



# Bazaar

4 Players

**Collect and Trade to complete  
your set of “Bazaar” stuff!**

[www.JankenDeck.com/Kings](http://www.JankenDeck.com/Kings)

## Story:

Trade cards with the other merchants in the Bazaar to to complete your collection before they can!

## The Object:

Collect four cards where the three Parts of all four cards (Number, Shape and Color) are either all the same or all different.

## The Deck:

Remove the Jokers and Kingdom/Color cards.

## The Deal:

Deal six cards face down to each player. Turn the next card face up to begin the Discard pile and set the remaining cards beside it for a draw pile. Before the first player begins, each player chooses two cards from their hand to go onto their “Shop Table”. Place these two cards face up in front of you. (See diagram on Page 3)

## The Play:

The player to the left of the dealer begins.

In each turn you will:

- 1 Draw a card
2. Trade a card
3. Discard a card

Draw one card: either the top card from the Draw pile or the top card from the Discard pile.

Next trade any one of your cards from your hand or your Shop Table with any of the cards on the other players’ Shop Tables. But to trade, your card must have at least one Part in common with the card that you take in return. For example: if you want to trade for another player’s One Red Coin, you must give them a card that is either another Coin, a One, or a Red card in exchange. As you trade, announce what the cards have in common: “A Red for a Red” or “A Coin for a Coin”.



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### **The Play (continued):**

The card that you trade stays on their shop table in place of the card you took. After you have made your trade, you may move any cards from your hand to your Shop Table or cards from your Shop Table back into your hand and then discard one card onto the discard pile. At the end of your turn you should have only four cards in your hand and two cards on your Shop Table again.

If someone trades for a card on your shop table, you can not put that card in your hand until it is your turn. That means a different player could trade it for another card before you get a chance to use it!

### **The End:**

Continue playing until a player has a winning hand.

A winning hand is a collection of four cards where all four cards have four numbers that are either all the same or all different, four items that are either all the same or all different, and four colors that are either all the same or all different.

When you have a winning hand, discard your final card face down on the discard pile and show the other players your hand.

Scoring: If the winning hand has four cards with no parts that are the same, the winner earns 10 points for the round.

If the winning hand has four cards with one part in common (all cards the same Number OR all the same Item OR all the same Color) the player earns 15 points for the round.

If the winning hand has four cards with two parts in common (Number and Shape, Number and Color, or Item and Color) the player earns 20 points for the round.

If the player has four cards with all three parts in common (Number, Shape and Color) that means they have four of the exact same card and must be cheating somehow!

If a player shows a winning hand that does not qualify (One of the Parts is not all the same or all different) then continue playing with all players but subtract 5 points from that player's score.

The first player to reach 100 points is the winner!

### **Variations:**

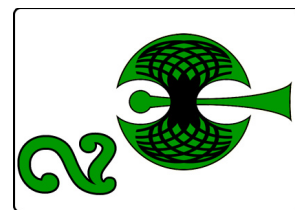
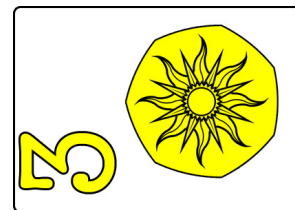
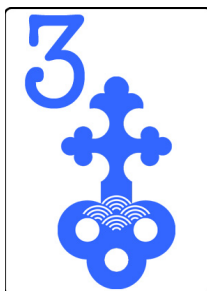
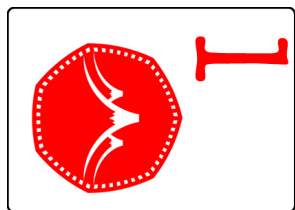
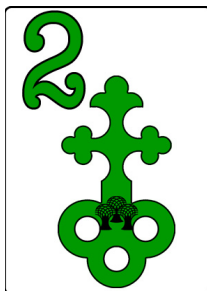
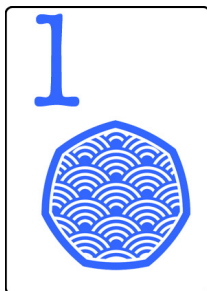
**Black Market:** Every player keeps the cards in their shop face down. You can trade any card with another player during your turn but you won't know what you are getting! (Since the trade is blind, it doesn't matter if the traded cards don't have any Parts in common.)

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4 Players

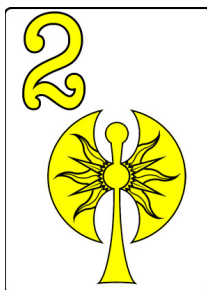
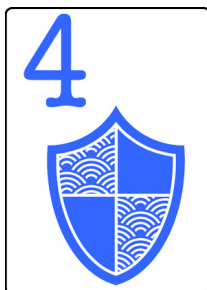
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**Draw Pile**

**Discard  
Pile**



**Your Shop  
Table**

**You may trade the 3 Blue Axes  
with any Blue card, Axe card or  
3 card on the other players'  
Shop Tables**

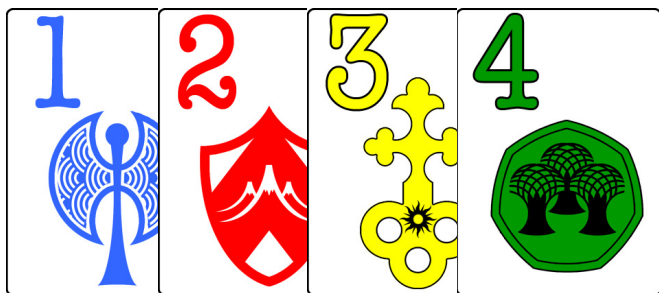
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4 Players

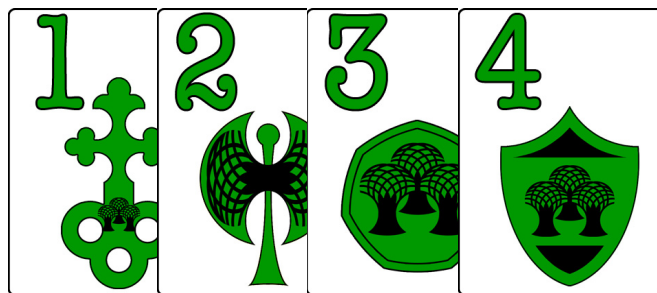
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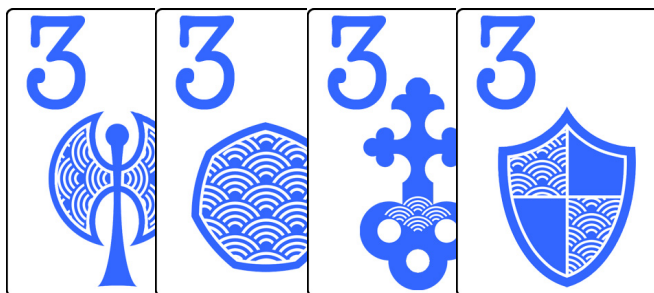
### Samples of winning hands



**All three Parts are different  
(Numbers, Items and Colors) to  
earn 10 Points**



**One Part is the same (Color) and  
two Parts are different (Number  
and Item) to earn 15 points**



**Two Parts are the same (Color and  
Number) and one Part is different  
(Item) to earn 20 points**