

BAZAR

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40 Item cards.
8 of each color.



9 Character cards.



12 Bazaar Cards.



3 Cards of deals.
Side A and B.

5 Merchant
pawns.



30 coins
of value 1.

20 coins
of value 5.



10 coins
of value 10.

INTRODUCTION

The great bazaar houses all kinds of products in endless stalls along the streets, surrounded by avid merchants in search of bargains with which to make huge profits. They buy, sell, haggle, and improve the offers of their competitors; they won't waste a single opportunity.

In *Bazar*, you will take the place of one of those merchants in search of the most profitable deals, but keep an eye on what your rivals are doing, they may have what you need and you can take advantage of it while you derail their plans. In the end, the most successful merchant with the most coins accumulated will be the winner.





SETUP



Shuffle the deck of **12 bazaar cards**. Place **two rows of three stacks** in the center of the table. In this way each stack will have 2 cards. Leave the top card of each stack visible.

Place a **coin** on the 2 central stacks.

Now shuffle the **deck of items** and deal **2 cards** to each player.

He then forms **the offer** by revealing 6 cards and placing them in a row near the bazaar cards.

Then leave the item deck within the reach of all players, leaving a space for the discard pile.

Shuffle the **deck of characters** and reveal 3 of their cards by placing them near the deck.

NOTE !: The character deck is never mixed again after game setup.

Distribute **3 coins of value 1** to each player.

Leave the rest of the coins together in a place available to all players to form the **supply**.

Finally, choose the face of the **deal cards** with which you will play and leave them available to all players.



The **length** of the game is determined by the number of players.

2 and 3 players: two rounds

4 or 5 players: three rounds

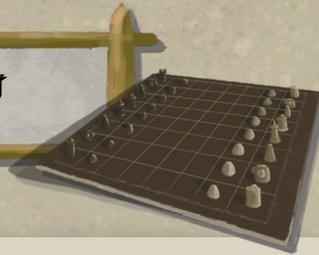
Game rounds last as long as the item deck is depleted. This means that when, as a result of the actions of the players, the item deck runs out, the current round ends.

Then he shuffles the item discard pile to form a new draw deck and the next round begins.

If it is the last round, no matter how many cards the player had to draw, he can only draw the remaining cards from the deck.

The player who causes the end of a round wins a coin from the supply.

HOW TO PLAY



The player with the tallest turban will be the starting player. Starting with this, each player will take their turn and once finished, they will pass to the player on their left. So on until the end of the game is determined.

Moving your pawn



On your turn, you have to move your merchant pawn from the current location to a new one. This means that you can never do the same action twice in a row.

Possible locations for your pawn are the **bazaar cards** and the **character deck**.



In the very first turn of the game, the pawns start in your play area, they have not yet moved on any card, therefore, they can be placed on any card.

Bazaar cards



When a player places his pawn on a bazaar card he has **two** options:

1) Carry out the action of the card.

Each card has a different action that is detailed at the top. Follow their instructions to solve it.

Through these actions you will get **item cards** to be able to close deals or interact with the characters.

If you stand on a card where other players' pawns are, you must **pay 1 coin for each pawn** on the card, in addition to the cost of the action, if any.

Example: A player moves on a card that indicates: "Pay 1 coin and draw 2 cards", on it there is a pawn from another player, in this case, he has to pay 2 coins, one for the text of the action, and another for the number of players present.



2) Close a deal.



Discard the cards corresponding to the deal you want to make and take the coins indicated on the deal card from the supply.

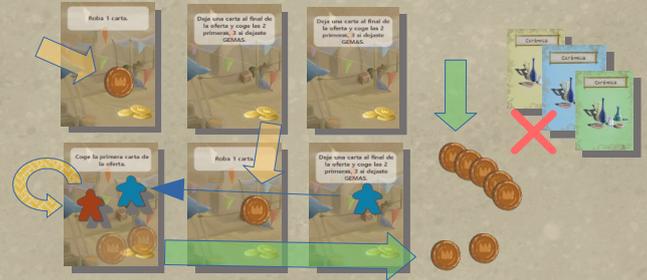
Also, take the coins, if any, on the bazaar card where you have placed to carry it out.

Once done, place the visible bazaar card **at the bottom** of the stack you are in, thus revealing a new action, and deposit a coin from the supply onto the **orthogonally** adjacent bazaar cards.

When closing a deal, no matter the number of players already present on the card, there is no need to pay extra coins.

Example: The blue player stands on the card where the red one is to close a deal. He does not have to pay an extra coin since he is not going to perform the action of the card.

He discards 3 cards of the same item and receives 5 coins from the supply plus the 2 coins that are on the card where it has been placed.



Finally, place the current card at the bottom revealing a new action, and put a coin from the supply on the adjacent cards.



