

# BAZAAR

## WELCOME TO THE BAZAAR.

Home to the world's most brilliant minds and heaviest coin purses, the Bazaar is the greatest city history has ever seen. For the enterprising investor, it brims with possibilities... but there are others who would take them from you if given the chance. Ally with them, then backstab them at the earliest possible convenience. Take what's rightfully yours, and rule the Bazaar with an iron fist!

## SETTING UP

- Shuffle the item and venue decks separately.
- Deal three item cards and \$20 to each player. Place three venues face up in the center of the table. These are the neutral venues.
- Select a player to go first. Play goes clockwise.

## YOUR TURN

- **Income.** Receive base income (\$10) plus any income produced by venues and their attached items. Each player skips collecting income on their first turn.
- **Discovery Roll.** Roll the die. If you roll a 10 or higher, draw an item from the item deck, then flip venues face up from the deck until there are three neutral venues. If there were already three or more neutral venues, discard the oldest venue and flip one. The first player doesn't make a discovery roll on their first turn.
- **Use Actions.**

## ACTIONS

You have two actions on each of your turns, which you can use to do several things:

- Attack neutral venues
- Attack opponents' venues
- Attach items to your venues
- Activate items
- Use venue abilities
- Trade venues

Unused actions are lost at the end of your turn.

## Attacking Venues

Each turn, you can make **one** attack. Declaring an attack costs an action. Choose a venue that you don't control and roll the die. If the resulting number is greater than or equal to the target venue's resistance, you gain control of that venue. Otherwise, the attack is a failure.

If the roll is a 20, the attack is an automatic success. If the roll is a 1, the attack automatically fails. If a die roll is modified to a 1 or 20 (through Quicksilver or Spices, for instance), it still counts as an automatic failure or success, respectively. Die results can't go below 1 or above 20.

## Interference

After an attack is declared against a neutral venue and before the roll, players spend money to raise or lower the target roll. It costs you and players next to you \$1 to raise or lower the target roll by 1. Players two seats away from you must spend \$2 to raise or lower the target roll, and so on. Before you make your attack roll, all opponents must confirm that they are done interfering. Money spent on an attack goes straight to the bank and cannot be taken back.

Here's an example: you declare an attack against a neutral venue with 13 resistance. You must roll a 13 or higher to gain control of it. You choose to spend \$10 on the attack, bringing the required roll down to a 3 or higher. The player to your right spends \$5 to raise the target to 8. The player two seats to your left spends \$4 to raise the target to 10. All players decline to interfere further. You roll a 10 and gain control of the venue.

## Attacking an Opponent's Venue

You may attack venues owned by opponents. Player-owned venues get a +10 resistance bonus. All players may interfere with attacks against player-owned values on a \$1-for-1 basis. If you gain control of an opponent's venue, all of its attached items come with it, along with any "constant effect" items affecting it, and any tokens, money, and cards underneath it.

## Shutdown Attacks

When you declare an attack against a venue, you may declare it as a shutdown attack. When a shutdown attack succeeds, instead of gaining control of the targeted venue, the attacker destroys it and put its attached items into their hand.

## Attaching Items

Many venues have slots for items. The Inn, for example, has three: two Food slots and one Labor slot. You can attach items from your hand to a venue you control, provided that venue has an open slot of that item's type. Each attachment costs one action. Once an item has been attached to a venue, you may not detach it unless an effect allows you to do so. Whenever

you collect income, items attached to your venues produce income.

There are seven main item types: Food, Labor, Luxury, Magic, Raw, Tech, and Wares. The eighth type is Wildcard -- Wildcard slots count as all slot types, and Wildcard items count as all item types. Each slot can hold one item, and each item attached to a venue must correspond to its own matching slot. If a venue's slots change such that this is no longer true, its owner must match as many items and slots as possible and detach the rest.



## Activating Items

In addition to attaching them to your venues, items in your hand can also be discarded to get the unique effect written on them. If a money value is listed before the effect, you must spend that amount. The cost may also include one or two actions. If no action cost is listed, you may play the item at any time -- including another player's turn! (Example: an effect that begins with "\$15, (A)(A):" would cost 15 dollars and both of your turn's actions to activate.)

Items with effects that begin with the phrase "CONSTANT EFFECT" stay in play for the rest of the game, unless destroyed. Keep them next to the affected player or venue.

## Using Venue Abilities

Venue abilities work much the same way as items, but they can be used any number of times without discarding the venue (unless otherwise noted). Like item abilities, they may require money or actions. Also like items, if they require no actions, they can be activated at any time.

## Trading

You may spend an action to give a venue to an opponent, receive a venue from an opponent, or swap venues with an opponent. This means, for example, if you were to trade one of your venues for two of an opponent's, you would need to use two actions: one to swap your venue for the first of your opponent's, and one to receive the second.

Player can trade items or money freely, except during attacks and resolution of effects. Trades are binding only if they take the form of an immediate exchange of goods or services.

## WINNING THE GAME

You win the game as soon as you gain control of (at least) your fifth venue **by successfully attacking it**. If, for example, you gain control of a fifth venue using an item like Wheels, you don't win until you gain control of an additional venue by successfully attacking it.

## ADDITIONAL RULES AND CLARIFICATIONS

- When an attack gets "+X," the target of the roll is lowered by X. Inversely, if an attack gets "-X," the target of the roll is increased by X.
- When an item or venue ability is used, you cannot play an item or venue ability of your own until the first resolves, unless otherwise noted in the ability. There is no "stack." If an effect has multiple parts (Trinkets or Wheels, for example), the entire effect must be resolved before other abilities can be used, or trades made.
- If two players try to use an item or venue ability at the exact same time, the player with more money has the right to go first.
- Attacks can be freely cancelled, and the action refunded, until money is spent on it or an ability is used to modify it.
- You must keep all of your money in full view of your opponents, but you may keep it in a stack so as to obscure exactly how much you have.
- You must reveal the number of items in your hand, if asked.
- If a venue is destroyed, all attached items are also destroyed, as well as any constant effects on it.
- If the item or venue deck is exhausted, shuffle its discard pile to make a new deck.
- If an effect has you steal from an opponent, you can only steal what they have. For example, if you would steal \$10 from an opponent with only \$5, you steal \$5 and they don't owe you anything.
- If your income is negative, you lose that much money when you collect income.
- Constant effect items affecting a venue are not "attached" to that venue and do not produce income for that venue.
- When an item is detached from a venue, it goes back into the venue owner's hand.
- If you or a venue you control is immune to venue and item effects, you can elect to ignore the immunity for any effect you like.
- If the action cost from an ability is removed (e.g. by Reagents), it can be played at any time.
- If you wish to interfere more efficiently with a distant player's attack against a neutral venue, you can give money to one of their neighbors with the understanding that it is to be spent that way. Remember, however, that trades must be made before an attack is declared, and that because the money from this "trade" isn't spent immediately, the receiving player isn't required by the rules to honor the agreement.

Bazaar was designed by Tom Quinn. Find my other games at [thquinn.github.io](http://thquinn.github.io).

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