

O'Tali's Bazaar Rule Book

Playtime: 45-60min Players: 2-6



Overview

Welcome to Locn'Kii, a quasi-interdimensional plane(t) and home to O'Tali's Bazaar! O'Tali's Bazaar is a culmination of shops, GAMBLING dens, FREELANCERS, BLACK MARKETS and more! The vendors in O'Tali's Bazaar either thrive in the chaotic ebb and flow of the bazaar or owe Merchant's Guild debt. These same vendors often travel outside the safety of the bazaar to find rare resources, priceless artifacts, or dreadful curses to help improve their shop. The market is competitive, and vendors must do whatever it takes to stay in demand.

Setup



- A. Give each player a **Character mat**, 1 pair of dice, 3 action tokens of matching color, 1 reference card, 4 **COMPONENTS** (1 of each color), and 2 GP.
- B. Place the game board within reach of all players. Place the **EXPEDITION Token Bag**, **DEMAND Die**, and **ROUND Tracker** in their assigned locations on the **Board**. Draw 2 **MANDATE cards** to their assigned location, and place **100 GP** in the **Merchant Stash**.
- C. Place **MANDATE Deck**, **THE GUARD Tokens**, and **Guard Dice**
- D. Place the **ITEM DECK** in the center of the board
- E. Place the **purple, green, orange, and white COMPONENTS**, **GAMBLING Dice** and extra dice & meeples around the board, accessible to all players.
- F. Place the **FREELANCER Deck** at the bottom of the **game board** and draw 3 cards.
- G. Randomly give one player the **Vendor of the Month** token, this the first player.

Gameplay

The game takes place over the course of 5 DAYS and 5 NIGHTs, for a total of 5 ROUNDS. Players will spend this time collecting and selling items, as well as taking actions to gain Gold Points (GP). The player with the most GP at the end of the 5th ROUND wins!

Setup/ROUND Refresh

At the beginning of each ROUND, have the player with the Vendor of the Month card roll the DEMAND die to determine the ITEM TYPE in DEMAND.

The DEMAND die gives a +2 GP selling modifier to the ITEM TYPE shown.



Ex. Food sells for +2 GP this round.

Place the die on the ROUND track, starting with the DAY phase  After the DAY phase **advance the DEMAND die along the track**. At the end of the NIGHT phase,  the ROUND is over and players will complete the following actions:

- Clear all player Action Tokens from the board.
- Pass the Vendor of the Month Token to the player with the most GP.
- Re-roll the DEMAND die and place it at the  on the tracker.
- Shuffle the current FREELANCERS back into the FREELANCER deck and replace with 3 more FREELANCER cards from the deck.
- Discard the current MANDATES and draw 2 new MANDATES from the MANDATE deck, and clear any GUARD tokens  from the Board. Read the new MANDATES aloud and adjust the board as necessary (Ex. Adding GUARD tokens to specified action spaces.) (See Page 6)
- Pay back debts in full, or the best of player ability, back to the MERCHANT GUILD.

COMPONENTS

COMPONENTS allow you to activate shop slots and come in four varieties: green, purple, orange, and white. Components can be gained from leading EXPEDITIONS, GAMBLING, and visiting the BLACK MARKET.

Players can **ONLY** have a maximum of 8 COMPONENTS at any given time, and additional components gained above 8 are forfeited.

Phases

Each ROUND consists of 3 phases: Drafting,  DAY,  and NIGHT 

The DRAFTING Phase

During this phase players **draft ITEM cards, gain income, and stock their SHOP**. After drafting, players carry out the rest of this phase individually without turn order. Once all players are finished, play continues to the DAY Phase.

Drafting ITEMS

During the DRAFTING phase, each player draws 4 ITEM cards. Players then select 1 ITEM card of the 4 drawn to keep and pass the rest of the cards to the player to their left. Repeat until all cards have been selected and placed in each player's inventory (hand).

After drafting, players may choose to discard any Instant ITEMS and then draw an ITEM card to replace it from the ITEM deck. Player should start the round with 4 drafted cards unless specified by a MANDATE or another card.

After ROUND 1, do not include any cards already in your inventory during drafting. Add these cards back to your inventory after ITEM drafting is over.

Income

At the beginning of each ROUND, each player gains 2 GP as income.

