

Box Contents:

- 110 cards (90 products, 14 action cards, 6 dollar cards)
- 25 foreign goods tokens (5 of each colour, with values 1-5)
- Reminder card
- 5 double-sided player boards (cars)
- 1 passport board
- Różyckiego Bazaar – expansion for "Pan Tu Nie Stał!"

GAME ELEMENTS

Tokens representing foreign goods for which the players will be bidding. Each country is assigned a different background colour. For example, all products from Turkey have a purple background. The values on the tiles are used only in the extended variant of the game (see option 1 on p. 4).



Product cards representing items that players export from Poland. With them, players will bid for foreign goods. The coloured strips on the cards mean that they can be used only for goods in that colour. For example, a red card can only be used in the auction for a token with a red background (USSR).



Dollars are jokers. You can use them in the bidding for any token.



Action cards are only used in the extended variant of the game, giving players additional tactical possibilities.



During the game, players will place their goods in the spaces on their boards.



GOAL OF THE GAME

The game consists of several auctions, in which players will use their cards to bid for foreign goods.

The winner is the player who acquires goods from 4 different countries.

In the basic rules, the values on the goods do not matter.

PAGE 2: SETTING UP THE GAME

1. Put the action cards (not used in the base game) back in the box.
2. Shuffle the other cards and lay them on the table face-down to create the draw deck.
3. Place the Reminder Card near the draw deck. Its only function is to remind players to take a card after each turn.
4. Give each player a deck of 5 cards. Keep them hidden from other players.
5. Everyone chooses a car and puts it in front of themselves.
6. Put the passport at the side of the table.
7. Arrange the foreign goods tokens face-up on it in matching coloured stacks.
8. Leave space for a discard pile, for any used cards. This should be reshuffled to form a new deck if the current one is exhausted.



PLAYING THE GAME

The starting player is the one who most recently went abroad. In later rounds, the auction begins with the player who won the previous auction.

The starting player chooses any good from the top of the stacks located on the passport, and places it on the table. She then plays one or more cards from her hand onto the table, matching the colour of the tile. She then draws one card from the deck.

Then the auction proceeds clockwise. On her turn, a player performs the following actions in order:

1. Increase bid or withdraw from the auction.
2. Draw one card from the deck.

1A. INCREASE BID

The player plays a product card (or several cards) to the table, so that everyone can see what's on them. The amount shown on the card(s) is added to her current bid.

The cards played must make her current bid higher than the total bid by her predecessor. They must also be of the same colour as the good being bid for, (except when playing dollar cards - see page 3).

1B. WITHDRAW FROM AUCTION

The player says "pass" when they cannot, or do not want to, play any more cards. When a player withdraws from the auction, any cards that she has played are discarded. Once a player has withdrawn she can no longer take part in the auction.

2. DRAW CARD

At the end of a player's turn (after they have bid or withdrawn) they always draw one card (regardless of how many cards they have played). Players who previously passed do not take any cards.

THE END OF THE AUCTION

Bidding continues until all players have passed except one. The winner of the auction gets the good from the middle of the table and places it on her car. She then puts all her cards on the discard pile.

Note! Each player can win only one of each coloured token. When a player wins a token of a colour that she already has, it is put back on top of the corresponding stack on the passport.

DOLLARS



Dollar cards are jokers and can be used in the auction for any goods, regardless of colour.

- When a player starts the bidding, she must play at least one card matching the colour of the good.
- It is not possible to start the bidding with dollars only.
- Only one \$10 card may be used in any auction
- Any number of \$7 cards may be used in an auction.

HIDDEN CARDS

When betting on a token a player can play any number of hidden cards (face-down). These cards do not have to match the color of the auctioned token. Face down cards can be the same colour or different. Each hidden card is worth 1. Each player may only do this once per round.

END GAME

The first player to acquire 4 good tokens in different colours wins the game! The values on the tiles do not matter.

BIDDING EXAMPLE 1

Olek starts the bidding. He decides to go to the USSR for the camera. He takes the camera from the stack on the passport and places it on the table. He starts the bidding with a red 'Crème' card, of value 2.

He then draws a card from the deck.

Beata can withdraw or play a red card(s) worth more than 2. She plays a red vodka card with a value of 3. Then she draws a new card.

