

# AdventureMart

*Hello Managers!*

*Welcome to Adventure Mart, the greatest chain of convenience stores in the multiverse! I'm Hank, our corporate mascot, and I'm here to help you be the best Manager in town!*

*Adventure Mart stores are magically summoned to wherever they are needed. Locations often have more than one store, so you're sure to have some healthy competition. Our Draconic Board at A-Mart HQ encourage adventure-capitalism, as competition drives the best profits for everyone!*

*In this, your corporate guidebook, I'll guide you through areas such as managing Stock, installing Fixtures, hiring Staff and dealing with Adventurers! When the week is done, the bosses back at HQ want to see your final Net Worth. Can you make more Gold than any other Store Manager?*

## OVERVIEW

Adventure Mart is a deck building, store management game where players are the Managers of competing A-Mart Stores. Over the course of 5 days, you will sell Stock items to Adventurers and earn Gold that can be spent on better Stock, useful Fixtures and helpful Staff.

Each Adventurer desires a different combination of Stock:

 **Martial**,  **Magic** or  **Exotic**, so keep your Storeroom full of high quality items! Daily Bulletins from A-Mart HQ keep you up-to-date with special events that change how each day unfolds.

## HOW TO WIN

At the end of 5 days, it's time for your Corporate Review! Whoever has the highest Net Worth based on Gold earned, Stock, Fixtures and other bonuses will be declared the winner.

## COMPONENTS

- 36 BASIC STOCK CARDS
- 59 STOCK CARDS
- 20 FIXTURE CARDS
- 20 STAFF CARDS
- 36 ADVENTURER CARDS
- 14 DAILY BULLETIN CARDS
- 1 INITIATIVE TOKEN
- 3 FIGHTERS GUILD TOKENS
- 3 MAGE GUILD TOKENS
- 3 RANGER GUILD TOKENS
- 3 DISCOUNT TOKENS
- 40 ONE GOLD COINS
- 20 FIVE GOLD COINS



# SETTING UP

[This is how your setup should look just after Store Opening on Day 1]

## DEPOT AREA

**1**

STOCK DECK

STOCK QUEUE: DEAL 2+ NUMBER OF PLAYERS

**2**

FIXTURE DECK

FIXTURE QUEUE: DEAL 2

**3**

STAFF DECK

STAFF QUEUE: DEAL 2

## SUPPLY



## ABYSS



## TOWN AREA

**4**

ADVENTURER DECK

ADVENTURER QUEUE: DEAL FACE-DOWN 1+ NUMBER OF PLAYERS

**5**

DAILY BULLETINS: DEAL 5 FACE-DOWN, 1 FOR EACH ROUND

## PLAYER'S STORE

**8**

STOREROOM (DRAW DECK)

**9**

1 2 3 4

4 SPACES AVAILABLE FOR FIXTURES AND/OR STAFF

**10**

INITIATIVE TOKEN

**11**

REORDER PILE (DISCARD PILE)

**12**

LEDGER (ADVENTURER CARDS)

**12**

HAND

# DAY 1 SET UP

## DEPOT AREA

- 1 Set aside the Basic Stock cards (purple backgrounds). Shuffle the remaining Stock cards (blue backgrounds) to make a Stock Deck. Draw and add Stock cards face-up to form a Stock Queue equal to the number of players plus 2.
- 2 Shuffle the Fixture cards to make a Fixture Deck. Draw and add 2 Fixture cards face-up to form a Fixture Queue.
- 3 Shuffle the Staff cards to make a Staff Deck. Draw and add 2 Staff cards face-up to form a Staff Queue.

## TOWN AREA

- 4 Shuffle the Adventurer cards to make an Adventurer Deck. Draw and add Adventurer cards face-down to form an Adventurer Queue equal to the number of players plus 1.
- 5 Shuffle the Daily Bulletin cards. Place 5 Daily Bulletin cards face-down, one for each day. Return the remaining cards to the box.

## SUPPLY

- 6 Put all Tokens and Coins into a Supply in the central area.
- 7 Leave space for the Abyss. This is an area for all cards that are banished (removed) during the game.

