

QUICK REFERENCE

ON YOUR TURN

1. STOCKING Phase
2. ACTION Phase (Take 2 Actions)
[A] BUY 1 Produce Type
[B] SELL to online customers
[C] EMPTY 1 Waste Bin
3. UPKEEP Phase

AT ANY TIME

1. BARGAIN
Negotiate deals
2. TRADE
Produce Cards in Shopping Bags only
3. RENT and/or RELEASE a Stall
Pay and/or gain RM3 once in a game

GAME END TRIGGERS

- a) A vendor completes their 3rd Shopping List
or b) A vendor draws the last Produce Card from the WHOLESAL Deck

CLOSING ROUND

- a) Complete any Shopping Lists
b) Throw Produce leftover in Bag and Stalls into Waste Bins
c) Pay any Overflow Fines incurred (RM1 per overflowed card)

SCORING

Count the money in your Wallet. The vendor who earned the most wins!

SUGGESTED MARKET PRICES

DRY GOODS

RM1

WET GOODS

RM1

SEAFOOD

RM2

FRUITS & VEGGIES

RM1

MACAM-MACAM

RM1

MEAT

RM2

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BANSAN

arts~ED

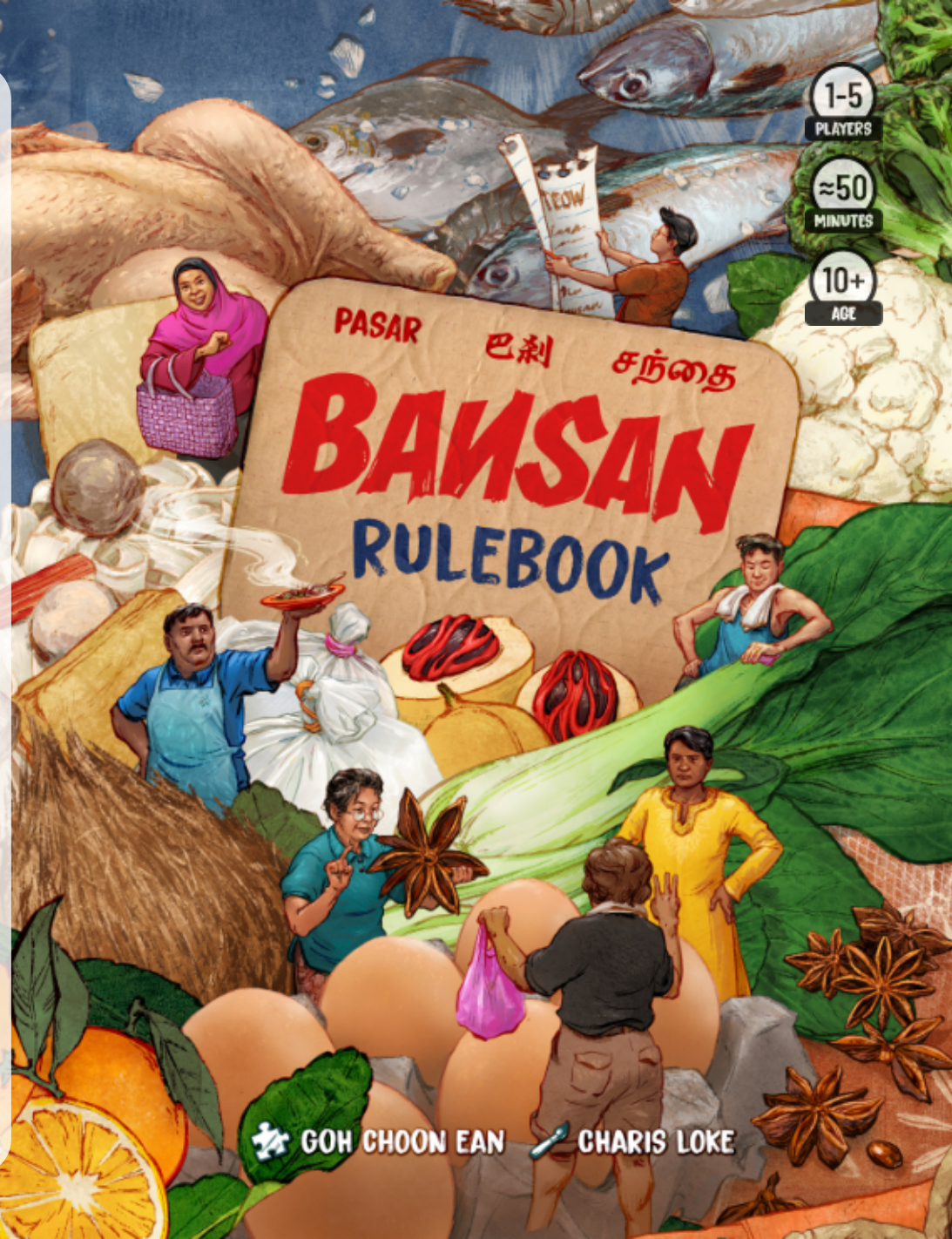
LUMA



GOH CHOON EAN



CHARIS LOKE



1-5

PLAYERS

≈50

MINUTES

10+

AGE

WHAT IS A BANSAN?



Ban 萬 San 山 is the Northern Peninsula Malaysia Hokkien term for local wet markets. It literally means tens of thousands of mountains of a tremendous variety of goods piling high! It is also believed to be transliterated from the Malay word 'bangsal' with possible roots in Bengali, Hindi, and Tamil languages meaning 'storehouse' and 'trade hall'.

As the centre of a wide range of economic and social interactions and exchanges, a bansan reflects our everyday diversity across different ethnicities, languages, generations, social statuses, and classes. Having kept the sights, sound, touch, smell, and taste of a community's collective memories, the local bansan is where you would find the soul of a place and catch glimpses of the local way of life.

GAME COMPONENTS



88 Produce Cards



54 Shopping Lists



6 Player Aid Cards



5 Shopping Bags



15 Worker Meeple



40 Event Cards