Tomek cannot beat Beata's bid of 3 so he withdraws and draws a card."

Play passes back to Olek. He adds to his bid with a red vodka card (3). His bid is now worth '5'. Olek draws a new card.

Beata says "pass", discards her used cards and draws 1 new one.

Tomek has already passed so cannot bid or take a card.

Olek wins the camera and places it in his car. His used cards are discarded and he does NOT take a new card.

BIDDING EXAMPLE 2

Olek starts the bidding, because he won the previous one. He chooses to go to Czechoslovakia for the automatic pencils. He plays a blue 'Crème' card (2), and draws a card.

Beata raises the bid, playing a card with a value of 4. Then she draws a card.

Tomek plays two cards, an amber necklace and a gas cylinder, whose sum is 9. Then she draws a card.

Olek plays a \$7 card and one face-down card. His bid is now worth 10. He draws a card.

Beata says "pass", discards her used cards and draws a new one.

Tomek plays 2 face-down cards. His bid is now worth 11. Then he draws a card.

Olek can no longer play face-down cards (because he did this on a previous turn) and, because he has no more blue or dollar cards he must withdraw. He discards his used cards and draws a new one.

Tomek wins the bid, discarding his used cards.



RULES FOR ADVANCED PLAY

The basic game can be extended by 2 variants described below.

The variants can be used individually or combined.

We recommend them to advanced players who have already mastered the basic rules of the game.

VARIANT 1: POINTS GAME

In this variant, the value of the goods on the tokens is used.

To win a player must be the first to acquire goods from 4 different countries, with a total of at least 10 points.

Preparation of the game

- Separate the goods according to their background colour and arrange them in stacks, face-down on the passport.
- Tokens on top of the stacks should be turned face-up.

(When the goods from the top of the stacks are taken, you will not be able to see the goods underneath).

- Other components should be prepared as in the basic variant.

Gameplay

- Bidding takes place as in the base game.
- As in the base game a player can win only one good of each colour. However, a player may replace their goods. If you win a good in a colour that you already have, place the highest value one in your car and place the other on top of the appropriate stack.
- A player can have goods from a maximum of 4 countries. When you win a chip from a fifth country it may be replaced on the appropriate stack or swapped with one of the other goods in your car. If the 'replacement' option is chosen, the discarded good is returned to the top of the appropriate stack.

VARIANT 2: ACTION CARDS

The game runs on a similar basis to the original game, with certain differences described below.

Preparation of the game

The action cards should be shuffled into the deck.

Gameplay

Players put their cards on the table so that they overlap, but do not obscure their values. The last played card is ALWAYS on top. (This is important when considering the effects of certain action cards).

On her turn, a player may play any number of action cards (if they have any).

- Having played an action card, the player immediately performs the action described on the card, and places it onto the discard pile.
- The player may then play further action cards, or product cards (either face-up or face-down ones).
- To remain in the bidding, the player must always have the highest total of cards on the table. When this is not so, they must withdraw, and put their used cards on the discard pile.
- A player may play an action card ONLY when they can perform its action.
- When an action card would result in the loss of a player's last card (on a table), the action is ignored.

A player must have one card left in front of herself. (see examples BROTHERHOOD card and CUSTOMS OFFICER card).

- Due to the effects of the action cards, it can happen that a player, at the beginning of her turn, now has the highest total. However, in order to remain in the auction, she must play at least one card (which can be an action card).

When this is not possible, she must withdraw, and discard her used cards.

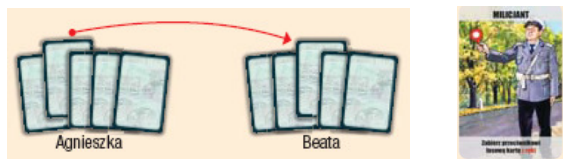
- The action cards do not apply to any face-down 'hidden' cards on the table (worth 1 point each).

DESCRIPTION OF ACTION CARDS

POLICEMAN

Take a random card from your opponent's hand and put it in yours. You may use it immediately or keep it for later.

Example: Beata plays the POLICEMAN card. She decides to take a card from Agnieszka.



CUSTOMS OFFICER

Each opponent discards their most recently played card.

Example: Tomek plays the CUSTOMS OFFICER card. Beata and Olek discard their most recently played card.