## PLAYER'S STORE

- 8 Give each player a set of ■ ● ▲ ◆ Basic Stock cards (2x Powerstone, 2x Wanderer's Cloak, 2x Dungeoneering Bento, 1x Health Potion, 1x Pet Slime, 1x Handy Hatchet). Each player shuffles their own deck and places it face down to form their Storeroom (Draw Deck).
- 9 Leave space for 4 Fixtures and/or Staff cards, a Reorder Pile (Discard Pile), and a Ledger.
- 10 Each player takes 5x  from the Supply.
- 11 The player who last bought groceries becomes the first player. They take the Initiative Token.
- 12 Each player draws their starting hand of 5 cards from their Storeroom (Draw Deck).

You are now ready to play!

## YOUR FIRST GAME

For a streamlined game, focused on learning the game rules, use only the cards with the \* icon in the bottom right hand corner. Return all other cards to the box.



## STOCK CARDS



## YOUR STORE

### STOCK

Stock cards are the items you sell to Adventurers in order to earn Gold. Each player begins with a starting set of 9 Basic Stock (purple background, ■●▲◆).

Regular Stock (cards with a blue background) can be purchased by paying the Buy Cost in Gold to the Supply. These items are of higher ★ Quality and may have Card Effects that can be used during the game.

Some cards have a + next to Quality Stars. This adds an additional ★ to each other Stock card in your Offer.

### STOREROOM & REORDER PILE

You will draw Stock cards from your Storeroom each Day (round). All discarded cards go into your Reorder Pile. If you need to draw cards and your Storeroom is empty, shuffle your Reorder Pile and draw as normal.

Some cards have a ✦ symbol beside the title. This indicates that the card is unique.



MARTIAL



MAGIC



EXOTIC

### STOCK TYPES

There are three Types of Stock in the game: 🏠 Martial, 🧪 Magic and 🌿 Exotic. Each Stock item will be one of these Types. Each Adventurer will want to buy at least one of these Types. You may not sell items to an Adventurer if the Stock Types do not match.



### BRANDS

Each Stock has an associated Brand, shown by one of these company logos. In the base game, there are products from 🏆 Ivaldi Forge, 🌿 Blackforest, 🌐 Tamlin Imports and  Adventure Mart's own brand. Brands do nothing on their own, but some Card Effects offer endgame bonuses for stocking these Brands.

## FIXTURES

A Fixture is a piece of equipment you install to improve your Store. They provide bonus Card Effects you can use each Day. To install a new Fixture, you pay the Buy Cost in Gold to the Supply and add it to your Store.

## STAFF

A good Manager knows when to bring in extra help! Each Staff member you hire has particular skills (Card Effects) you can utilise to maximise your profits! To hire a new Staff member, you pay their Hire Cost in Gold to the Supply and add it to your Store.

If the card shows the  On Call icon you may activate the Card Effect immediately.

## RE-HIRING STAFF

At the end of each Day during Store Closing, players have the option to re-hire any face-down Staff in their Store. To do this, flip the card face-up and pay the Hire Cost again. If you do not wish to re-hire, banish the card to the Abyss. Unused Staff (face-up cards) do not have to be re-hired.

You have space for a maximum of 4 Fixtures and/or Staff in your Store. If you do not have space for a new Fixture or Staff card, banish one to the Abyss, then place the new card face-up in your Store.

## FIXTURE CARDS



BUY COST

CARD EFFECT

## STAFF CARDS



ON CALL  
ICON

HIRE COST

CARD EFFECT

## ADVENTURER CARDS



## ADVENTURERS

Each Day, new Adventurers come to Town, looking to buy items to help them on their quests. While some may not have a lot of money to spend, every piece of Gold counts!

Each Adventurer desires different combinations of Stock Type. Players can only offer these Stock Types during a Sale. If an Adventurer card has more than one symbol of the same Stock Type then the ★ Quality value is multiplied during a Sale to this Adventurer.



The most important thing is how much Gold the Adventurer has to spend 💰, as no matter how many Stock items you offer in a Sale, an Adventurer can never pay more Gold than they have available.

Note: Some Adventurers also have special Card Effects that activate when they are revealed, when added to your Ledger, or at the end of the game.

## PLAYER'S STORE [Example of a player's Store mid-game.]



MAGE



FIGHTER



RANGER



THIEF



## TOKENS

Most Adventurers are affiliated to a Guild: Mages, Rangers, Fighters or Thieves as indicated by their shield. Guilds do nothing on their own, but some Card Effects in the game will refer to them.

## GUILD REPUTATION (REP) TOKENS



Following a Sale, some Adventurers will grant you a special token that gives you a bonus when selling to other members of their Guild. If you win a Sale to one of these Adventurers, take one of the corresponding Guild Rep Tokens and place it in your Store. You now gain +1 Quality any time you sell to another member of this Guild.