Before starting the game, you must agree on which **side of the deal card** you will use to play. In it you can see on the left side, the cards necessary to close a deal and on the right the reward in coins.

The only difference between the two sides is the first of the deals. Option **B**, can make the games even faster ;)



Before closing a deal, take a good look at the rewards.

In addition to the coins, **draw 1 card** from the item deck.

Option A	Reward	Option B
3 cards of the same color	4 coins	3 cards of the same color
3 cards of the same item	5 coins	3 cards of the same item
4 cards of the same color	7 coins	4 cards of the same color
4 cards of the same item	8 coins	4 cards of the same item
5 cards of different colors	9 coins	5 cards of different colors
5 cards of different items	9 coins	5 cards of different items
5 cards of the same color	14 coins	5 cards of the same color
5 cards of the same item	18 coins	5 cards of the same item

Cards required to close a deal



Reward coin value



Characters



- In the grand bazaar, not all are cunning merchants, you will also find other characters prowling its streets, pay attention to them as they can be of great help to you. -

When you move your pawn you have the option of placing it on the **character deck** instead of on a bazaar card. In this case, choose one of the 3 characters in sight and carry out the action detailed at the bottom of the card.

Then place that character at the bottom of his deck and draw a new one.

Character deck works as if it were a bazaar card, which means that on your next turn you will not be able to “negotiate” with a character again and you will have to move your pawn to a new location.

Some characters may require you to **discard** a specific card from your hand to perform their action.



The actions of the characters can be of great help, but you must be aware of their effects and choose the best moment to carry them out.



Discard a MAPS card or pay 3, then draw 2 random cards from an opponent.

In short, **when you move your character** you will have to place yourself in a new location. It can be on a new bazaar card, where you can carry out your action or close a deal, or on the deck of characters to activate one of those available.

WATCH OUT!

- You can only place yourself on a card where you **can perform the indicated action**.
- If at any time, a player is unable to carry out any of the actions, he **draws two cards** from the deck and removes his pawn from the last location where it was. On the next turn he can move to any position, as in the initial turn.
- As long as a player has the possibility to execute the text of a card, even if it harms him, he will be obliged to take an action.



THE OFFER

The offer is one of the main elements of the game. In the offer there must **always be 6 face-up item cards**. If there are fewer than 6 as a result of the actions in the game, immediately draw cards from the item deck to replace them, starting from the left. And if that number is exceeded, remove cards starting from the right.

i6!



i6!

GEMS

Gems are the most valuable cards, as they can be used as if they were of **any color or type of item**.

They act as a **wild card** when closing a deal. However, they cannot be used to activate character abilities.

Example: A player has a yellow jewel card, a red jewel card, a yellow rugs card, and a blue GEMS card in his hand. On his turn, the player can close a deal by discarding 3 yellow cards (the two that he owns in addition to the gems) or 3 jewel cards (the two that he owns in addition to the gems).

STORAGE

- It is very good to get many items at good prices, but ... will we have to keep them safely until we find a buyer, right? -

At the end of a player's turn, if he has **more than 6 cards**, he has to pay a coin for each card that exceeds this limit, as storage costs.

This way, if you end your turn with 8 cards ...

You will have to pay 2 coins!
Make sure it's worth it.



END OF THE GAME

The game ends **immediately** when the deck of items is exhausted in the last round of play, it does not matter if the player has not been able to draw all the cards that correspond to him.

At that time the players **exchange for 1 coin each**, the cards they have in their hand. And the *merchant* with the most coins will be the winner.



CLARIFICATIONS



- A **player's hand of cards** must be kept secret and a player cannot publicly say what cards he has. But the other players must be able to know how many cards you have as well as the amount of coins you have.
 - If a player has to give you coins and he **does not have enough**, he will give you all that he has. And the same will happen if they are cards that he has to deliver to you. A good merchant checks these things before making a transaction. ;)
 - **Discard pile** can only be consulted at the moment a player performs the APPRENTICE action.
 - When you **draw cards** from the item deck, you must try to keep them secret. And when you draw a card from the discard you don't have to say which card you kept.
 - When an action by another player forces you to get rid of cards or coins; you have no choice but to do so. This is the bazaar my friend !
 - In general, when the actions say “**draw**” it refers to the deck of items, if not, it is specified in the text.
 - When using GEMS as a **wild card**, at least one of the cards must be an item. For example, you cannot make a set of 4 different items with 4 gems.
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- **Peddler**: If there are not at least 3 cards in the discard, better not use it. When activated, the cards are taken from the bottom without knowing what they are.
 - **Swindler**: The cards that the opponent gives to you must be of a different color than the one you deliver, but they can both be the same color.
 - **Cardsharp**: Keep the card you draw face up in any case.
 - **Princess**: New turn, new location. You cannot after activating the princess activate another character.

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