SHOP SLOTS and Stocking ITEMS

Players may **freely** stock up to 2 ITEM cards per SHOP SLOT during this phase, unless otherwise specified. Once stocked, ITEMS cannot be reordered or moved to other SHOP

SLOTS. Other ITEMS or taking the REORGANIZE action may allow you to make adjustments to this order.

A new SHOP SLOT unlocks each ROUND, starting with SHOP SLOT 1 on ROUND 1 and all three unlocking at the start of ROUND 3.

DAY and NIGHT phases are unique!

During the DAY and NIGHT, each player has 3 ACTION TOKENS  (AT) per phase, to allocate to action spaces  on the board. These spaces allow player to take actions explained in the next sections.

Placement Turn Order

Starting with the Vendor of the Month, players take turns placing action tokens, **1 at a time**. Play moves clockwise (CW) until all available AT have been allocated. **Play then continues to the next phase.**

All AT are removed from the board at the end of each DAY (with the exception of JAILED Action Tokens & GUARD tokens) and NIGHT phases respectively.

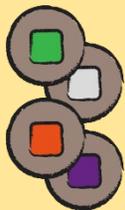
The DAY Phase OR

The DAY Phase consists of leading EXPEDITIONS, selling ITEMS, BORROWING money if needed (see Merchant Guild Actions).

EXPEDITIONS

When taking the EXPEDITION action, players will pull tokens from the EXPEDITION TOKEN BAG. When pulling tokens, the following rewards can be gained:

1 Token



Gain 1 component of matching color

2 Matching Tokens



+10 GP

2 Matching Tokens



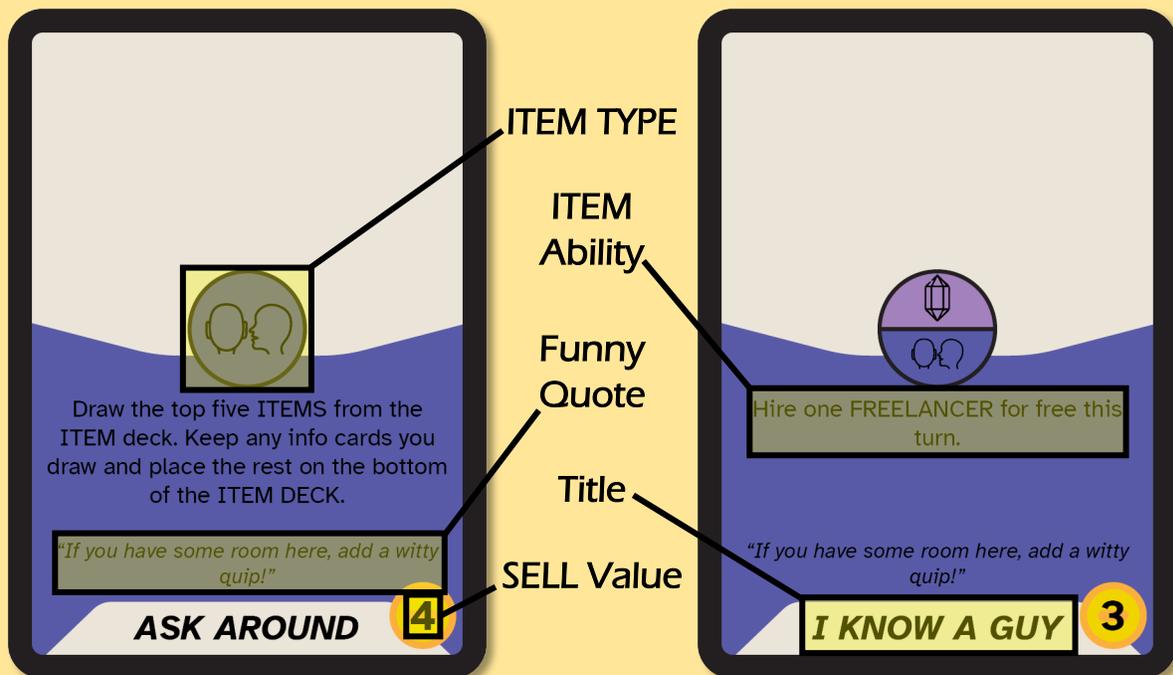
Roll 2D6 on the Curse Table

Curse Table

2-3	ITEMS sell for -2 GP for the next two rounds. Keep these curse tokens to keep track of each round.
4-6	Lose an Action Token
7-9	-5 GP
10-12	-2 to ESCAPE Rolls

Sell ITEMS

Taking the Sell Action allows players to sell any/all of the ITEMS at the top of their SHOP SLOTS. **SELL value** = ITEM value + GP bonuses from other ITEMS, FREELANCERS, and/or character abilities.



