



ROUND 3. IT'S COLD AT NIGHT AND THEY ARE ROASTING TOAD EYES.

A few customers didn't bring a coat and are going home, or maybe they just hate toad eyes...

Customer cards:

Follow the same instructions as in Round 2 to **remove and add Customers**, but **DO NOT deal** new cards from the face-down Customer deck: there are **no hidden Customer cards** in Round 3. Any cards left in the deck are not used.

Commodity cards:

1. Each player chooses **2 Commodity cards from their stall** and leaves them there (they will start Round 3 with two Commodities already in their stall).
2. **Collect your remaining** Commodity cards and **shuffle** them together with the ones that were set aside during setup (if any).
3. **Deal 6** face down cards to each player; this will be their new hand.
4. Leave any remaining cards in the box.

Play **6 turns** this time, like you did in previous rounds, and follow the same **scoring** instructions.

In this third round, customers who order **Toad Eyes** award more points!

SCORING

CUSTOMER ORDERS:



Whoever has the most units of the specified Commodity scores the corresponding points.



Whoever has the most combined units of the specified Commodities scores the corresponding points. Beware! You must have at least one unit of each Commodity.



Whoever has the most or the least **different commodities**, scores the corresponding points.

E.g.: Elvira ① has Elf Ears, Toad Eyes and a Stinky Brew in her stall, but Laia ② has Kraken Tentacles, Elf Ears, Toad Eyes and a Necromancer Skull. Elvira has fewer different commodities (3) and Laia has the most (4).



Whoever has the most or the least **total units** of any Commodity, scores the corresponding points.

In case of a **tie**, split the points (rounding down).



If you are playing the specified Round, the winning stall scores bonus points.



Each player without this Commodity subtracts 2 points. The time of day may cause you to subtract more.



END OF THE GAME

The market closes at dusk, at the end of Round 3. **Add up the score** of the 3 rounds. Whoever has the highest score, will be the **winning stall**. In case of a tie, play again!

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ORC MARKET

8+

2-4

20'

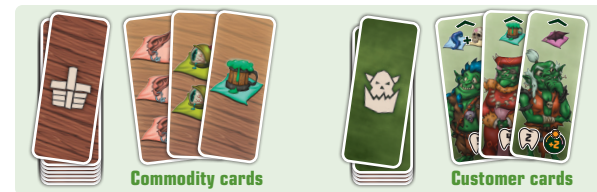
STICK

GOAL

Set up your market stall with different Orc commodities. Cater to your customers better than your rivals and collect victory points 🐸. But, beware! Some of your customers will come back for more. Once the market closes its doors, it will be time to tally up the score 🐸.

COMPONENTS

16 Customer cards and 32 Commodity cards.



SETUP

1. Separate the Commodity and Customer cards. For 2-3 player games, return to the box any Customer cards marked with the icon 🐸 (located in the lower right corner).
2. Shuffle and form a **deck** with **16 13 10 Customer cards** for **4 3 2** players and return the remaining cards to the box.
3. At the **center of the table**, in a row, place **8 7 6 face up** Customer cards for **4 3 2** players.

- Deal a **face-down** Customer card to **each player**. You can look at your card, but keep it hidden from the others.
- Leave the **remaining** cards stacked **face down** at the center of the table.
- Shuffle the **Commodity cards** and deal **8 face down** cards to **each player**: that will be their hand. Leave the rest aside forming a face down deck.
- Keep **pen and paper** at hand to tally the score.



HOW TO PLAY

GAME STRUCTURE

The game is played in **3 rounds** (Morning, Noon and Night), collecting points each round. Each round, **points** are awarded:

- for the face-up **Customer cards** at the center of the table, and
- for the **hidden** cards of each player.
- Face down Customer cards** at the center of the table **do NOT** award points.

Important: Your **hidden** Customer card is not guaranteed to only buy from you. If **another stall** does **better** than you, at the end of the round it will score in that other stall.

Each round you'll play as **many turns** as **Commodity cards** you have in your hand at the start of the round. Each turn:

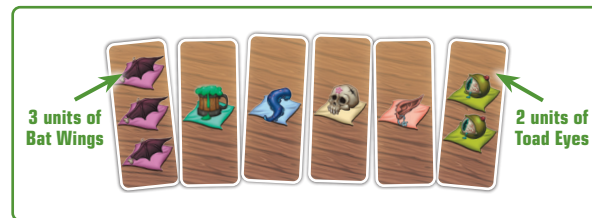
- Choose 1 Commodity card from your hand and place it **face up** in your playing area: that will be your **stall**.
- Pass the rest** of your hand to the player on your **left**. **You will receive** the same number of cards from the player on your **right**.
- Keep choosing and passing cards until you have only **1 card** left in your hand, which you will also **place** in your stall.

By the end of the 8 turns you will have **8 face up Commodity cards** in your playing area: these are the products offered at **your market stall**.

Then, **customers buy** from your stall and you are awarded **points**.

TYPES OF COMMODITIES

There are **6 different commodities**: Elf Ear, Stinky Brew, Toad Eye, Bat Wing, Kraken Tentacles and Necromancer Skull. Elf Ears, Toad Eyes and Bat Wings can come in duplicates or even triplicates on the card.



ROUND 1. I LOVE THE SMELL OF ELF EARS IN THE MORNING!

Look at the **Customer Orders** at the center of the table and your **hidden** card, and try to set up **your stall** accordingly.

In the **Morning**, customers who order **Elf Ears** award more points, but they also subtract more points if you don't have any!

Once you have set up your stall, proceed to **tally the score**:

- Flip each player's **hidden cards face up** and check Customer by Customer, including those at the center of the table, which **stall** scores points for each Customer (see *Customer Orders*)).
- Write down** each player's score on a piece of **paper** and move on to the next round.



ROUND 2. AT NOON, BAT WINGS AND NECROMANCER SKULLS WILL BE GONE SOON!

Some customers are satisfied and head home, or perhaps they just don't care to try those delicious bat wings?

Customer cards:

- Take the **432** face up Customer cards (depending on the number of players) on the **right side of the row** and **return them to the box**.
- Move** the remaining Customer cards **to the right**.
- Add** each player's **hidden Customer** card to the **left** of the row.
- Deal 1 **card** from the **face-down Customer deck** to each player: this will be their new hidden Customer.

Commodity cards:

- Each player chooses **1 Commodity card** from their stall and leaves it in their playing area, thus starting Round 2 with 1 Commodity already in their stall.
 - Collect your remaining** Commodity cards and **shuffle** them together with the ones that were set aside during setup (if any).
 - Deal 7** face down cards to each player: this will be their new hand.
 - Leave any remaining cards aside.
- This time, play **7 turns** like in Round 1, **choosing and passing the cards**. Also follow the same instructions for **scoring**.

Customers who order **Bat Wings** and **Necromancer Skulls** will now award more points! But they also subtract more points for not having Bat Wings!