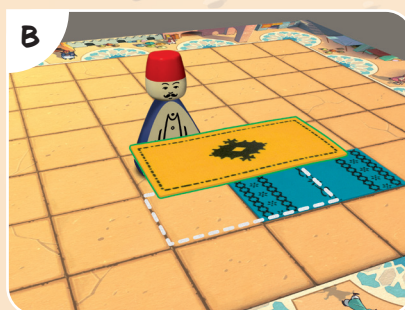


3 LAYING RUGS

The player then lays one of their rugs **next to the square where Assam has stopped**. One edge of the rug must touch one of the four sides of the square (see example A).

A rug can be placed on:

- Two empty squares
- An empty square and half a rug (no matter its color)
- Two halves of different rugs



Existing rugs cannot be **entirely** covered in one go (though they can be fully covered with two separate rugs, see examples B, C, D).

END OF THE GAME

The game ends once the last rug is laid. **Each visible half of a rug** and **each dirham** count as one point. The player with the highest score wins. In the event of a tie, the player with the most dirhams wins.

TWO PLAYER RULES

Each player starts with 30 dirhams and 24 rugs of two different colors. Each player shuffles their rugs to form a single pile, from which they will draw during the game.

Follow the standard rules for 3-4 players as indicated above.



VARIANT

During each turn, players take the following actions in this order:

1. Roll the die
2. Move Assam
3. Pay an opponent if required
4. Lay one of their own rugs
5. Rotate Assam a quarter turn

In this way, each player dictates to the next the direction in which Assam moves.

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Let's not forget the enthusiasm of the entire Gigamic team!



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WARNING! Not suitable for children under 3 years, because small parts could be swallowed.



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Keep this information and address for future reference. 12-2024

