# ARCANE ALLEY

# MERCHANT HANDBOOK

# Welcome to the black magic market.

As a wizard merchant, you're dedicated to selling enchanted curiosities to the most curious enchanters. Life was good (and profitable), but a miscast incantation has caused a mix-up that could spell the end: your precious items have been fractured, hidden, and jumbled up so much that not even Merlin could sort it out.

Even worse, the authorities are now wise to the operation, and they're on the lookout for which crafts are witchcraft.

You could always dump the goods, but that's not the wizard merchant's way. Fortunately, word on the sorcery street is the inspectors are looking to line their pockets, and making gold is your specialty. Whoever ends the night with the most can buy not only the authorities, but take a permanent place in the alley.

To become the wealthiest wizard merchant, you'll need to restock your storehouse, reassemble your items, and sell them as quickly as possible, getting rid of the goods before the alley is inspected.

Get caught with too many infamous items and you'll have to bribe your way out of having your wand confiscated — and that's no respectable way for an unrespectable wizard to make a living.

MADE BY HUMANS **STRANGE SPACE** GAMES IN AUSTIN, TEXAS

*Game by* **Corwin Riddle**
*Art by* **Janette Ramos**

**10+** AGE **45'** TIME **2-6** WIZARDS

# Game Overview

In **Arcane Alley**, each player is a wizard merchant, competing to sell items for gold while minimizing the infamy gained from their leftover unsold items during a round's inspection.

Each player starts with a full **storehouse** of *nine* items. On your turn, you'll try to make **sets** (*three* identical items in a row) in your **storehouse**, which awards you gold for the sale and removes those infamous items from your **storehouse** so you won't get caught with them in the upcoming inspection.

You'll continue selling until a player triggers the inspection and ends the round. Then, each player gains infamy for any items remaining in their **storehouse**. If you gain too much infamy from those unsold items, you'll fail the inspection and be forced to spend your gold on fines.

To win the game, have the most gold after the third inspection is resolved.

# Contents

# Components

## Game board



## 139 Item cards



**Back**

## 6 Player aids



Side A          Side B

## 6 Wizard cards



**Back**

## 18 Score tokens



## 1 Round marker



## 12 Fine markers



## Starting player token



**!** Whenever something happens *in turn order,* it begins at the first player and continues clockwise.

# Setup

**1** Place the **game board** in the center of the play area and place the **round marker** on the *1ˢᵗ* circle.

**2** Place the **deck** and **fine markers** next to the board.

**!** In a 5 or 6 player game, include all item cards with the 🎩 icon. For 3 or 4 players, remove those extra item cards from the game.

**3** Each player selects a color and takes the **wizard card** and **score tokens** of that color.

**!** If this is your first game, it is recommended to play without using the wizard powers (use the blank side of each **wizard card**).

**4** Each player places *one* of their **score tokens** on the **game board** at **25** gold (🟡) and *one* at **0** infamy (☠).

**!** In a 2-player game, also place *one* score token of any unused color at **1** infamy. This will be used to track the number of turns.

**5** Give the **starting player token** to the player who most recently saw a movie that had a wizard in it. You are ready to begin!

## Example: *Setup for 4 Players*



Discard

# Keeping Score

Each player has *two* scores to track: gold and infamy.

## Gold

Gold is represented by the ⬤ icon.

- You can never have less than **0** gold.
- If you exceed **100** gold, place *one* of your unused score tokens in the **100** circle on the **game board** to represent **+100** gold.
- You gain gold by selling **sets** in the **Sell** and **Inspection** phases, and from item effects.
- You lose gold from paying fines, and from item effects.

## Infamy

Infamy is represented by the ☠ icon.

- You can never have less than **0** infamy.
- You can never have more than **24** infamy. Whenever you would exceed **24** infamy, place your infamy **score token** on **0** infamy, place *one* **fine marker** on your **wizard**, and continue counting. You can have up to *two* **fine marker** on your **wizard** at any time.
- You gain infamy by having items left in your **storehouse** when the **Inspection** phase begins, and from item effects.
- You lose infamy by bribing in the **Bribe** phase, and from item effects.

# Reading Item Cards

Below is a breakdown of an item card.

Item name

Cool art

Gold gained from selling this item's **set**

Infamy gained in an inspection

When this effect activates

What this effect does

**OLDER WAND**

**3**
○/SET

**1**
☠ EACH

Place the top item of the **discard** the top of the **deck**, facedown.

