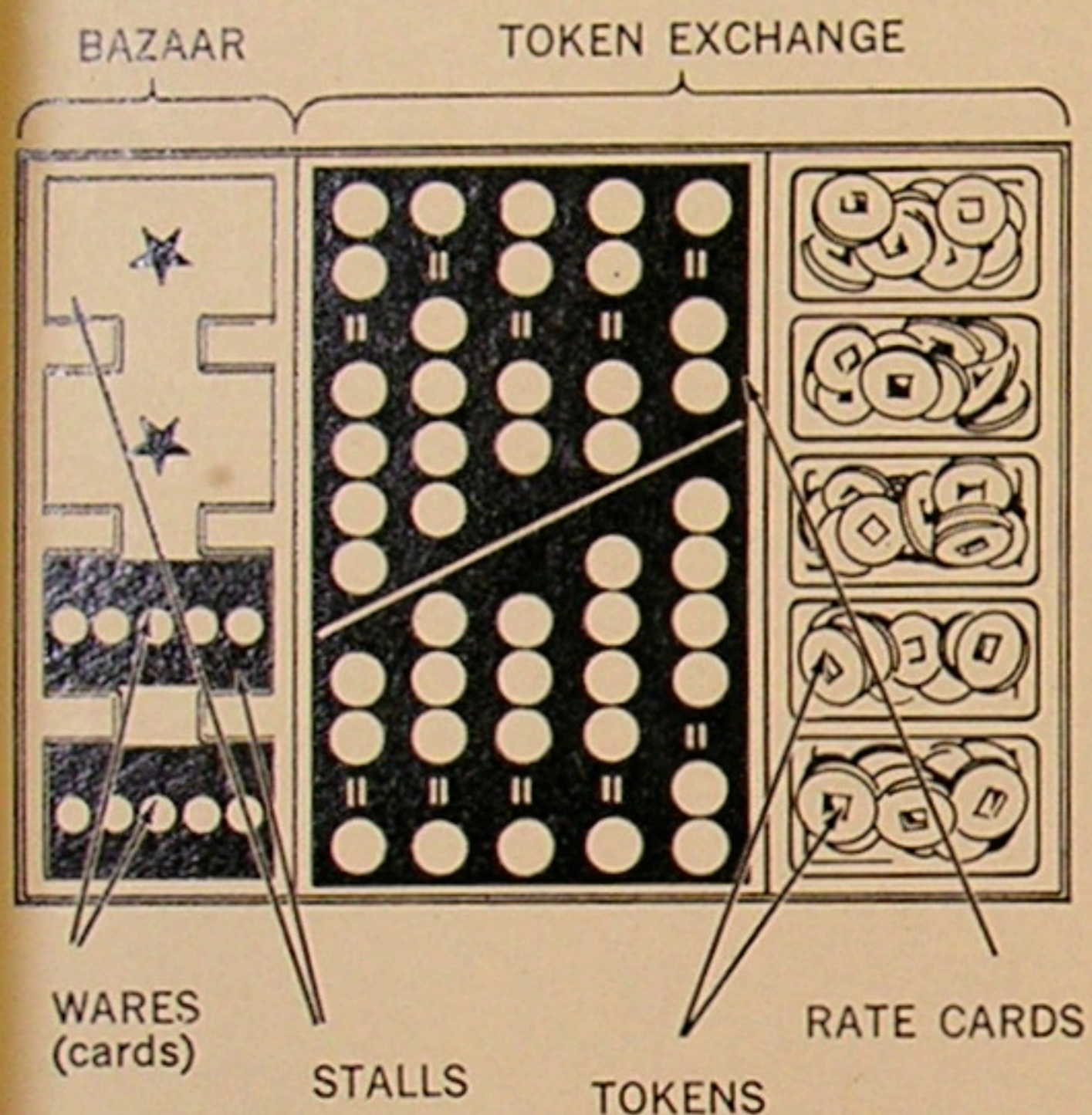


HOW TO PLAY BAZAAR

OBJECT OF THE GAME: Through skillful trading and re-trading, each player attempts to gain the right combinations of colored Tokens to purchase Wares (cards) displayed at the Bazaar. Point values of the various Wares are determined by the number of Tokens the purchaser holds following his transaction. Trading is governed by current rates posted at the Token Exchange. When all Wares from two of the stalls have been sold, the Bazaar is closed and the game ends. Player with the highest score wins!