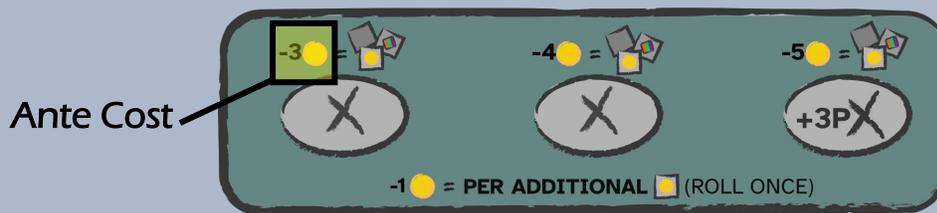
Z

The NIGHT Phase OR

The NIGHT Phase provides a chance to make use of the Bazaar's underbelly. Many activities are available at NIGHT including GAMBLING, BLACK MARKET trading, STEALING (see Merchant Guild Actions) and REORGANIZING your shop.

GAMBLING

When players take the GAMBLING action, they must provide ante up for the first 3 Gambling dice:



The player can then ante 1 additional GP for +1 GAMBLING die after that. Once the

ante has been paid, the player rolls all dice at once. If the player rolls   , the player loses all winnings, otherwise, the player wins everything denoted by the symbols on the face-up dice.



= Gain 1 component of matching color



= Broken GP



= Gain 5 GP

The BLACK MARKET

The BLACK MARKET as a location where **components can be bought, sold, and converted** (see reference page for component conversion explanations). Each **COMPONENT conversion can be performed 2 times per AT**. Additionally, players who take a BLACK MARKET action can freely trade **ITEMS, COMPONENTS, & GP** with other players during that NIGHT phase (the other trading player(s) does not need to take the BLACK MARKET ACTION).

Reorganizing shop

When taking this action, players can spend 1 AT to reorganize any of the **ITEMS** in their SHOP. This includes changing **ITEM stack order** and/or **SHOP SLOT location**.

DRAFTING, DAY, or NIGHT Actions

These actions can be completed at any time during the DAY or NIGHT phase.

Activating SHOP SLOTS and ITEM Abilities

ITEMS have abilities that can be activated, at **ANY TIME** (including the Drafting Phase) with. Each SHOP SLOT has a specific COMPONENT cost to activate it, corresponding to COMPONENT color (🌈 COMPONENTS are wild). Each slot may be activated at any time during a ROUND, but only 1 time per ROUND, unless otherwise specified. Once activated, tap or angle cards to denote that the SLOT has been activated this ROUND

ABILITY COST



The diagram shows a shop interface with three slots: SHOP SLOT 1 (Unlock Round 1), SHOP SLOT 2 (Unlock Round 2), and SHOP SLOT 3 (Unlock Round 3). Each slot has a set of component icons. Below the slots is a card for a 'Trader' character. The card lists an 'Active Ability' (Once per round, sell one item again for 50% of its value, rounded up.) and a 'Passive Ability' (+1 GP to income). Below the card are two icons: a yellow sun (Day) and a blue moon (Night).

Hiring FREELANCERS

AT can be used to hire FREELANCER. Once the **hiring cost** has been paid, their ability can be used at any point during the ROUND, 1 time per ROUND. When a FREELANCER is hired, no other player can hire that FREELANCER until the next ROUND. If you do not re-hire a FREELANCER at the beginning of the next ROUND, they can be hired by any other player. If no one hires the FREELANCER they are shuffled back into the FREELANCER deck.

HIRING COST



The diagram shows a freelancer card named 'SHADIE'. At the top, there is a yellow circle with the number '5' inside, representing the hiring cost. Below this, there is a yellow box containing the text: 'Sell an additional ITEM when selling during the NIGHT. "Whatta ya sellin'?"'. The label 'ABILITY' points to this box.

Restocking SHOP SLOTS

Throughout the ROUND players may need more ITEMS to sell. Using the RESTOCK action players can add more ITEMS to their SHOP SLOTS from their INVENTORY.

Rest

If a player has no other actions they would like to take, they can take the REST action to gain +2 GP.