## DRACONIC EXECUTIVE DISCOUNT TOKENS

Draconic Executives grant a different token - a permanent Discount Token you can use when buying a card from the top of any deck in the Depot area. A player may hold more than one Discount Token.

## CARD EFFECTS

There are 6 types of Card Effect in the game. These can be activated at different times:

**QUEUE**: This effect is only active when the card is in a queue.

**USE**: This effect can only be used as an action on your turn instead of Spending Gold or Starting a Sale.

**ONGOING**: This effect is always active. Its use may be restricted by the wording on the card.

**REACT**: This effect can only be used at a specific time, as detailed on the card. Announce that you are using it to other players.

**SELL**: This effect can only be used when making an Offer during a Sale.

**REVIEW**: This effect grants bonus Gold when scoring at the end of the game.

Some cards also have

**IMPORT** **EPIC QUALITY** **SOUL SACRIFICE**

**TRADE IN** tags. These are here to remind players of specific rules that may occur during play.

## THE GOLDEN RULES!

- » If the text on a card directly contradicts the rulebook, the text on the card takes precedence.
- » You must be able to pay the cost to activate the effect on any card.
- » You must attempt to resolve as much of a Card Effect as possible.
- » Ties are broken by starting with the player with the Initiative Token, going clockwise.



# HOW TO PLAY

A game of Adventure Mart takes place over 5 Days (rounds). Each Day plays out in the same way:

- 1 STORE OPENING →
- 2 TRADING HOURS →
- 3 STORE CLOSING

## 1. STORE OPENING

Set up each Day as follows. You will have completed this for Day 1 during Set Up.

- » Draw and add Stock cards face-up to the Stock Queue equal to the number of players plus 2.
- » Draw and add two Fixture cards and two Staff cards face-up to their respective queues.
- » Draw and add Adventurer cards face-down to the Adventurer Queue equal to the number of players plus 1.
- » The player with the Initiative Token then reveals the next Daily Bulletin card and reads it aloud to the players. Any special instructions mentioned affect only the current Day.

The player with the Initiative Token goes first.

## 2. TRADING HOURS

Players take turns until all Adventurers have been served. On your turn, you may do one of the actions from the following list:

- (A) **SPEND GOLD** to buy a Stock card, a Fixture card or a Staff card.
- (B) **START A SALE** to an Adventurer.
- (C) **USE** a Card Effect.

## A SPEND GOLD:

*Investing in your Adventure Mart is vital, you have to spend money to make money, after all!*

On your turn, you can buy a single Stock, install a Fixture or hire a Staff member from the Depot area.

**BUY STOCK:** Pay the Buy Cost to the Supply to purchase one of the face-up Stock cards from the Stock Queue, then add it to your hand. It may be used this Day during a Sale or for its Card Effect.

**INSTALL A FIXTURE:** Pay the Buy Cost to the Supply to purchase one of the face-up Fixture cards from the Fixture Queue, then add it your Store.

**HIRE STAFF:** Pay the Hire Cost to the Supply to take one of the face-up Staff cards from the Staff Queue, then add it to your Store. If used, Staff can be re-hired at the end of the Day during Upkeep.

Note: If the card shows the On Call  icon, you may use the Card Effect immediately after adding it to your Store.

Remember, you have space for a maximum of 4 Fixtures and/or Staff in your Store. If you have no space left, you must banish one to the Abyss.

**BUY FROM DEPOT DECKS:** If none of the face-up items in the queues (Stock, Fixture or Staff) appeal to you, you may spend , banish one of the face-up queue cards to the Abyss, and buy the the top card from the corresponding Deck instead. **If there are no face-up cards in a queue, you may not perform this action.** Remember, Discount tokens apply here.

## B START A SALE:

*A store is nothing without customers, so let's get selling that Stock!*

To start a Sale, take the  Initiative Token then reveal one of the face-down cards in the Adventurer Queue. Check for any  Card Effects that activate when revealed.

**MAKE AN OFFER:** Check for tokens you may have in your Store that give bonuses when selling. Reveal cards from your hand that you wish to sell, placing them in front of you. Ensure that they match the Stock Types desired by the Adventurer. Total up the  Quality Stars

## RESTOCKING THE DEPOT

Each queue - Stock, Fixtures, Staff and Adventurers - are only replenished during Store Opening! If a deck ever runs out, it is not refilled and remains empty for the rest of the game.



