



Magic
Market





Today is Magic Market day! Do you want to earn lots of Dragos? Go get your magic stuff down from the attic and sell it at this fairy tale market! Watch the visitors closely... What do they really want to buy? Find the visitor you can make the biggest sale to and don't let them go home empty-handed! Showcase your valuable objects, visit the other sellers' tables, be smart when you negotiate prices... and keep an eye on closing time!

Game material



1 Visitor's Path disk

Use the 12 spaces on the disk to place the 12 Visitor pawns. Look carefully at the items next to these spaces to help your memory during the game.



1 Market Square board

This board is divided into 4 zones, one for each player in a different corner.



4 Tables

Slide the Objects you want to sell into the slots to display them.



12 Visitor pawns

Each Visitor has a symbol hidden under their hat. Most often, this symbol is the type of Objects they want to buy.



1 Clock

The Clock marks the rounds as they go by and lets you know when the game is over.



20 x 5 Dragos banknotes and 30 x 1 Drago coins

Dragos are the currency used to buy Objects at the Magic Market.



1 Move die 1 Price die

The Move die tells you the number of spaces to move the Visitor's Path. The Price die tells you the number to look at when you are selling a magical Object to know its price.



4 Bags

Your Bag, symbol-side up, is used to store your purchases. The collection side on the back is only used for the variant rule (see page 12).



48 Magical Objects

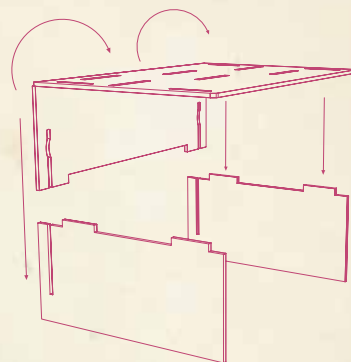
Each magical Object has a colored tag that shows the type and the prices that it can sell for.



Game setup

Setup for 4 players

Assembly of the Tables



1 Place the **Visitor's Path** on top of the **Market Square** board and **line up any start on the path with the star on the board.**

2 **Mix up the 12 Visitor pawns** and place one randomly on each space on the Visitor's Path. All players may look under the pawns before the game starts.

3 Each player takes the **Table that is the same color as the corner of the board in front of them** and places it next to the corner of the board like the picture above. (If this is your first game, you'll have to put it together.)

4 Each player then takes the **Bag of their color** and places it symbol-side up in front of them.

5 Each player also takes the **12 magical Objects of their color**, chooses **6 to display on their Table**, and stores the others under their Table: this is your stock.
Tip: Try to display the items that the other players like the most.

6 **Decide which player will be the Guardian of Dragos.** The Guardian is in charge of handing out Dragos during the game. They place the money close to themselves and **give each player 3 Dragos** to put next to their Bag.

7 The player who says the best magic spell takes the **two dice**. Return the Tables and Objects of the colors you aren't using to the box.

8 Give the Clock to the player to the right of the player with the dice. **They are now the Time Master and must turn the hand of the clock to 10 o'clock** (or 8 for 2-player games).



Object of the game

Magic Market is a game of buying and selling where you deal in magical Objects. Be a smart salesperson by remembering what each Visitor wants, sell them Objects, and visit other players' Tables to buy the Objects you are interested in! When the Clock hits five and the market closes, the player with the most Dragos wins the game!

Gameplay

Everyone is ready! The player with the dice starts and the turn will pass clockwise to the left. On your turn, you must follow these 3 steps:

1
Roll the Move die

2
Choose a Visitor pawn and lift it up

3
Take the Visitor's action

1 Roll the Move die

The visitors stroll through the market...

Roll the Move die and turn the Visitor's Path disc to the left as many stars as your roll shows.



2 Choose a Visitor pawn and lift it up

Three Visitors are curious about your Tables!

Lift up one of the three Visitor pawns standing in front of your Table and look at the symbol hidden underneath. Most often, the symbol tells you which type of magical Object this Visitor wants to buy. Show it to everyone before putting it back in its space.

Note: You may only choose from the three Visitors in front of your Table. You can check by looking at the color at the bottom of the space: it must match the color of your Table.

There are 3 different kinds of Visitors:

Buyers

Most buyers want one of **8 types** of magical Objects, represented by symbols:

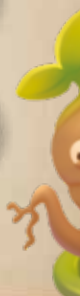


Crazy buyer

The crazy buyer always buys the first Object you show them, no matter which type it is.

Buddies

Buddies will fill in for you at your Table so you can go visit another player's Table.



3 Take the Visitor's action

◀ If the Visitor is a buyer

Find a magical Object displayed on your Table that matches the type that the Visitor is looking for: the symbol on the right side of the Object's tag must be the same as the one on the bottom of the Visitor.



