Set the game up normally, giving yourself 1 coin and 8 Stands. Follow any additional setup instructions listed within each challenge. The game is played as normal except when noted within each challenge. The challenge ends when the normal game is ended or until you lose 3 money. Some challenges also have unique end conditions.

Golden Rule: You are never allowed to select the Take 1 Coin action!

The challenges

The Specialist

Score 1/2/3 Fame Points for earning 70/90/110 coins. Set up the game as usual with the following changes: Discard the 5 middle tiles and 4 Customers. During this challenge, you may build at most 2 Stands in any row or column.

The Third Wheel

Score 1/2/3 Fame Points for earning 80/90/100 coins. Set up the game as usual with the following changes: Discard the 5 middle tiles and 4 Customers. You will only be using the 3-Customer tile. Start the game with 4 coins.

1. Last Call

Score 1/2/3 Fame Points for earning 15/20/25 coins. Set up the game as usual with the following changes: Discard all the Customer tiles except 1 each of 1, 2 and 3 Customer tiles and 4 random of the 4-Customer tiles. These are the only Customer tiles available for this game.

Special Rule: To score any Fame Points, you must bring in at least 3 of the 4-Customer tiles.

Customers in Queue

Score 1/2/3 Fame Points for earning 35/40/45 coins. Set up the game as usual with the following changes: Discard all the Customer tiles except 1 each of 1, 2 and 3 Customer tiles and 4 random of the 4-Customer tiles. These are the only Customer tiles available for this game.

You can earn money when placing Stands just as in the standard game, but you don't score money for 1, 2, and 3 Customer tiles and 2, 3 and 4 Stands are in these two columns. When this occurs, the Customer tiles earn you money for all Stands in that two column and any new Stand you place in those two columns. The game ends after the turn in which the 2 Stands are placed.

4. Pub Crawl

Score 1/2/3 Fame Points for earning 15/20/25 coins. Set up the game as usual with the following changes: After placing all Restaurants on the board, place the remaining Pub tiles, as shown. In this challenge, you are not allowed to place Stands or Pubs on spaces occupied by any Restaurants except for the Pub. The other Restaurants impose your placement of Stands and Pubs.

The crowded mercadó

Score 1/2/3 Fame Points for earning 55/70/80 coins. Set up the game as usual with the following changes: Discard all the Customer tiles except 1 each of 1, 2 and 3 Customer tiles, and 4 random of the 4-Customer tiles. You should end up with at least 1 Customer tile facing the 1 Customer tiles.

3. The Long Game

During this challenge, play as usual. For your final score you are never allowed to count money earned from Customer tiles with 4 Customers.

The market magnate

Score 1/2/3 Fame Points for earning 75/90/100 coins. Set up the game as usual with the following changes: Discard the 5 middle tiles and 4 Customers. You will only be using the 3-Customer tile. Start the game with 4 coins.

The specialist

Score 1/2/3 Fame Points for earning 70/90/110 coins. Set up the game as usual with the following changes: Discard the 5 middle tiles and 4 Customers. During this challenge, you may build at most 2 Stands in any row or column.

4. The Third Wheel

Score 1/2/3 Fame Points for earning 80/90/100 coins. Set up the game as usual with the following changes: Discard the 5 middle tiles and 4 Customers. You will only be using the 3-Customer tile. Start the game with 4 coins.

1. Last Call

Score 1/2/3 Fame Points for earning 15/20/25 coins. Set up the game as usual with the following changes: Discard all the Customer tiles except 1 each of 1, 2 and 3 Customer tiles and 4 random of the 4-Customer tiles. These are the only Customer tiles available for this game.

Special Rule: To score any Fame Points, you must bring in at least 3 of the 4-Customer tiles.

Customers in Queue

Score 1/2/3 Fame Points for earning 35/40/45 coins. Set up the game as usual with the following changes: Discard all the Customer tiles except 1 each of 1, 2 and 3 Customer tiles and 4 random of the 4-Customer tiles. These are the only Customer tiles available for this game.