12 Market Stalls (6 Base Stalls are shown above)



1 Bansan Token



84 Money Tokens



5 Wallet Screens



3 Waste Bins

GAME IDEA

Players are vendors renting stalls at a wet market in Malaysia. They **stock produce** from the wholesale supply into market stalls, **sell produce** from the stalls they rent, **buy produce** from other vendors to **fulfill orders** at the market's hawker food court, and try their best to **keep the waste area clean**!

AT GAME END, the player with the **MOST MONEY** wins the title of **BOS BANSAN**!

BAKSAN OVERVIEW

WAYS TO EARN INCOME

1. **SELL** Produce to other vendors and online customers
2. **COMPLETE** Shopping Lists
3. **EMPTY** Waste Bins

FLOW OF PRODUCE CARDS



Once a Produce Card is tucked into a Stall or Shopping Bag, it remains as the Produce Type on the top half of the card.

BAKSAK SETUP

Number of Players	1	2	3	4	5
Produce Cards Removed	10	30	20	10	0
Market Stalls Placed	6	6	9	9	12
Rows x Stalls	2x3	2x3	3x3	3x3	3x4

A WHOLESALE SUPPLY

Shuffle Produce Cards and remove x-number of cards based on the number of players.*

Place remaining cards face-down to form the WHOLESALE Deck.

Draw 5 Produce Cards and place them face-up to form the WHOLESALE Row.

B MARKET STALLS

Randomly place x-number of Stalls in rows based on the number of players.*

In addition to the 6 Base Stalls:
3-4 Players: Stalls marked with 3+
5 Players: Stalls marked with 5+

Note: Stalls are marked on the CLOSED side of the 6 Additional Stalls.

C WASTE BINS

Place the 3 Waste Bins (PLASTIC, PAPER and ORGANIC) from left to right on the bottom right side of the Market Stalls.

3

*Refer to Player Chart at the top of this page.

D MONEY

Stack the money tokens into 3 piles – RM1, RM5 and RM10.



RM (Ringgit Malaysia) is the currency used in Malaysia. RM1 is verbalised as "One Ringgit".

E EVENT CARDS

Shuffle and stack Events to form a draw deck on the top right side of the Stalls.

Leave a space beside the deck for triggered Events.