*"Good as new – used only for some light hexing."*

5-6 player icon
*(leave out with fewer players)*

Flavor text

## More on Items

- *Side B* of the **player aid** lists item rarity in the **deck**, as well as each item's gold **set** value and infamy value.
- *Page 17* explains how to resolve item effect activation.
- *Page 19* explains each item's effect in further detail.

# Gameplay

The game is played over multiple rounds, with each round made up of *four* phases played in the following order:

**1** *Stock* | **2** *Sell* | **3** *Inspection* | **4** *Bribe*

## Game Round

### **1** *Stock*

In this phase, each player will stock their **storehouse** for the round, creating their own personal play area where they will try to make **sets** of items, as follows:

1.  Shuffle the **deck** *(include all items in the **discard**, **stashes**, **storehouses**, and any items set aside during the last round)*.

2.  Deal each player *nine* hidden *(facedown)* items. Players cannot look at these items.

3.  Each player arranges these hidden items into a 3-by-3 grid in front of them. This is their **storehouse**.

4.  Each player chooses and reveals *(turns faceup)* any *two* of the hidden items in their **storehouse**.

5.  Deal each player *two* additional hidden items. This is their **stash**. Players can look at their own **stash** at any time, but should keep it secret from other players.

6.  Reveal the top item of the **deck** and place it next to the **deck**, faceup. This is the **discard**.

7.  Begin the **Sell** phase.

> **!** Besides the *two* items revealed when first creating your **storehouse**, you won't know what your hidden items are until you replace them *(or the **Inspection** phase begins)*, unless an effect allows you to peek.

## Example: *Stocked Player Area*

Below is an example player's area after the **Stock** phase.

Diagonal **stack**

Vertical **stack**

Any line of three consecutive items is called a **stack**.

**Revealed** *(faceup)*

Horizontal **stack**

**Hidden** *(facedown)*

**Stash**

**Player Storehouse**
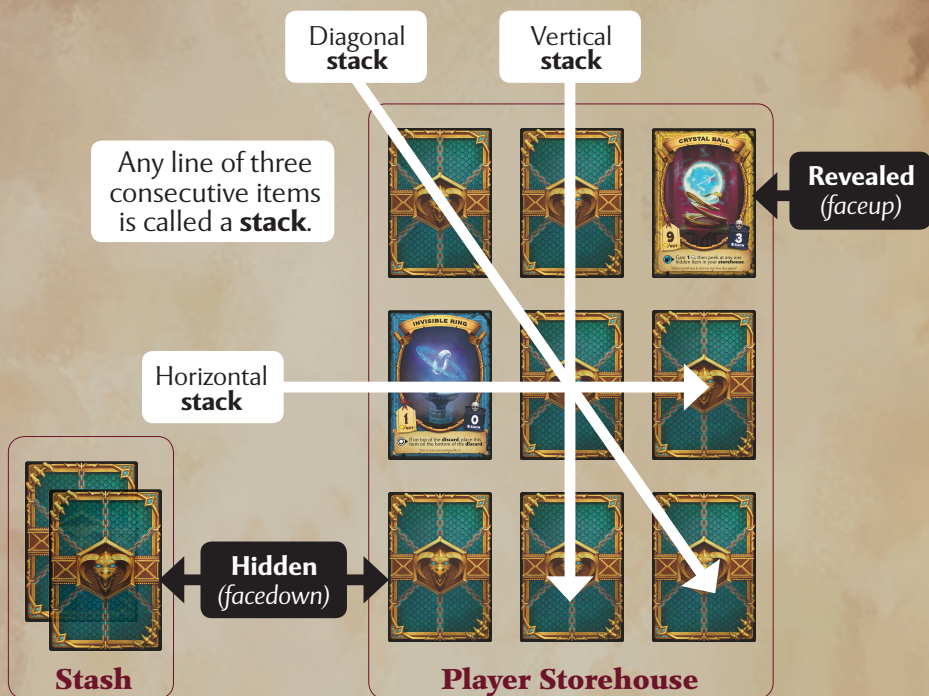
## Example: *Stocked Player Areas for 3 Players*

# ② *Sell*

In this phase, players will continue taking turns *(in turn order)* to sell **sets** for gold until the **Inspection** phase is triggered.

A turn in the **Sell** phase always consists of the following *two* actions, taken in order *(you can not skip either of these actions)*:

## Ⓐ *Draw an Item*

Draw either the top item of the **deck** *or* the top item of the **discard** and add it to your **stash**.

## Ⓑ *Play or Discard an Item*

Choose any *one* item from your **stash** and either play it in your **storehouse** *or* discard it.