You can earn money when placing Stands just as in the standard game, but you don't score money for 1, 2, and 3 Customer tiles and 2, 3 and 4 Stands are in these two columns. When this occurs, the Customer tiles earn you money for all Stands in that two column and any new Stand you place in those two columns. The game ends after the turn in which the 2 Stands are placed.

4. Pub Crawl

Score 1/2/3 Fame Points for earning 15/20/25 coins. Set up the game as usual with the following changes: After placing all Restaurants on the board, place the remaining Pub tiles, as shown. In this challenge, you are not allowed to place Stands or Pubs on spaces occupied by any Restaurants except for the Pub. The other Restaurants impose your placement of Stands and Pubs.

The crowded mercadó

Score 1/2/3 Fame Points for earning 55/70/80 coins. Set up the game as usual with the following changes: Discard all the Customer tiles except 1 each of 1, 2 and 3 Customer tiles, and 4 random of the 4-Customer tiles. You should end up with at least 1 Customer tile facing the 1 Customer tiles.
Playing the Game

Before the start of the game, players should agree if they want to play with hidden money. (The designers recommend you play with hidden money when playing with hidden money, give each player their matching score tile placed behind bars.

Players take turns in clockwise order until someone triggers the endgame conditions (see Endgame Conditions, page 4).

1. Open a Stand

2. Ering Customers

3. Open a Restaurant

4. Take 1 Coin

1. Open a Stand

Choose one of the 3 Stand tiles in front of you. Place it with your stand tile on any space of the marked rows and columns that have already two Stand tiles placed. The total cost to place the tile is 1 coin for each Stand in the row or column.

2. Ering Customers

Take one of the available Customer tiles, and place it in an empty space of the marked rows and columns that have already two Stand tiles placed. However, in order to bring customers to the market, you must meet certain conditions.

You can only place Customer tiles at the entrance of a row or column with a number of Stands equal to or greater than the number of customers on the tile. For example, a Customer tile showing 1 customer can only be placed in a row or column with 1 or more Stands.

- At least one of your own Stands in the row or column must match the number on the Customer tile.
- At least one of your own Stands in the row or column must match the number on the Customer tile.
- Customer tiles of the corresponding number are available.

Check to see who earns money (see Earning Money, page 4).

3. Open a Restaurant

Restaurants improve orthogonally adjacent (not diagonal) Stand tiles of the corresponding type. Social Bar improves Fish Stands, Tea House improves Flower Stands, Victorian improves Stand Trees, Burger joints improve Mustard Stands, Wine Bars improve Grape Stands, and Pubs improve All Stands.

If you do not have any Restaurant tiles in front of you, you cannot take this action.

Choose one of your Restaurant tiles. Place it in an empty space of the marked rows and columns that have already two Stand tiles placed. Take 1 Coin for opening a Restaurant.

If you place the Restaurant tile on a space with a gray (facedown) Restaurant tile on it, take the gray Restaurant tile and flip it faceup, and place it in front of you where everyone can see it.

4. Take 1 Coin

Note: If a player takes this action consecutively, the game immediately and moves to Final Scoring, page 4. In a 4-player game, each of both players must take this action consecutively.

Check to see who you earn money (see Earning Money, page 4). Finally, take one of the 3 Stand tiles from the display and refill the display with the same number of tiles. The player with the most coins at the end of the game wins. In case of a tie, the tied player with the most Stands in the market wins. It is legal, as long as they play a winner!

Earning Money

Stand earns money

1. When a Customer tile is placed that matches your Stand(s) in that row or column;

2. When a Stand is first opened that meets the demands of existing Customer tile(s).

1. When a Customer tile is placed that matches your Stand(s) in that row or column:

When someone places a Customer tile, regardless of whose turn it is, every matching Stand in the corresponding row or column earns its owner coins. To calculate how many coins:

- Start with one coin for having a Stand that matches the Customer tile.
- Add one coin for each orthogonally adjacent Restaurant that matches the Stand (diagonally adjacent Restaurants do not count). Pub tiles match all Stands. You may have up to 5 Restaurants in any matching Stand, regardless of the player color.
- Finally, multiply the number of coins the Stand earns by the number of Customers in the row.