## MAKING AN OFFER

When working out the total amount of Quality Stars in your Offer, remember this order:

- » First, count up all the Quality Stars visible on the Stock in your Offer
- » Then, adjust the value of any Quality Stars that can be altered by Card Effects first, then Tokens, then Adventurers.



across these tokens and revealed cards; this is called an Offer. You may also use one or more **SELL** Card Effects to improve your Offer.

In response, the other players get to do one of the following in clockwise order:

Make an Offer of their own, making sure it is higher than the current highest Offer. They may also use **SELL** Card Effects to improve their Offer or change other players' Offers

OR

Drop out. This prevents any further activity from the player during this Sale. The player returns their cards to their hand.

Play continues until only one player has an Offer on the table. This remaining player wins the Sale. If the total Gold earned is less than the amount shown on the Adventurer's , the player may add additional cards of the desired Stock Type to the Offer to earn more Gold. The winning player then goes on to Checkout.

**CHECKOUT:** Take Gold from the Supply equal to the combined Sell Price on the cards from the Offer OR the amount shown on the Adventurer card, whichever is lower. All Stock cards from the winning Offer are discarded to the player's Reorder Pile. Add the Adventurer face-up to the your Ledger. Check for any Card Effects that activate at this time.



## © USE A CARD EFFECT:

*Sometimes you need to get ahead of the competition!*

Instead of buying Stock or starting a Sale, you can use a Card Effect. Choose a card from your hand or Store that shows a  symbol in the Card Effect box. Follow the instructions on the card. After use, the card will be discarded to your Reorder Pile, flipped face-down or banished to the Abyss, as instructed on the card.

## FINAL SALE ACTION

Following the final Sale of the Day, play continues clockwise and all players get one final action, ending with the player who triggered the end of the round. If the player does not wish to take a final action, they may choose to pass. Players then close up shop and perform their Store Closing duties. If it is the end of the fifth Day, the game is over and final scores should be counted up in the end-of-game Review.

## 3. STORE CLOSING

At the end of a Day, do the following in order:

- ① **DISCARD & REDRAW:** Players may choose to keep a single card in their hand, then discard the rest to their Reorder Pile. Each player then draws cards from their Storeroom until they have a hand of 5 cards. If a player's Storeroom ever runs out, they shuffle their Reorder Pile then place it face-down to form a new Storeroom.
- ② **UPKEEP:** Each player flips face-up any Fixture cards that are face-down in their Store at no cost. Face-down Staff cards can be flipped face-up by paying their Hire Cost to the Supply. If a player cannot (or chooses not to) pay the cost, the Staff card is banished to the Abyss.
- ③ **HELP FROM HQ:** The Manager with the quietest Store receives help from HQ. All players add up the  Gold on each Adventurer card in their Ledger. The player with the lowest amount receives help. (Ties are broken starting with the player with the Initiative Token, going clockwise.)

Draw the top card from both the Staff and Fixtures decks and



## INITIATIVE TOKEN

The Initiative token should be taken by a player when they begin a Sale. The player keeps the token until another player begins a Sale.

Having the Initiative Token grants the player a minimum **1**  **Quality** and **1**  **Gold**. This extra Quality  is added to the total Quality Stars from all Stock you are selling. If a player begins a Sale using just the Initiative Token in their Offer and no other players counter offer any items, the player with the Initiative Token claims **1**  from the Supply and adds the Adventurer face-up to their Ledger.

The Initiative Token is also used to break ties, going clockwise from the player holding the token.



add them to their respective queues. This player may claim one face-up Staff card or Fixture card OR take 3 Gold instead. The claimed Staff card or Fixture card is immediately added to the player's Store for free. Card Effects from On-Call Staff may not be used at this time.

- ④ **CLEAN UP:** All remaining face-up Stock, Fixture and Staff cards in the queues are banished to the Abyss, as is the current face-up Daily Bulletin card.

Once all 4 steps are complete, begin a new Day.

## REVIEW

After Day 5 is complete, all Adventure Marts go through an exciting Corporate Review!

Players work out their final Net Worth - the total amount of Gold they have - in the following way.

- ① First, **set aside all Staff and Basic Stock cards**. These do not contribute to your final score.
- ② Next, **total up the Buy Cost of each Stock card** you own.
- ③ Add the **Buy Cost of each Fixture** in your Store.
- ④ Add all the **Gold coins** you have earned.
- ⑤ Finally, calculate any Gold earned from **REVIEW bonuses** on cards, then add this to your total.