F SHOPPING LISTS

Shuffle and stack Shopping Lists to form a draw deck on the right side of Events.

G OUTSIDE MARKET

Leave a space for discarded cards when Produce gets sold to online customers and when Waste Bins get emptied.



4



THINGS TO DO AT OPENING ROUND

STARTING SHOPPING LISTS



1. Pass the Bansan Token to the person who most recently visited a market. They become the 1st Player.



2. Draw 3 Shopping Lists. Keep 2 in your Wallet, return 1 to the bottom of the deck.

3. Draw 5 Produce Cards. Without rotating any, pick EITHER the top OR bottom halves of ALL cards and stock them by tucking them into any of the corresponding Market Stalls.

e.g., Stock all cards according to Produce Types on either half:

Top - 2x FRUITS & VEGGIES, 2x WET GOODS, 1x MEAT

Bottom - 2x DRY GOODS, 2x SEAFOOD, 1x MACAM-MACAM

STARTING STOCK



(See pp. 3&4 for visual of where they get stocked)

4. From 1st Player clockwise, pick a first Stall to rent by placing a Worker on it. Then from Last Player anti-clockwise, pick a second Stall to rent by placing another Worker on it.

(See p. 9 for the Rent & Release Stall Action)

5. Bansan is now open for business beginning with the 1st Player clockwise!

STARTING STALLS



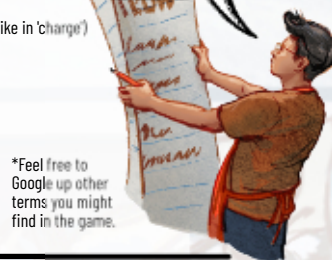
(Each Stall can only be rented by 1 vendor)

SOME LOCAL BANSAN TERMS*

Ayam - chicken
Apa pun ada - anything also got
Bao ka liao - take care of everything
Belacan - shrimp paste
Buah keras - candlenuts
Bunga kantan - torch ginger
Daging - meat (typically refers to beef)
Goreng - fried
Hamik pun oo - anything also got
Ikan - fish
Kambing - goat
Kaya - coconut egg jam

Kenduri - feast
Kerisik - fried coconut paste
Macam-Macam - all sorts (pronounced with 'ch' like in 'charge')
Masak - cook / cooking style
Mee - noodle
Nasi - rice
Pandan - fragrant screwpine
Roti - bread
Santan - coconut milk
Taugeh - beansprouts
Udang - prawn

*Feel free to Google up other terms you might find in the game.



ON YOUR TURN

Follow a sequence of 3 Phases:

1. STOCKING Phase
2. ACTION Phase
3. UPKEEP Phase

1. STOCKING PHASE

Choose either [A] or [B]



[A] WHOLESALE Row

- i) Take ALL the cards of 1 Produce Type.
- ii) Stock the Produce Cards by tucking them into any of the corresponding Stalls, regardless of who rents them.

[B] WHOLESALE Deck

- i) Draw Produce Cards from the Deck till you see a duplicate Produce Type.
- ii) Flip the card with the duplicate to the Waste Type side and throw it into the corresponding Waste Bin.
- iii) Stock the rest of the Produce Cards, choosing either half of each card, into any of the corresponding Stalls, regardless of who rents them.

Produce CANNOT be stocked into nor bought from CLOSED Stalls.

2. ACTION PHASE

Choose 2 Actions from [A][B][C]
- can be the same action and in any order

[A] BUY

- i) 1 Produce Type from other vendors
- OR ii) 1 Produce Type from your wholesalers
(half the market price, rounded down*)
*After totalling up all Produce bought/sold.

[B] SELL

- 1 Produce Type to online customers
(half the market price, rounded down*)

Note: Produce sold online skips Waste Bins and gets discarded outside the market.

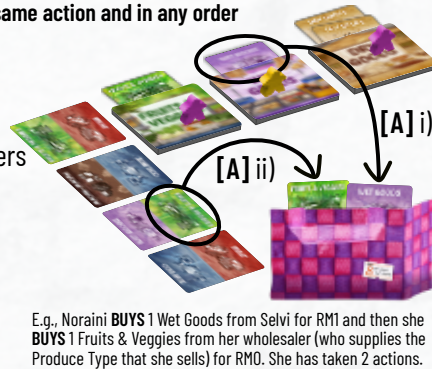
[C] EMPTY

- 1 Waste Bin and gain RM2

- Gain an extra RM1 for each:
 - i) Additional Bin
 - ii) Overflowing Bin
- emptied in a turn

Notes: Waste gets discarded outside the market.