Do this for every matching Stand, regardless of the player color.

2. When a Stand is first opened

When you first place a Stand tile in a row or column that already has one or more Stand tiles, customers seeking your items will earn you money. For each Stand tile in the same row and/or column that matches the type of Stand you just placed, the Stand earns its owner coins. To calculate how many coins:

- Start with one coin for having a Stand that matches the Customer tile.
- Add one coin for each orthogonally adjacent Restaurant that matches the Stand (diagonally adjacent Restaurants do not count). Pub tiles match all Stands. You may have up to 5 Restaurants in any matching Stand, regardless of the player color.
- Finally, multiply the number of coins the Stand earns by the number of Customers in the row.

Endgame Conditions

The end of the game is triggered at the end of a turn when either of the following occurs:

1. Someone places a Stand or a Restaurant, leaving only 4 available spaces in the market. Spaces with gray (facedown) Restaurant tiles count as available.
2. Someone places a Customer tile, leaving only 4 available entrances in the market.

These icons on the board act as a reminder:

- Social Bar
- Fish Stand
- Flower Stand
- Victorian
- Mustard Stand
- Wine Bar
- Grape Stand
- Pub

Special Cases

At the beginning of your turn, if you have 3 identical Stand tiles in front of you, you may draw 3 new tiles from the bag, and then return the 3-of-a-kind to the bag.

If there are 3 identical Stand tiles in the display when you need to take one, you may first replace the display with 3 new tiles from the bag, and then return the 3-of-a-kind to the bag.

Credits

Eagle-Gryphon Games, Inc.

Art: Pedro Soto

Editing: Dylan D. Phillips

Graphic Designer: Alcibiades

Development: Rick Sound & Ronald Lloyd


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Leitchfield, KY 42754
www.Eagle-Gryphon.com

Also from Vital Lacerda

Lacroix is a thematically rich, resource-management game about rehabilitating the great Portuguese capital of Lisbon after the devastating 1755 earthquake. It combines building, loot, and trade with the strategy of a card game, focusing on success in innovation, fame, and wealth!

Available Now at Eagle-Gryphon.com
Playing the Game

Before the start of the game, players should agree if they want to play with hidden or open money. The designers recommend you play without hidden money. If playing with hidden money, each player should rewrite their scoring note to place their coins behind. Players take turns in clockwise order until someone triggers the endgame conditions (see Endgame Conditions, page 4).

Came Turn Actions

On your turn, you must take one of the following actions:

1. Open a Stand
2. Ering Customers
3. Open a Restaurant
4. Take 1 Coin

1. Open a Stand

Choose one of the 3 Stand tiles in front of you. Place it with your matching screen to place their coins behind. You may always pay this extra expense.

Check to see if you can place the tile. If you cannot, take it back into the bag. (See also Earning Money, page 3).

2. Ering Customers

Take one of the available Customer tiles, and place it in an empty spot on the market board (front of the ends of every row and column), however, in order to bring customers to the market, you must meet two conditions:

You can only place customer tiles at the entrance of a row or column with at least one of your stands, regardless of the player color. To calculate how many coins:

• Start with one coin for having a Stand that matches the customer (diagonally adjacent Restaurants do not count). Put this mark on Stand tiles of all types.
• Multiply the number of coins from the two points above by the number of Customer tiles on the tile. This is the total number of coins of the stand owners.

Choose one of your Restaurant tiles. Place it faceup on any space of the market that has neither a Stand nor an open Restaurant. Remember to show your player each time you place a Restaurant tile.