The MERCHANT GUILD and MERCHANT GUILD Actions

The MERCHANT GUILD is a powerful presence in the Bazaar. The MERCHANT GUILD has taken it upon themselves to govern the Bazaar by setting **TRADE MANDATES**, sending out **Guard patrols**, **setting the DEMAND**, and setting **DAY/NIGHT Curfews**. to catch those unwilling to step in-line. Vendors can also **take loans and/or steal** from the Merchant Guild.

Merchant Stash

The MERCHANT GUILD starts with 100 GP in there stash. This amount will decrease as players STEAL from the Guild.

Borrowing/Loans

Players can take Loans from the MERCHANT GUILD for up to 25 GP. Loans must be paid back by the beginning of next ROUND. Failure to pay back the loan in full will result in the imprisonment of ACTION TOKENS. The amount of AT put in jail is proportional to the amount of money left to pay. Any unpaid money will automatically be recuperated from the game supply.

Jailing Rules

- 5  unpaid = 1 jailed 
- 10  unpaid = 2 jailed 
- 15  unpaid = 3 jailed 

MANDATES



MANDATES are a set of rules that must be followed in order to stay in good standing with the Guild and THE GUARD each ROUND. MANDATES can be both good and bad. MANDATES reset each ROUND.

The GUARD



THE GUARD are tokens that can be played to **Action Spaces** by the **MERCHANT GUILD**. THE GUARD supervise these areas for the guild, take up action spaces, and they get **+2 to their roll** to catch you when applicable. (See GETTING CAUGHT.)

Getting Caught.

When players STEAL or **break** the MERCHANT GUILD Curfews (**where indicated by the**  **or**  **symbols**) players will have to attempt to escape the GUARD. The GUARD will roll 3 dice and take the highest two values, while the escaping player will roll just 2 dice. **The highest roll wins.** If the player wins they escape, if they lose, they must either **pay 15 GP OR send 1 unallocated AT to JAIL.** The player still completes the Action and reaps the rewards.

Stealing



Any player may choose to steal from the MERCHANT GUILD during the NIGHT. Depending on the amount the players choose to steal, the job can become quite difficult. Stealing is against the law and the GUARD will attempt to catch you.

- 5 GP does not add anything to the **GUARD's** roll to catch you.
- 10 GP adds +2 to GUARD roll.
- 15 GP adds +4 to GUARD roll.
- 20 GP adds +6 to GUARD roll.

Jail

ACTION Tokens sent to JAIL remain until the beginning of the next **ROUND** unless specified by another card. These rules still apply if an AT is sent to JAIL just before the beginning of the next phase.

Winning the Game

The player with the **most GP** by the end of **5 ROUNDS** OR the **first player** to have more money than the Merchant's Guild wins! In the latter case, the game ends immediately.

Ties

The Player with the most components wins the tie. If there is still a tie, the Player with the most ITEMS in their SHOP wins. If there is still a tie, both players win! (and/or Ro Sham Bo best 2 out of 3.)

References

	Action only available during NIGHT.		Place 1 token max. here to take this action if there are 3+ players.
	Action only available during DAY.		Place any number of action tokens here to take this action.
	Action available anytime, but will be pursued by Guard during DAY.		Place 1 token max. here to take this action.
	Action available anytime, but will be pursued by Guard during NIGHT.		Pay 2 GP to gain any colored COMPONENT.
	ITEM card		Pay 2 COMPONENTS of the same color to gain any colored COMPONENT.
	Gold point. (GP)		Pay 3 COMPONENTS of the same color to gain any colored COMPONENT.
	Orange COMPONENT		Discard a card to gain any colored COMPONENT.
	Green COMPONENT		Pay 1 COMPONENT to gain 2 GP.
	Purple COMPONENT		Clear Action Tokens
	White COMPONENT		Draw 1 ITEM card
	Wild/Any COMPONENT		Discard 1 ITEM card
	Until the next ROUND		SELL Action

Play Testers Only

Please write down any feedback as you play through the game. After reading through the rules, proceed to play with rules as you have interpreted them. Please note any questions or clarifications you may need.

Please provide any comments or questions on mechanics, and gameplay. Also note the number of players, approximate playtime, and GP totals.

If you like, love or hate the game, feel free to reach out to me @jrsketchnstuff on Instagram and Twitter.

Thanks, and enjoy!