Flip Waste Bins when cards exceed the maximum capacity.



SUGGESTED MARKET PRICES

DRY GOODS RM1	WET GOODS RM1	SEAFOOD RM2
FRUITS & VEGGIES RM1	MACAM-MACAM RM1	MEAT RM2

3. UPKEEP PHASE

End your turn by going through [A][B][C]

[A] COMPLETE any Shopping Lists

- i) Each Produce Icon on a Shopping List needs 1 Produce Card to complete.
- ii) Earn money indicated on the bottom right.
- iii) Flip Produce Cards to their Waste sides and throw into corresponding Waste Bins.
- iv) Pay any fines: RM1 per overflowed card.
- v) Draw 2 Shopping Lists per completed List, return any 1 List to the bottom of the deck.

Notes: You should always have 2 Lists in your Wallet.
Place completed Lists next to your Shopping Bag.

[B] CHECK your Shopping Bag

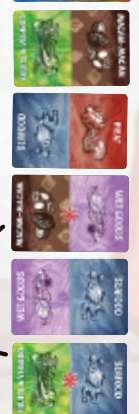
- i) If the number of Produce Cards in your Bag at the end of your turn exceeds 8, give excess cards to another player or throw them into the Waste Bins.

[C] REPLENISH the WHOLESALE Row

- i) Draw Produce Cards from the WHOLESALE Deck till there are 5 face-up cards in the Row.
- ii) If a Produce Card has a Star on it, flip and resolve the top card of the EVENT deck.

Notes: Produce Cards with Stars trigger only 1 EVENT per turn, no matter how many Stars appear from the end of 1 player's turn till the end of the next player's turn.
Each EVENT is effective for the timeframe specified at the bottom of the card.

Place EVENT Cards that are Effective Next Action Phase beside the next player's Bag as a reminder to use it.



AT ANY TIME

You may do the following:

1. **BARGAIN**
2. **TRADE**
3. **RENT and/or RELEASE a Stall**

1. BARGAIN

Bargain and negotiate deals with other players.

TIP: Offer to stock someone else's Stall in exchange for a discounted price. Be prepared for a counter-offer!



2. TRADE

Trade, barter, or give away Produce Cards from Shopping Bag to Shopping Bag. Produce must be in a Bag first before being moved to another Bag, and not come directly from a Stall to a Bag, nor from a Bag to a Stall.

TIP: When someone buys Produce from your Stall, ask if they would take a free Produce Card into their Bag, then trade it for Produce they might want from your Bag.

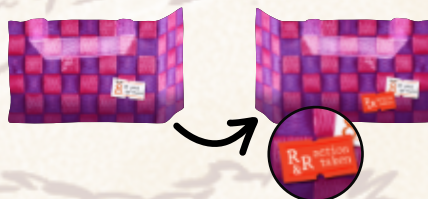
3. RENT AND/OR RELEASE A STALL

Pay and/or gain RM3 to Rent and/or Release a Stall.

This R&R Action can only be taken ONCE during a game at any time UNTIL the last round of the game is triggered. You must decide upon Releasing a Stall if you want to Rent another, and vice versa. You cannot Release a Stall, then Rent another Stall later.

You can only Rent an unoperated Stall.

Flip your Shopping Bag to indicate that you have taken the R&R Action.



GAME END & SCORING

1. The **Last Round** is triggered by either one of the following:
 - a) A vendor earns from their **3rd Shopping List**
 - b) A vendor draws the **last Produce Card** from the **WHOLESALE Deck**
2. The **Bansan Token** is passed to the **Game End Trigger Player**.
3. **Every player until the 1st Player gets 1 last turn.**
(No one gets any more turns if the Last Player is the Trigger Player)
4. **Bansan is now ready for the Closing Round!**

For an easier and speedier game, skip the Closing Round and go straight to counting your money! Tie-breakers still apply!