The player with the highest total Net Worth is declared the winner. They live to manage another store! All other Managers are sent to the Abyss for additional training. In the case of a draw, the player with the most Adventurers is the winner.



# GLOSSARY

**ABYSS** The collective pile of cards that are removed from play.

**ADVENTURER** Card type. The customers who buy Stock from you.

**BANISH** Remove a card from play. It should be placed on the Abyss pile.

**BASE QUALITY** The number of  Quality Stars a Stock has before any bonuses are added.

**BOTTOM** Placing cards at the underside of the deck.

**BUSIEST STORE** The Manager with the most Sales in their Ledger. Add the Gold amount on all the Adventurer cards, the highest number is the busiest Store.

**DAILY BULLETIN** Card type. Read aloud at the start of each Day. Affects gameplay in unique ways.

**DAY** A round of play. One game lasts 5 Days.

**DEPOT** The central area containing the decks and queues of Stock cards, Fixture cards and Staff cards.

## EFFECT/ CARD EFFECT

The text on a card that can alter the gameplay. Preceded by , , , ,  or .

**FIXTURE** Card type. A piece of equipment to invest in that improves your Store.

**LEDGER** The set of Adventurer cards that each player has sold Stock to, collected throughout the game.

**NET WORTH** Your total score at the end of the game.

**OFFER** The combined total of  Quality Stars on Stock you wish to sell to an Adventurer.

**QUALITY STARS**  Star icons on Stock that denote how good an item is.

**QUIETEST STORE** The Manager with the fewest Sales in their Ledger. Add the Gold amount on all the Adventurer cards, the lowest number is the quietest Store.

**REORDER PILE** A player's individual Discard Pile.

**RICHEST / POOREST MANAGER** The player with the most/least Gold at that moment.

**SALE** The act of Offering Stock to an Adventurer. The highest Offer wins the Sale.

**STAFF** Card type. An employee who improves your store.

**STOCK** Card type. Items that can be sold to Adventurers. Basic Stock has a purple background, regular Stock has a blue background.

**STORE** Your play area, containing your Storeroom (Draw Pile), space for 4 Fixtures and/or Staff cards, Reorder Pile (Discard Pile), Ledger (Adventurer cards) and Gold.

**STOREROOM** A player's individual Draw Deck. If you can't draw cards, reshuffle your Reorder Pile (Discard Pile) to refill your Storeroom.

**TARGET** A chosen player.

**TOWN** The central area containing the face-down Adventurer cards and Daily Bulletin cards.

**TYPE** Stock an Adventurer wants to buy. There are three Types:  Martial,  Magic, and  Exotic.

**UPKEEP** The phase at the end of a Day when players prepare for the next round of play.

# FAQS

## DAILY BULLETINS

### MARKET DAY:

*Can I buy a card if I don't want to banish a Stock?*

Yes. Gold is still always acceptable.

### TEMPORAL LEAKAGE:

*When can I take my additional  action?*

Either before or after your normal action, whatever you choose to do.

*Can I combine this with Dragonberry Blast to get 3 actions?*

Yes you can. Use them wisely!

### THE WILD HUNT / THE CALL TO ARMS / THE BLOOD MOON:

*Does the extra Stock Type count on top of what is already on an Adventurer card?*

It does, which means you could double the quality of Stock. In the case of an Adventurer like Oro, The Forest's Fang, you could even triple the quality!

## CUSTOMERS

### LUNA:

*What happens if I don't have two cards to discard after Checkout?*

Just discard what you can. If you don't have the cards, you can't get rid of them.

### ROBIN HART / THIEVES GUILD MEMBERS:

*What happens if I don't have enough Gold to steal?*

The Thief will take what they can from you, up to the maximum stated on their card. If you have no Gold, they can't steal anything.

### BLUEJAY & GREYOWL:

*Can I still start the next Sale after winning Bluejay & Greyowl?*

Yes, you may always start a Sale, you just can't offer any Stock. You could potentially win using just bonuses from tokens, cards and effects.

### ABYSSWALKER:

*What happens if there are no cards in the Abyss?*

You can't take what isn't there. Timing is important when selling to the Abysswalker!