If none of the magical Objects displayed on your Table are the right type:

Whoops! Your turn is over. It is the next player's turn.

Note: Beware, not all Tables have the same types of Objects! Each player is missing two of the eight types. This is shown on your Tables.

If you have one or more Objects of the right type displayed on your Table:

Great job, the Visitor will buy a magical Object from you! If several match, choose the one you want to sell. Then, roll the Price die to discover how many Dragos they will give you for this Object. The green color is the low price, the blue color is the middle price, and the red color is the high price. Return the sold magical Object to the box, get your money from the Guardian of Dragos, and choose a new magical Object from your stock to display on your Tables.

Example: You lifted up the buyer who wants books. You offer your enchanted sheet music and roll red on the Price die. The Guardian of Dragos gives you 5 Dragos from the bank. Put the sheet music back in the box and display a new magical Object from your stock on your Table.



Note: As long as your stock does not run out, your Table must always display 6 magical Objects.

Tip

Each Visitor pawn is next to an item on the board: glasses, an umbrella, a cat, etc. Remember where the Visitors you are interested in are standing so you can attract them to your Table when the time comes.

◀ If it is the crazy buyer

The crazy buyer acts exactly like the other buyers, except they are ready to buy any Object, whatever the category. They only buy one Object at a time. Pick the Object you want to sell, roll the Price die, put the Object back in the box, and get the number of Dragos you earned from the result of the die.

◀ If it is a buddy

They come over to take care of your Table for you. Now you can explore the Magic Market and make purchases!

You can visit the other players' Tables. Find a magical Object you want to buy and offer one of the three prices (green, blue, or red) to its owner. Time to be convincing and find good reasons why the price you're offering is the right price! If they do not agree, roll the Price die and find out the price you must pay.

If you don't have enough Dragos, the sale doesn't happen. Otherwise, pay the required Dragos to that player, take the magical Object you bought, and put it on your Bag. The seller chooses a new magical Object from their stock, if they have any left, to replace the one they just sold on their Table.

Careful!

To maintain good relationships with your neighbors, you need to buy a certain number of magical Objects from each player before the end of the game (see End of the Game, page 12).

After you finish the Visitor's action, your turn ends. It is now the player to your left's turn to play. **When the Time Master finishes their turn, they must move the hand of the Clock forward one hour to show that one round has passed.**

End of the game

When the hand on the clock reaches 5, the Magic Market closes. All players check if they have bought enough magical Objects from the other players to match the table below:

Number of players	Objects to buy
2 players	You have to buy 3 magic Objects from the other player.
3 players	You must buy 1 magic Object from one player and 2 magic Objects from the other player.
4 players	You must buy 1 magic Object from each of the other players.

If you have not bought enough Objects, you must quickly make your final purchases! In clockwise order, each player may buy one Object per turn. You must visit the Tables of players you have not bought anything from first. **This time, your opponent gets to decide which Object from their Table they will sell to you.** Roll the Price die to determine the price **without negotiating**. Take as many turns as you need until you have bought the three magical Objects.

Example: The Magic Market is closing and you unfortunately didn't have time to make a deal with the orange player. You still need to buy 1 magical Object from them. They choose to sell you the Loki soft toy. You roll the die and get blue. You must give them 4 Dragos. Then you get the soft toy.



Once all players have purchased their three magic Objects, great job! Your Magic Market is done! The game ends. Each player counts their money. The player with the most Dragos wins the game.

Tip

If you don't yet know how to count, you can line up all your banknotes and your coins on the edge of the table and compare your line with the other players. The player with the longest line wins the game!



Advanced variant

The Great Wizard's visit

For the most determined merchants, it is whispered that a Great Wizard sometimes comes at the end of the Magic Market, seeking specific magical Objects for their incantations. They then transform them into super-magical Objects! But beware: they're far pickier than our usual buyers and have lists of exactly what they are looking for. At the start of the game, set the clock to 9 and turn your bag Collection side up to discover these mysterious lists!

If you manage to acquire all the Objects on a list (by respecting the rules for buying from other players), the Great Wizard will buy them from you at the end of the game for the announced price. Add these Dragos to your final haul.

Note: In a 2-player game , the Great Wizard only seeks the first list and you get to choose the category of the third Object.

Example: Sophie ended her day with 27 Dragos. During the game, she bought the magical Objects required by the second list : 1 magical weapon, 1 toy, and 1 plant. She gives these three Objects to the Great Wizard and gets the promised 6 Dragos in return. She now has 33 Dragos.



A word from the authors and the team

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