3. Open a Restaurant

Restaurants improve orthogonally adjacent (not diagonal) Stand tiles of the corresponding type. Purple Bars improve Fish Stands, Tea Houses improve Flower Stands, Pizzerias improve Tomato Stands, Burger joints improve Meat Stands, Wine bars improve Grape Stands, and Pubs improve all Stands.

Check to see if you can place the tile. If you cannot, take it back into the bag. (See also Earning Money, page 3).

4. Take 1 Coin

Check to see if you can pay the price for the Stand tile (see also Earning Money, page 3). Finally, multiply the number of coins the Stand owner earns.

To do this for every matching Stand, regardless of the player color.

Earning Money

Stand owners earn money:

1. When a Stand is placed that matches their Stand(s) in that row or column;
2. When a Stand is first opened that meets the demands of existing Customer(s) tile.

1. When a Customer is placed that matches one of your Stand(s) tile

When someone places a customer tile, regardless of whom it is, every matching Stand in the corresponding row or column earns its owner coins. To calculate how many coins:

• Start with one coin for having a Stand that matches the customer (diagonally adjacent Restaurants do not count). Put this mark on Stand tiles of all types.

Note: Customer tiles placed in front of you earn no money (see You May Place Them There, page 5).

2. When a Stand is first opened that meets the demands of existing Customer(s) tile

When you first place a Stand tile on a row or column that already has a Customer tile, customers seeking your stand will pay you for the Stand.

For each Customer tile in the same row and/or column that meets the demands of the Stand tile just placed, the Stand earns its owner's coins. To calculate how many coins:

• Start with one coin for having a Stand that matches the customer.

Note: You may place the Stand tile in front of you, but you cannot place it in a row or column that already has a customer.

2. When a Stand is first opened

When you first place a Stand tile on a row or column that already has a Customer tile, customers seeking your stand will pay you for the Stand.

For each Customer tile in the same row and/or column that meets the demands of the Stand tile just placed, the Stand earns its owner's coins. To calculate how many coins:

• Start with one coin for having a Stand that matches the customer.

You may place the Stand tile in front of you, but you cannot place it in a row or column that already has a customer.

Example: Purple places a Flower Stand on a tile to a Pub. The customer tile is already on the tile. The customer tile is adjacent to a Restaurant, the tile is a 4 coins (2 for the new Stand itself) opening this Stand earns 4 coins. Purple has also placed a Restaurant tile, thus, the total amount of coins the Stand owner earns: 4 coins + 4 coins = 8 coins.

Example: Purple places a Restaurant tile on a Pub. The customer tile is already on the tile. Purple has also placed a Restaurant tile, thus, the total amount of coins the Stand owner earns: 4 coins + 4 coins = 8 coins.

Example: Open a Fish Stand, paying 4 coins. There is one Open Restaurant next to the Fish Stand, plus one Pub adjacent to it. Purple places a Fish Stand on a tile to a Pub, the customer tile is already on the tile. The customer tile is adjacent to a Restaurant, the tile is a 4 coins (2 for the new Stand itself) opening this Stand earns 4 coins. Purple has also placed a Restaurant tile, a Restaurant tile, thus, the total amount of coins the Stand owner earns: 4 coins + 4 coins = 8 coins.

Final Scoring

The end of the game is triggered at the end of a turn when either of the following occurs:

1. Someone places a Stand or a Restaurant, leaving only 4 available spots in the market. Spaces with gray (sawdust) Restaurant tiles cost as available.
2. Someone places a Customer tile, leaving only 4 available entrances in the market.

These icons keep the board as a reminder.

Special Cases

At the beginning of your turn, if you have 3 identical Stand tiles in front of you, you may take one from the bag and then return two of the remaining Stand tiles back to the bag.

If there are 3 identical Stand tiles in the display when you need to take one, you may first replace the display with new tiles from the bag, and then return the 3-of-a-kind to the bag.

You May Place Them There

If you do not have enough money to pay for the Stand, you cannot place it.

Example: Someone places a Stand or a Restaurant, leaving only 4 available spots in the market. Spaces with gray (sawdust) Restaurant tiles cost as available.