THINGS TO DO AT CLOSING ROUND



1. From the Trigger Player clockwise, take turns to:
 - a) **Complete** any Shopping Lists
 - b) **Throw** any leftover Produce in your Stalls and Bag into corresponding Waste Bins
 - c) **Pay** any Overflow Fines incurred - RM1 per overflowed card



2. Count the money in your **Wallet** (not including money illustrated in the art). The vendor with **the most money** wins the title of **Bos Bansan!**

3. In the event of a tie, compare Shopping Lists first, then leftover Produce.

Tie-breaker #1: Highest total value of completed Shopping Lists wins.

Tie-breaker #2: Least number of Produce Cards left in Stalls & Bag wins.

Bargaining and Trading can continue during both Last and Closing Rounds.

BANSAN KENDURI MODE

An alternate way to play Bansan

A big feast is coming up and all Bansan vendors compete to complete the 5 Shopping Lists for the Kenduri menu.

The vendor with the most money at game end wins **UNLESS** any of the 5 Shopping Lists are NOT completed by the time the WHOLESALE Supply runs out! In which case, it is considered a loss to the whole market, and no one wins!

Setup and gameplay are the same except for:

[A] **5 Shopping Lists** are drawn and placed face up where all players can see them. (No one gets their own Lists)

[B] Place the List you complete beside your Bag. **Do not draw a new List** after each of the 5 are completed.

[C] The **Last Round is triggered** when the 5th Shopping List is completed, or when the last Produce Card from the Wholesale Deck is drawn.

[D] If any of the **5 Shopping Lists are not completed** by the end of the game, **all players lose** as the Bansan was not able to successfully host the Kenduri.

[E] If all **5 Shopping Lists are completed**, follow Last and Closing Round rules. (Refer to p. 10) The **vendor with the most money wins**.

Overflow Fines take effect when Lists are completed and during the Closing Round.

[A] THE KENDURI MENU

ASSAM LAKSA chicken, garlic meat, large kankas cucumber, pineapple macaroni noodles, taloon, tomato To BARN: 10	NASI KANDAR rice, rice, curry powder chicken, beef, mung, large, chili, cabbage rice, taloon squid / fish / prawns radish / beef / chicken To BARN: 14	AIS KACANG condensed milk, peanuts rice, sugar, palm sugar red beans, condensed milk coconut chocolate, white chocolate To BARN: 10	KUIH TALAM glutinous rice rice flour peanuts coconut, sugar To BARN: 8	MURTABAK wheat flour, eggs, condensed milk onion, paper, tomato beef / chicken / mutton chili, sugar eggs, onion To BARN: 12
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BANSAN SENDIRI MODE

A solo way to play Bansan by EVAN CHEAH

Be as efficient a vendor, shopper, and hawker as possible to win in the Sendiri Mode! Move from Stall to Stall alongside a friendly AI Neighbour to get the best prices for Produce. At game end, add up the money you have and the Produce Cards left in the WHOLESALDE Deck. If the total is double the value of the 3 Shopping Lists you complete, you're the Bos Bansan!



GAME SETUP

- A** Shuffle Produce Cards and remove 10 cards before forming the WHOLESALDE Deck.
- B** Randomly place the 6 Base Stalls in 2 rows of 3 Stalls. (Refer to p. 1 for Base Stalls)
- C** Place the 3 Waste Bins on the right of the Stalls. Draw 3 cards from the WHOLESALDE Deck as starting Waste Cards and tuck them into corresponding Waste Bins.
- D** Choose a player colour and place 2 workers on the 2 leftmost Stalls on each row.
- E** Choose another colour and place 2 workers for your Neighbour (friendly AI vendor) on the 2 middle Stalls on each row.