Agnieszka does not because her last card cannot be discarded.



CAR TROUBLE

Discard a card from one opponent's played cards.

Example: Olek plays an Amber Necklace card and CAR TROUBLE. He selects Agnieszka's dollar card to be discarded.

Agnieszka discards her dollar card, so Olek gains an advantage in the bidding.

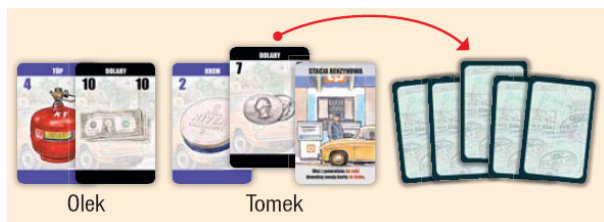


PETROL STATION

Take back into your hand one of *your* cards from the table.

Example: Olek has cards with a value of 14.

Tomek cannot beat it, so he decides to play the PETROL STATION card. Tom recovers the dollar card which he played in a previous turn. He will be able to use it later. Tom now withdraws, and retires from the auction.



PAGE 6:

BAZAAR

Swap two cards on the table - your own and one belonging to an opponent.

Example: Beata played the BAZAAR card. She swaps her Crème card for Olek's \$10 card. She is now ahead in the bidding.



MONEY CHANGER

Choose a player - if they have any dollar cards in their hand, they must give you their highest value one. If they say that they have no dollars, then they must show you their hand as proof.

For example, Agnieszka plays the MONEY CHANGER card. She asks Tomek whether or not he has some dollars. Tom says 'yes' (he has two in his hand with values of \$7 and \$10). Tomek must give Agnieszka his \$10 card. Agnieszka can immediately put it on the table or save it for later.



BROTHERHOOD

Discard all the Vodka cards on the table.

Example: Tomek plays the BROTHERHOOD card. Beata and Olek discard their Vodka cards. Olek has two cards with Vodka, but discards only one (in accordance with the principle that player's last card on the table cannot be discarded).



Różyckiego Bazaar - extending the game "Pan Tu Nie Stał!"

Now players can earn foreign goods in the bazaar. The preparation and the playing of the game run like in the regular version of "Pan tu nie stał!", with some differences listed below.

1. Place the Bazaar on the table in place of one of the normal shops.

For example, in a three player game, there will be 2 shops and the Różyckiego Bazaar.

2. Shuffle the goods from the game "Demoludy" and put them on the side of the table in a single, face-down stack.

Note: Do not mix the goods from both games.

3. Place one Demoludy good face-up on the bazaar.

Gameplay

1. Whenever a shop for the game "Pan Tu Nie Stał!" has goods added, you can put one good from "Demoludy" on the bazaar. The goods must be taken from the top of the stack and put in the bazaar face up.

2. Players win cards from the bazaar in the normal way.

3. When one player starts their turn with an advantage in the bazaar, they earn foreign goods. Advantages are worked out the same as in conventional shops.

Note: Getting the goods from the bazaar is different from the acquiring goods from the shops!

The player who has the advantage in the bazaar, chooses a product first, and puts it in front of herself. Then the second player chooses another product, and so on.

When there are more goods than players (present in the bazaar), the first player again takes advantage of the goods, and so on around the table, until all the goods are taken from the bazaar.

When there is a tie for second or further place, it is settled in favour of the player closest to the player with the advantage (in a clockwise direction).

After the goods are acquired, return the cards from the queue to the box and add one foreign good (face-up) from the top of the stack.

Example:

The red player has an advantage in the queue (total score 4). She takes the bracelet and puts it in front of herself. Next in order is the green player (total score 3), who takes the wine. The blue player chooses last (sum of items 1), and takes the mangle. At the bazaar there is still one good, so the red player gets it. If there were five goods in the bazaar, green would have received a second one.



End of the game

1. The game ends according to the same rules as the basic version (i.e. When you run out of goods in regular shops or when a player runs out of cards). If you've run out of foreign goods then none are placed on the bazaar.

2. Players add up the points for goods from ordinary shops and goods from the bazaar. In addition, they get 1 extra point for each *different coloured* good from the bazaar.

The player who scored the most points wins.



8 points for foreign goods.

15 points for regular goods.

2 points for foreign goods from two different countries.

Total = 25 points