### Playing an Item

1. Choose *one* item in your **storehouse** to replace and set it aside. If you choose a hidden item, do not reveal it yet.

2. Choose *one* item in your **stash**, reveal it, and place it in the vacated **storehouse** slot, revealed.

3. If the played item has a 🤚 effect, resolve it *(see page 17)*.

4. If the played item makes a **set**, sell the **set** *(see page 11)*.

5. Place the replaced item on top of the **discard**, revealed. If that item has a relevant 🔄 effect, resolve it *(see page 17)*.

6. Your turn ends.

7. If you ended your turn with no hidden items remaining in your **storehouse**, you have triggered this round's inspection. Each other player takes *one* more turn in the **Sell** phase, then the **Inspection** phase begins.

> ❗ In a 2-player game, there are different rules for what happens when you replace one of your hidden **storehouse** items. *(see page 26 for details)*.

## Example Turn: *Playing an Item in Your Storehouse*

### a  Draw an item and add it to your **stash**.

### b  Choose an item from your **stash** and where to play it.

Playing this here will get us closer to selling a **set**.

### c  Set aside the item in your **storehouse** to be replaced.

If the replaced item is hidden, don't reveal it yet.

### d  Reveal and play the item from your **stash** in the vacated slot.

Now you can play the item in the slot.

The replaced item is then revealed and discarded.

## Discarding an Item

1.  Choose *one* item from your **stash** and place it on top of the **discard**, revealed.

2.  If the item has a relevant ↻ effect, resolve it *(see page 17)*.

3.  Your turn ends.

## Making Sets

A **stack** is a line of any *three* consecutive items. A **set** is made when a **stack** contains *three* revealed copies of the *exact same* item. This can only occur in the **Sell** and **Inspection** phases:

- In the **Sell** phase, a **set** is made when you play an item in your **storehouse** in a **stack** which contains *two* other revealed copies of the *exact same* item.
- In the **Inspection** phase, **sets** can be made when revealing your remaining hidden **storehouse** items.

## Sellings Sets

When a **set** is made, you must immediately sell it. You can never choose *not* to sell a **set** or not to gain gold for a sold **set**.

### Selling a Set

1. Remove all *three* items in the **set** from your **storehouse** and set them aside for the rest of the round.

2. If necessary, slide remaining items in your **storehouse** to remove any gaps between **stacks** *(for diagonal **sets**, you choose how to slide remaining items–vertically or horizontally)*.

3. Gain the amount of gold shown on the **set's** item.

4. If the **set's** item has a 🪙 effect, resolve it. Ignore this step in the **Inspection** phase.

Each time you sell a **set**, your **storehouse** size is reduced by *three* items for the rest of the round. This lasts until the next **Stock** phase. It is possible *(and good)* to end the **Sell** or **Inspection** phase with *zero* items left in your **storehouse**.

# *Example:* *Selling a Set in the Sell Phase*

**a** First, remove all items from the sold **set** from your **storehouse**.

These items are set aside for the rest of the round.

**b** Slide all remaining **storehouse** items over to remove any gaps.

If there is a gap between **stacks**, slide items over.
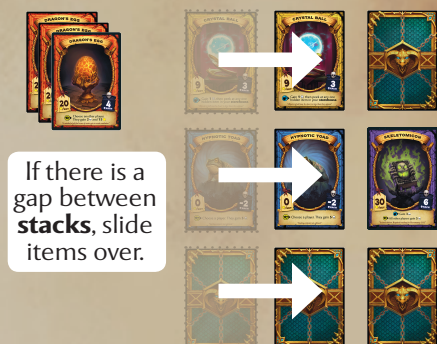
**c** Gain gold for selling the **set**.

**+20** 🟡

Gain an amount of 🟡 shown on the **set's** item. Here, you sold a **set** of *Dragon's Eggs*, worth **20** 🟡.

**d** If the sold **set** has a 🟡 effect, resolve it (**Sell** phase only).

*Dragon's Egg* effect activates: *"Choose another player. They gain 2 💀 and 15 🟡."*

## Rules for Selling Sets

- If you can sell two **sets** at the same time, first resolve the sale of *one* **set**, then sell the other **set**, if still possible.
- When you slide items in your **storehouse** together after a sale to remove gaps, do not rearrange the position of items within their **stacks**—slide all items as a group, in a single direction (*for a diagonal gap, you choose the direction*).
- If the example **set** shown above was made during the **Inspection** phase, you would skip step **d**.

# ③ *Inspection*

In this phase, players will reveal all items remaining in their **storehouse** from the **Sell** phase and gain infamy for each.