You May Place Then Pay

If you pay enough money to pay for the Stand, you do not need to have the money for the Stand before you place it; however, if you cannot generate enough money to pay for the Stand, you cannot place it.

Example: Someone places a Stand or a Restaurant, leaving only 4 available spots in the market. Spaces with gray (sawdust) Restaurant tiles cost as available.
Playing the Game
Before the start of the game, players should agree if they want to play with hidden money. (The designers recommend you play with hidden money, give each player their matching score tile, and place them behind. Players take turns in clockwise order until someone triggers the endgame conditions (see Endgame Conditions, p. 4).)

Came Turn Actions
On your turn, you must take one of the following: Fuse a Stand, 2. Bring Customers, 3. Open a Restaurant, 4. Take 1 Coin.

1. Open a Stand

The cost to place the tile is 1 coin for each Stand in the row or column, tile nor a faceup Restaurant tile.

Choose one of the 3 Stand tiles in front of you. Place it with your Game Turn Actions

Endgame Conditions
Before the start of the game, players should agree if they want to play with hidden money. If playing with hidden money, give each player their matching score tile, and place them behind. Players take turns in clockwise order until someone triggers the endgame conditions (see Endgame Conditions, p. 4).

Earning Money

Stand earns money

1. A Stand tile is placed that matches your Restaurant(s) in that row or column.

2. A Stand is first opened that meets the demands of existing Customer(s).

3. A Customer tile is placed that matches your Restaurant(s).

4. When a Stand is first opened

When you first place a Stand tile in a row or column that already has matching Stand tiles, Customers seeking your item will pay you money. For each matching Stand in the same row or column that matches the type of Stand tile you just placed, the Stand earns its owner’s coins. To calculate how many coins:
• Start with one coin for having a Stand that matches the Customer tile.
• Add one coin for each orthogonally adjacent Restaurant that matches the Stand (diagonally adjacent Restaurants do not count). Pay this much Stand to the right of the Restaurant.
• Finally, multiply the sum of the coins from the two points above by the number of Customers on the tile. This is the total number of coins the Stand owner earns.

Note: If you have no Customers or no Restaurant tiles, the Stand earns 0 coins.

In this for every matching Stand, regardless of the player color.

Example: Purple’s Customer is located in the left entrance of this row. The tile has 2 Customers seeking Flowers and Fish. Purple has 2 Flower Stands in this row. So the total value of the Flower Stand is 2 * (2 + 10). The Customer at the top of both Stands is seeking Fish, and earns 2 coins (2 x 1). The Customer at the bottom of the left Flower Stand is also seeking Fish, earning 2 coins (2 x 1). The Stand earns 6 coins (2 x 3). The Customer at the bottom of the right Flower Stand is seeking Fish, earning 6 coins (2 x 3). Purple and have placed the Stand, even if they were completely blocked by the row and left and right of the row.

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Leitchfield, KY 42754
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Credits
Designer: Julián Pombo & Vital Lacerda
Art: Peter Suta
Editing: Dylan D. Phillips
Graphic Designer: Alex Colby

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Also from Vital Lacerda
Lisboa is a thermally rich, resource management city about solving the great Portuguese capital’s problems in a series of scenarios in the 15th Century. With both Lisboa icons, white tile, and Lisboa icons, white tile, the game includes two city themes, influences, games, and more!
**Introduction**

Mercado de Lisboa is a tile placement game based on the city building system. Players open stands in the market, earn money from customers, and influence the price of goods sold at the stands and bring customers to them.