## FIXTURES

### AUTOFORGE / ENCHANTMENT TABLE / TOWN CARTOGRAPH:

*Can I apply these discounts if I'm buying a card from the top of the Stock Deck?*

No, the discounts only apply to cards that are in the Stock Queue.

### SHRINE OF THE KAIJU:

*Do I get Gold for an item that I return to my hand?*

You didn't actually sell it to the Adventurer, so no, you don't get the Gold.

## STAFF

### EFFECTS:

*Can I use an On Call effect when I get Staff for free or re-hire someone?*

No, only when you first pay the Hire Cost of the Staff card from the queue. Otherwise you'll have to use their Card Effect as an action.

### MINIBEANS / PIPPINBOOTS:

*When does the +1 / -1  effect occur?*

This happens to the Base Quality of items before any other effects take place.

### BLUE MOUNTAIN SENTINEL:

*Does a card cancelled by Blue Mountain Sentinel still get flipped / banished / discarded?*

Yes, it's only the effect that is stopped.

### RED MOUNTAIN BARD:

*Can I use this card without offering Stock?*

No, it must be used alongside a Stock card or the Initiative Token. If the Stock card is banished or discarded, the Bard is banished immediately.

### SAMWELL SOOTS, ARCHGHOUL:

*If Samwell lures an Adept, Vanguard or Wayfinder away from my Ledger, do I get to keep the Reputation Token?*

Yes, your token is safe, even if the Adventurer ends up in a different Store.

*Does an Adventurer's effect happen a second time when Samwell's effect is used?*

"When revealed..." effects do NOT happen. All other Card Effects resolve as usual.

## STOCK

**HUNGRY SOUL BLADE / BLOODWOOD WAND / COVEN'S CAULDRON:**

*Can I banish a face-down Staff card to use this effect?*

Yes, you can!

## GENERAL

**TOKENS:**

*What happens if I'm told to take a token, but they've run out?*

You can't take what doesn't exist, so you can't take one.

*Can I have more than one Guild Rep Token?*

Yes, and they stack. You could possibly get +2 or even +3 as a bonus!

*Can I have more than one Discount Token?*

Yes, and these stack too. However, when buying, you must always pay a minimum of ①.

**BUYING:**

*Can I ever buy an item from a queue for free?*

No, there is always a minimum cost of ① that must be paid, no matter what discounts you have.

**TIEBREAKERS:**

*What happens if there is a tie for the busiest / quietest / richest / poorest store?*

If the player with the Initiative Token is one of the tied players, they are affected, otherwise the tied player closest to the Initiative Token (going clockwise) is affected.

**SELLING:**

*What if I only have tokens in my Offer to an Adventurer?*

As long as you have the Initiative Token AND the highest Offer, you are still making a legitimate Offer that will earn you 1 gold. Otherwise, you must drop out.

## FURTHER INFORMATION

To stay up-to-date on rule related questions, game variants and other news, visit [boardgamegeek.com](http://boardgamegeek.com) and subscribe to 'Adventure Mart'.

[wearehubgames.com/adventuremart](http://wearehubgames.com/adventuremart)  
[digisprite.co.uk/adventure-mart](http://digisprite.co.uk/adventure-mart)

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# HANDY REFERENCE GUIDE

## 1. STORE OPENING

Restock queues and read Daily Bulletin.



PLAYER WITH INITIATIVE TOKEN READS DAILY BULLETIN CARD



## 2. TRADING HOURS

Player with goes first, play continues until last Adventurer is served, everyone gets one final action.

<p><b>A</b> <b>SPEND GOLD</b></p>	<p><b>B</b> <b>START A SALE</b></p>	<p><b>C</b> <b>USE CARD EFFECT</b></p>
<p><b>B1. MAKE A OFFER</b></p>	<p><b>B2. OTHER PLAYERS MAKE A HIGHER OFFER OR DROP OUT. HIGHEST OFFER WINS SALE.</b></p>	<p><b>B3. CHECKOUT</b></p>

NO **IS THIS THE FINAL SALE?** YES

## 3. STORE CLOSING DAY 1-4

<p><b>1 DISCARD AND REDRAW</b></p> <p><b>DRAW UP TO 5 CARDS</b></p>	<p><b>2 UPKEEP</b></p>
<p><b>3 HELP FROM HQ</b></p> <p><b>QUIETEST STORE</b></p> <p><b>A B C</b></p>	<p><b>4 CLEAN UP</b></p>

## REVIEW DAY 5

<p><b>NET WORTH</b></p>	