The **Inspection** phase is triggered by the first player who ended their turn in the **Sell** phase with no hidden items left in their **storehouse**, and begins on that player's next turn.

> **!** In a 2-player game, the inspection can only be triggered by a player on turns 15 to 20, then it is triggered automatically *(see page 26 for details)*.

## Performing the Inspection

1. In turn order, each player reveals all hidden items in their **storehouse**. If this makes any **sets**, that player must sell those **sets**, ignoring any 🚫 effects.

2. Each player gains infamy equal to the total of *all* infamy on *all* items remaining in their **storehouse**. It is possible to end with a total of *negative* infamy, in which case you would lose that amount of infamy instead of gaining any.

3. If the player who triggered the inspection did *not* gain the least *(or tie for least)* amount of infamy in **Step 2**, they gain an additional **10** infamy.

4. A player with any **fine markers** on their **wizard** has failed inspection. Each player removes all **fine markers** and loses gold based on the number of markers removed:

   - *One* **fine marker:** lose **25** gold.
   - *Two* **fine markers:** lose **50** gold.

5. If this was not the 3rd inspection, advance the **round marker** to the next spot and begin the **Bribe** phase.

6. If this was the 3rd inspection, then the game is over! The player with the most gold wins *(if there's a tie, the player with less infamy wins—if there's still a tie, play rock-paper-wizard)*.

# Example: *Performing an Inspection*

## a
Reveal any remaining hidden items left in your **storehouse**.

You had already sold a **set**, so your **storehouse** had six items left when the inspection begins.

Reveal these hidden items
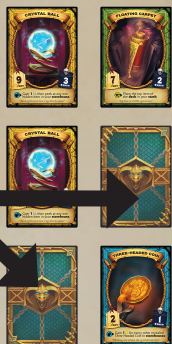
## b
If revealing these hidden items makes a **set**, then sell that **set**.

+9

This revealed item was a ***Crystal Ball***, which makes a **set**. Set the items aside, then gain 🟡 for the sold **set** (9 🟡).

## c
Gain the infamy on every item remaining in your **storehouse**.

Gain 💀 for all items remaining.

2 💀
+
5 💀
+
1 💀
=
Total
8 💀

+2 💀

+5 💀

+1 💀

## d
Penalize triggering player if they did not gain the least infamy.

Triggering player

+8 💀

This player gained less.

+11 💀

+14 💀

11 💀
+
10 💀
=
Total
21 💀
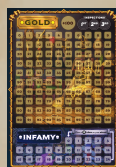
Triggering player did not gain least amount of 💀, so they are penalized with **+10** 💀.

## e
Any player with **fine markers** must spend gold to pay fines.

**1 fine marker**: Lose **25** 🟡.

**2 fine markers**: Lose **50** 🟡.

*Byros Bankhouse*
*When you sell a set, gain 3 🟡*

## f
Check the game end condition.

Was this the **3rd** inspection?

Yes

No

The game is over! Player with the most 🟡 wins.

Begin the **Bribe** phase.

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# ④ Bribe

In this phase, players can spend gold to reduce their infamy.

In turn order, each player may choose to bribe or pass.

If a player bribes, they can spend any even amount of gold to reduce their infamy by *one* for every *two* gold spent. When bribing, players can't spend gold they don't have, and they can't reduce their infamy below 0.

If a player passes, it is the next player's turn to bribe.

After each player has gone once, the round ends and a new round begins. Pass the **starting player token** to the left, then begin a new **Stock** phase.

# FAQ

Read on for handling some common gameplay situations.

- Players cannot trade items in their **stashes** or **storehouses**.
- If the **deck** runs out, leave the top item of the **discard** as is, and shuffle the rest of it to recreate the **deck**.
- Items that are set aside *(such as sold **sets** and used special items)* are not considered in play, can't be used or targeted by any players or effects, and aren't shuffled back into the **deck** during that **Sell** phase if the **deck** runs out during play.
- Players can look through the **discard** at any time, but they can't rearrange the order of any items in it.
- It's possible to have less or more than *two* items in your **stash**, from selling **sets** of *Floating Carpets* or being a target of *Sacred Chalice*. This lasts only for the current round and resets to *two* items in the next **Stock** phase.
- If multiple players end the 3$^{rd}$ **Inspection** phase tied for gold and infamy, they both win.
- If a player ends their turn in the **Sell** phase with **0** items left in their **storehouse**, they trigger the inspection.

# Item Reference

Read on for details on resolving item effects, followed by a reference with more clarification on each individual item.

# Resolving Item Effects

Each item will have at least *one* effect that can activate.