**Components**

- 1 Gameboard
- 35 Stand tiles (7 each of: Fish, Flower, Tomato, Meat, and Cheese)
- 10 Customer tiles (2 of each type: Pub, Tolli Bar, Tea House, Pizzeria, Beaver, Mint, and Milk Bar)
- 35 Stand tiles (7 each of: Fish, Flower, Tomato, Meat, and Cheese)
- 12 Wooden Stands (8 in 1 each player color)
- 46 Coins (8x1, 2x1, 2x1, 2x1)
- 1 Bag
- 4 Money Nets (Not Pictured)

**Setup**

- Use the two Pubs to maximize your score. It’s late night at the Mercado.
- Utilize the two Pubs to maximize your score. It’s late night at the Mercado.
- Marquis de Lisboa
- Score 1/2/3 Fame Points for earning 75/100/130 coins. Set up the game as usual with the following change: Place a random 1 Customer tile in the first, third and fifth entrance on one side of the board.

**Make the Best Move Ever**

If at any time during your solo adventure you get 32 coins from a single move, you are rewarded with 2 James Foster tiles. Your bonus James Foster tiles are only awarded once during the campaign.

**The Specialist**

Score 3-2-0 Fame Points for scoring 75-100-130 coins. In this challenge you are only allowed to earn money from 1 Customer tiles. Players are only allowed to place Restaurants in any column. You are allowed to place Restaurants in any column.

**The Long Game**

regardless of its type. You still earn 1 coin for each Restaurant that you open, but you don’t earn money from any 1 Customer tiles.

**Score 1/2/3 Fame Points for earning 70/90/110 coins.**

**The Challenge**

Example: Every 3 rows that you place your first 2 Customers on, then the third row that you place your first 3 Customers on, then the fourth row that you place your first 4 Customers on. You earn money when placing Stands just as in the standard game, but you don’t score money on 2, 3, 4 Customer tiles until 2, 3, 4 Stands are in that row/column. When this occurs, the Customer tiles are moved to the same row/column.

**The Specialist**

Score 2-1-0 Fame Points for scoring 75-100-130 coins. In this challenge you are only allowed to earn money from 1 Customer tiles. You still earn 1 coin for each Restaurant that you open, but you don’t earn money from any 1 Customer tiles.

**Setup**

Set the game up as usual, giving 1 coin to each 1, 2, 3, and 4 customer. Follow any additional setup instructions listed within each challenge. The game is played as usual except where noted within each challenge.

**The Challenge**

Score 1/2/3 Fame Points for earning 80/90/100 coins. You may open Stands of other types but only allowed to earn money from a 1 Customer tiles.

**Special Rule**

To score any Fame Points, you must bring in at least 3 of the 4-Customer tiles.

**The Third Wheel**

Score 1/2/3 Fame Points for earning 50/60/70 coins.

**Special Rule**

You can earn money when placing Stands just as in the standard game, but you don’t score money on 1, 2, 3, and 4 Customer tiles until 1, 2, 3, and 4 Stands are in that row/column. When this occurs, the Customer tiles are moved to the same row/column.

**The Specialist**

Score 1-0-0 Fame Points for scoring 70-100-130 coins. This game is played as usual except where noted within each challenge. The challenges end when the normal game end is triggered or until all customers are placed.

**The Challenge**

Score 1/2/3 Fame Points for earning 55/70/80 coins.

**Special Rule**

To score any Fame Points, you must bring in at least 3 of the 4-Customer tiles.

**The Specialist**

Score 0-0-0 Fame Points for scoring 70-100-130 coins. In this challenge you are only allowed to earn money from 1 Customer tiles. You still earn 1 coin for each Restaurant that you open, regardless of if type.

**The Specialist**

Score 3-3-3 Fame Points for scoring 80-110-140 coins. In this challenge you are only allowed to earn money from 1 Customer tiles. You still earn 1 coin for each Restaurant that you open, regardless of if type.

**The Specialist**

Score 2-2-2 Fame Points for scoring 70-100-130 coins. In this challenge you are only allowed to earn money from 1 Customer tiles. You still earn 1 coin for each Restaurant that you open, regardless of if type.

**The Specialist**

Score 1-1-1 Fame Points for scoring 70-100-130 coins. In this challenge you are only allowed to earn money from 1 Customer tiles. You still earn 1 coin for each Restaurant that you open, regardless of if type.

