

Bizarre Bazaar | 2 Players | 20 minutes

The sandstorms rage, Cthulhu reigns, and business is profitable. Outbid and bluff your opponent for bizarre occult and mystical items in this fast-paced auctioning game. Watch out for the tentacles!

Components

4x Star Bid Cards (1-4) | 4x Moon Bid Cards (1-4) | 10x Double Sided Item Cards

Round 1 Setup and Card Breakdown

1. Deal one player the set of 4 Star cards and deal the other player the set of 4 Moon cards.
2. Shuffle the Items and place them face up on the table, purified side (beige side) facing up.



Gameplay

1. Each player looks at top card of the Item deck and chooses 1 Bid card from their hand to play face down.
2. Once both players have played their cards, reveal them. The player with the highest number wins the Item. In the event of a tie, the Item becomes Cursed (if the Item is already cursed, the tiebreaker is determined by the ★★ or ☾ symbol on the card). Cursed Items often have more potent or opposite effects. To Curse an Item, flip it over to its purple Cursed side, reveal it so

that each player has enough time to read the cards effect, then place it on the bottom of the deck with the Cursed side facing up. Players will be bidding for this Item again towards the end of the round when it is revealed from the deck again.

3. Whenever a player obtains an Item, that Item is placed in front of them in their Cart. Whenever a player places an Item in their Cart, it **must be placed on the right side or left side of their cart**. A player may never place an Item in between other Items in their cart unless a card effect allows them to break that rule.

[NOTE]: Players can score additional Victory Points by matching the colorful banners on the left and right side of an Item. If two adjacent Items in a player's Cart share the same color banner between them, that Player will gain 1 additional Victory Point!

4. Lastly, players will take the Bids they played for that Item and **swap their Bid cards with the opposing player**. For example, if Eric won an Item with a *3 of Stars* against Janel's *1 of Moons*, Eric would take the *1 of Moons* to add to their hand while Janel takes the *3 of Stars* into her hand.

If there is still an Item present in the deck, repeat steps 1-4. If there are no more Items in the deck, you're ready to score! Count the total number of Victory Points you obtained from the value of your Items, the effect of your Items, and 1 Victory Point for any Matching Banners. Calculate your total for the first round and get ready for the next!

Round 2 Setup

1. Each player chooses 1 card from their Cart to keep in front of them, shuffling the rest to create a new Item deck.
2. Players will rearrange their Bid Cards so that each player has 1-4 of their chosen suit (the suit dealt tot hem at the start of the game).
3. At the end of round 2, combine your Victory Points from the first and second round. Whoever has the most VP is the winner! In the event of a tie, play an additional round following the Round 2 setup.

Contact

Michael Posada

Michaelbposada@gmail.com

954-612-8664