NUMBER OF PLAYERS: 2 to 6



SETUP

Game components are removed for storage area beneath Rate Cards and set aside. Two of the Rate Cards, selected at random, are posted (placed on top of the others) in the Token Exchange compartment. The ten equations on these cards govern trading for the entire game. Players may use any of the equations when making a trade. Wares cards are mixed and dealt, face down, into four stacks of five cards each. Each stack is placed, face up, in one of the stalls. Remaining Wares are set aside.

One player is chosen as scorekeeper; he receives the pencil and score card on which he writes the name of each player.

Players roll the Color Die to determine who will play first; colors rank as follows (on this roll only)—“Choice”, white, blue, green, red, yellow. Player with the highest roll plays first with play rotating to the left. In case of a tie for first, tying players roll again.

PLAY

On his first turn, each player rolls the Color Die and takes one Token of the color rolled. If “Choice” is rolled, any color Token may be chosen.

On subsequent turns, each player may either roll the Color Die for another Token or “trade” Tokens in his possession. “Trading” consists of returning the Tokens matching either half of an equation to the Token Exchange and taking the Tokens matching the other half of that equation. Only one trade may be made per turn. **EXAMPLE:** A game is being played with Rate Cards 1 and 2 posted. (To follow “trading” example, place these cards in view.) After his first turn, a player has a red Token. On his next turn he may trade by returning the red Token to the Exchange and taking 1 blue, 1 green, 1 yellow and 1 white Token or by returning the red Token and taking 2 white Tokens (equations on Rate Card 1). Later in the game, the player (using this equation again) trades 2 white Tokens for a red Token.

Limit of Tokens: At the end of his turn a player may not have more than ten Tokens in his possession. During his turn he may have more than ten Tokens providing he purchases a Wares card thus reducing the number of Tokens in his possession to ten or less before the turn ends.

If it is discovered that a player has more than ten Tokens after his turn, the number is reduced to ten by the player to his left, who chooses any of the Tokens and returns them to the Exchange.

Purchasing Wares: When a player (by trading and/or rolling the Color Die) has five Tokens in his possession that match one of the four Wares on display, he may, as part of his turn, purchase that Wares card by paying (returning) these Tokens to the Exchange. After taking the purchased Wares card from the stall, the player’s score is recorded (see SCORING). Note: A player must roll the Color Die or trade before he may purchase Wares.

A player who is able to purchase Wares is not required to do so immediately. He may wish, in subsequent turns, to reduce his number of excess Tokens by trading and thus increase his score. However, if another player purchases these Wares in the

meantime, the first player has lost his opportunity.

SCORING

Point values of the various Wares are determined by the number of Tokens the purchaser holds following his transaction. These values are shown at the top of the score card. The scorekeeper, referring to these values, records the score beneath the player’s name. (If the player has three Tokens remaining in his possession, he is awarded one point. If he has none remaining, he is awarded five points.) Scores may be added at the end of the game or a running total may be kept.

Certain Wares cards are marked with a star. These are worth more points when purchased. When these Wares are purchased, the scorekeeper refers to the column marked with a ★ to determine values.

When all Wares in the stall have been purchased, the star which appears indicates all other Wares purchased will be scored as if they had stars; Wares cards marked with a star will be scored as double stars.

ENDING THE GAME

As soon as all Wares from two of the stalls have been sold, the Bazaar is closed and the game ends.

The player with the highest score is the winner. In case of a tie for high score, the tying player with the least number of Wares cards is the winner. If the number of Wares is equal, the tying players share the victory!

OPTIONAL

At the start of the game players may agree to allow the purchase of two Wares cards in one turn. The player making this double purchase must return five Tokens to the Exchange for each Wares card purchased. Wares are scored according to the number of Tokens remaining after the double purchase.

If, after making a double purchase, one of the stalls is empty, the second Wares card purchased is scored in the ★ column. If one stall is empty and the player wishing to make a double purchase empties a second stall with his first purchase, the game is ended and the second purchase may not take place.

FOR ONE PLAYER

As an interesting and instructive pastime, choose two Rate Cards and place one Wares card face up. Trade and/or roll the Color Die until the Wares card is matched with no tokens remaining. If desired, count may be kept of the number of turns it takes to accomplish this objective.