**The Specialist**

Score 0-0-0 Fame Points for scoring 70-100-130 coins. In this challenge you are only allowed to earn money from 1 Customer tiles. You still earn 1 coin for each Restaurant that you open, regardless of if type.
The solo game for Mercado de Lisboa consists of a series of unique challenges played as a campaign. At the end of each challenge, check to see how many Fame Points you have based on some tried and true money-making strategies. Keep track of your Fame Points scored in each challenge. At the end of the campaign, check your final ranking based on the Fame Chart below.

**Fame Chart**

<table>
<thead>
<tr>
<th>Rank</th>
<th>Fame Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>100</td>
</tr>
<tr>
<td>2</td>
<td>80</td>
</tr>
<tr>
<td>3</td>
<td>60</td>
</tr>
<tr>
<td>4</td>
<td>40</td>
</tr>
<tr>
<td>5</td>
<td>20</td>
</tr>
<tr>
<td>6</td>
<td>10</td>
</tr>
</tbody>
</table>

**Setup**

Set the game up normally, giving yourself 1 coin and 8 Stands. Follow any additional setup instructions listed within each challenge. The game is played in normal except where stated within each challenge. The challenges end when the normal game end is triggered or until you have earned all your Fame Points.

1. The Specialist

Score 1/2/3 Fame Points for earning 55/60/70 coins. Set the game up as usual with the following change: Discard the fish tiles (1, 2 and 4 Customer tiles). During this challenge, you may only play 1 Restaurant tile faceup per 1 Customer tile. Unlike the two Pubs to maximize your score. It’s late night at the Mercado!

2. The Crowded Mercado

Score 1/2/3 Fame Points for earning 55/60/70 coins. Set the game up as usual with the following change: Discard the fish tiles (1, 2 and 4 Customer tiles). During this challenge, you may only play 1 Restaurants tile faceup per 1 Customer tile.

3. Catering to Couples

Score 1/2/3 Fame Points for earning 70/90/100 coins. Set the game up as usual with the following change: Discard the fish tiles (1, 2 and 4 Customer tiles). You will only be using the 3 Customer tile. Start the game with 3 fish.

4. The Third Wheel

Score 1/2/3 Fame Points for earning 70/90/100 coins. Set the game up as usual with the following change: Discard the fish tiles (1, 2 and 4 Customer tiles). You must only use the 3-Customer tile. Start the game with 3 fish.

5. Last Call

Score 1/2/3 Fame Points for earning 70/90/100 coins. Set the game up as usual with the following change: Discard the fish tiles (1, 2 and 4 Customer tiles). You have one round of 8 fish. The only Customer tiles available for this game.

6. Fish Crawl

Score 1/2/3 Fame Points for earning 55/60/70 coins. Set the game up as usual with the following change: After placing all the Restaurant tiles on the board, place the remaining Pubs in front of you. If you have placed your eighth Stand.

7. The Crowded Mercado

Score 1/2/3 Fame Points for earning 55/60/70 coins. Set the game up as usual with the following change: Discard the fish tiles (1, 2 and 4 Customer tiles). During this challenge, you may only play 1 Restaurant tile faceup per 1 Customer tile.

8. Pub Crawl

Score 1/2/3 Fame Points for earning 55/70/80 coins. Set the game up as usual with the following change: Discard the fish tiles (1, 2 and 4 Customer tiles). You may only play 1 Restaurant tile faceup per 1 Customer tile.

9. Marquis de Lisboa

Score 1/2/3 Fame Points for earning 70/90/100 coins. Set the game up as usual with the following change: Discard the fish tiles (1, 2 and 4 Customer tiles). You may only play 1 Restaurant tile faceup per 1 Customer tile.