Notes: Your Neighbour does not need anything other than the 2 Worker Meeples. You don't need a Wallet but you can use one just for fun! Start with RM10 and 2 Shopping Lists. (Draw 3, keep 2)



- F** Draw 5 Produce Cards and stock them into the corresponding Stalls. (Refer to p. 5)

TURN SEQUENCE

1. MOVE, THROW, AND STOCK

- a) Choose 1 row of Stalls. **MOVE** both your Neighbour's and your own Worker 1 Stall to the right. If Workers are on the rightmost Stall, they get moved to the leftmost one.
- b) Draw 1 card from the WHOLESALDE Deck. **THROW** 1 card of each Produce Type shown on the card from Stalls into the corresponding Waste Bins. No Overflow Fines are incurred.
- c) Draw 4 cards from the WHOLESALDE Deck to form the WHOLESALDE Row. Take ALL the cards of 1 Produce Type and **STOCK** them into the corresponding Stalls.



2. TAKE 2 ACTIONS

Refer to p. 7 for details of the [A][B][C] actions. Gameplay remains the same AND with the following prices of Produce when you take the [A] **BUY 1 Product Type** action:

- a) **Market price** when you buy from Stalls operated by your friendly Neighbour.
- b) **Twice the market price** when you buy from unoperated Stalls.
- c) **Half the market price, rounded down** when you buy from the Wholesalers.

Note: In all versions of Bansan, you can never buy Produce from your own Stalls.

3. COMPLETE, CHECK, AND DISCARD

Refer to p. 8 for details of how to:

- a) **[A] COMPLETE** any Shopping Lists and **[B] CHECK** your Shopping Bag.
- b) Then **DISCARD** any Produce Cards in the WHOLESALDE Row outside the market.

Note: You don't replenish the WHOLESALDE Row in the Sendiri Mode until the **MOVE, THROW, AND STOCK** part of the Turn Sequence.



GAME END & SCORING

Refer to p. 10 for the 2 Game End Triggers.

- a) Throw any leftover Produce Cards in your Bag and Stalls into the corresponding Bins and pay any Overflow Fines.
- b) Add up your **money and the number of Produce Cards** left in the WHOLESALDE Deck. If the **total is double the value of the Shopping Lists** you have completed, **you win!**

For a harder game, complete 4 Shopping Lists instead of 3.



THE ART OF THE MARKET

Bansan combines digital illustration and physical printmaking.

To layer in a feel of things and textures of the market, Charis collected discarded produce and waste materials from several markets. Using **gel plate printing** with lino ink, she recorded silhouettes and impressions of cardboard, chicken wings, fish tails, fruit wrappers, noodles, onion skins, and more.

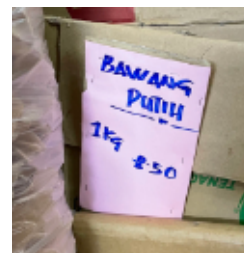
These prints became patterns and backgrounds in Produce Cards and Market Stalls, and are also found in other game components.

Look at the art in the game.
What objects do you recognise?

BANSAN LOGOTYPE & OKRA FONT

Designed by Louie Lee & Sueh Li | IG: @hrftype

The Bansan logotype draws inspiration from the handwritten letters of the market vendors. Due to the fast-paced environment, price menus are often quickly-written on PVC or cardboard with markers, resulting in unrefined and irregular letters.



Inspired by Charis' approach of using produce to 'print' the illustrations, we utilised different ingredients from the game's Produce Types to write each letter. To achieve the desired effect of a thick marker pen stroke, we fashioned a brush from coconut husk and even trimmed some produce (such as okra, tofu puffs, and cinnamon sticks) into square-tipped shapes.

The Okra lettering was then expanded and digitised into a functional typeface to be applied as a display title font for the Market Stalls and Produce Cards.

BANSAN



RENT STRIKE FONT

Designed by Alec Dunn | IG: @ix.nay

The Rent Strike font was designed as part of the Justseeds Open Type Project and is used with permission on Bansan's Event Cards, Waste Bins, and Money Tokens.

Other fonts used in the game & rulebook:
Barlow Condensed, Bitterbrush, Lemonberry Sans

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Khaw Keng Ping
Khye K Khoo
Koe Cheng Gaik
Koe Gaik Cheng
Kong Yi Fen
Kuah Li Feng
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And all who we may have
missed or are yet to come.

Alternate cover art concept sketch



Check out www.arts-ed.my/bansen for deeper insights into the multifaceted culture of local wet markets reflected in the game.