**Components**

- 1 Gameboard
- 35 Stand tiles (7 of each type: Fish, Tomato, Meat, and Grape)
- 12 Wooden Stands (2 of each type: Pub, Cheese Bar, Tea House, Pizzeria, Burguer joint, and Wine Bar)
- 35 Customer tiles (10 with 1 Customer, 10 with 2 Customers, 10 with 3 Customers, and 5 with 4 Customers)
- 32 Wooden Stands (8 in each player color)
- G Coins (6 x 21, 21 x 21, 21 x 21)
- 1 Bag
- 8 Money Scraps (not fastened)

**Solo Game Credits**

Designers: João Pombal and Waldo Lencas
Artist: Pedro Soto
Graphic Designer: Alex Colby
Development: Matthew Meyers and Karyn Lloyd
Editing: The Academici, Jill Coby, and Matthew Meyers
Makeup/Production: Shelly Shaw

Visit www.mercadodeLisboa.com for all player instructions in the disc-based channel.

The solo game is a tile placement game based on the city building game in Lisboa. Mercado de Lisboa is a fast-paced game with many fun rules yet deep, tactical choices. The player with the most money at the end of the game wins.

**MERCADO de LISBOA**

3 minutes to learn, 30-45 minutes to play, 1-4 Players

**Introduction**

Fame is the main currency in Mercado de Lisboa. Players open stands in the market space and earn money, influence the price of goods sold at the stands, and bring customers to them.

Mercado de Lisboa is a tile placement game based on the city building game in Lisboa. Mercado de Lisboa is a fast-paced game with many fun rules yet deep, tactical choices. The player with the most money at the end of the game wins.

**Setup**

Set the game up as normal with 1 coin and 8 Stands. Follow any additional setup instructions listed within each challenge. The challenges end when the normal game end is triggered or until you have earned all your Fame Points.

1. The Specialist

Score 1/2/3 Fame Points for earning 55/60/70 coins. Set the game up as usual with the following change: Discard the fish tiles (1, 2 and 4 Customer tiles). During this challenge, you may only play 1 Restaurant tile faceup per 1 Customer tile.

2. The Crowded Mercado

Score 1/2/3 Fame Points for earning 55/60/70 coins. Set the game up as usual with the following change: Discard the fish tiles (1, 2 and 4 Customer tiles). During this challenge, you may only play 1 Restaurant tile faceup per 1 Customer tile.

3. Catering to Couples

Score 1/2/3 Fame Points for earning 70/90/100 coins. Set the game up as usual with the following change: Discard the fish tiles (1, 2 and 4 Customer tiles). You will only be using the 3 Customer tile. Start the game with 3 fish.

4. The Third Wheel

Score 1/2/3 Fame Points for earning 70/90/100 coins. Set the game up as usual with the following change: Discard the fish tiles (1, 2 and 4 Customer tiles). You must only use the 3-Customer tile. Start the game with 3 fish.

5. Last Call

Score 1/2/3 Fame Points for earning 70/90/100 coins. Set the game up as usual with the following change: Discard the fish tiles (1, 2 and 4 Customer tiles). You have one round of 8 fish. The only Customer tiles available for this game.

6. Fish Crawl

Score 1/2/3 Fame Points for earning 55/60/70 coins. Set the game up as usual with the following change: After placing all the Restaurant tiles on the board, place the remaining Pubs in front of you. If you have placed your eighth Stand.

7. The Crowded Mercado

Score 1/2/3 Fame Points for earning 55/60/70 coins. Set the game up as usual with the following change: Discard the fish tiles (1, 2 and 4 Customer tiles). During this challenge, you may only play 1 Restaurant tile faceup per 1 Customer tile.

8. Pub Crawl

Score 1/2/3 Fame Points for earning 55/70/80 coins. Set the game up as usual with the following change: Discard the fish tiles (1, 2 and 4 Customer tiles). You may only play 1 Restaurant tile faceup per 1 Customer tile.

9. Marquis de Lisboa

Score 1/2/3 Fame Points for earning 70/90/100 coins. Set the game up as usual with the following change: Discard the fish tiles (1, 2 and 4 Customer tiles). You may only play 1 Restaurant tile faceup per 1 Customer tile.