- The icon on an item determines when the effect activates:

**Special item** → **When played** → **When sold** → **Always active**

- If multiple item effects would activate at the same time, resolve them *one* at a time in the order shown above.

- You can never choose *not* to activate an effect, or only to activate part of an effect.

- For items with more than *one* icon, treat each as a separate effect and resolve each when it would activate, as normal.

- *Page 19* explains each item's effect in further detail.

**Special item:** if an item with this effect is in your **stash**, you can choose to activate the special item on your turn instead of playing an item, as follows:

1. Before activating the special item's effect, you must first have drawn an item for your turn in **Step A** *(see page 9)*.

2. Instead of playing an item this turn, reveal the special item from your **stash** and set it aside.

3. Activate and resolve the special item's effect.

4. If the effect directs you to play an item in your **storehouse**, follow the steps for *Playing an Item* specified in **Step B** *(see page 9)*.

5. Your turn ends. The special item remains set aside for the rest of the round.

**When played:** activates immediately after you play the item in your **storehouse** on your turn.

- If playing the item makes a **set**, resolve this effect first, then resolve selling the **set**.
- This effect does not activate when "revealing" an item—it must be "played" in your **storehouse**.
- This effect can activate as a result of other effects which direct you to "play" an item in your **storehouse** (*such as MAGIC BOOMERANG or special items*).
- This effect does not activate when swapping items.

**When sold:** activates immediately after you sell the item's **set** on your turn.

- This effect activates after you remove the **set's** items from your **storehouse** and gain your gold.
- This effect activates once per **set** (*not per item*).
- This effect does not activate if the **set** is sold by revealing items during the **Inspection** phase.

**Always active:** the effect is always active as long as the item is revealed and the conditions are met.

- Ignore this effect on all hidden items and when replacing hidden items, unless the item specifically states that it activates (*such as MAGIC BOOMERANG*).
- This can be a one-time effect that occurs once a condition is met (*such as INVISIBLE RING*), or a continuous effect that is ongoing while the item is revealed (*such as SOVEREIGN SWORD*).
- Ignore this effect on items while in your **stash**.

## Bottled Fairy

A portable take on the best-selling *Terrariumed Mothman*.

- The effect activates only if the **Bottled Fairy** is revealed in your **storehouse** when you replace it.
- You can't choose *not* to lose the infamy.
- *Tip: If you have nothing else to do on your turn, play this, then replace it next turn for some easy infamy loss.*

## Bubbling Cauldron

Includes a pre-bubbled concoction based on a popular recipe from a trio of sisters (*contains frogs and gluten*).

- You *must* choose an option.

## Crystal Ball

Technically an *Artificially Created Synthetic Gem Sphere*, which allows for the highest resolution future viewing.

- Don't reveal the item to other players when you peek.
- *Tip: Don't forget the item! It's up to the other players to allow you to re-peek if you can't remember what the item was.*

## Cursed Mirror

Once we added the evil, golden skulls, a curse was pretty much inevitable.

- Only items sharing a side count as adjacent—not diagonal.
- In an inspection, each *Cursed Mirror* in your **storehouse** reduces your infamy gained by 5. It is possible to end an inspection with less infamy than you had beforehand.

# Dark Lotus

Guaranteed to make three cups of any-flavored tea.

- **Tip:** *If you play this when you have no gold, you won't lose any!*

# Dragon's Egg

It's true what they say, you're never really ready to raise an all-powerful giant fire-breathing flying lizard.

- You must pick *another* player, you can't choose yourself.
- **Tip:** *Choose the player in last place! They're probably not a threat to you and if they do win you can claim credit for it.*

# Facsimilous Feline

Might not get along well with your *Cloning Canines*.

- This isn't a wild card—having two *Facsimilous Felines* along with another item in a **stack** does not sell that **set** (*unless the **stack** contains three *Facsimilous Felines*).
- If this sells a **set**, remove this item from your **storehouse** and set it aside with the other sold items.

# Floating Carpet

Won't show any whole new worlds, but might play fetch.

- Don't reveal the item when you add it to your **stash**.
- Your **stash** will have one additional item in it for the rest of the round—this will reset back to two in the next **Stock** phase. If you sell multiple sets of *Floating Carpets* in a round, your **stash** will grow by one each time.

# Haunted Doll

She's a haunted doll, in a haunted hall;
life in porcelain, it's ritualistic origin.

- *Haunted Dolls* can be replaced while hidden.
- When activating the 🟡 effect:
    - Choose and replace one hidden item in *each* other player's **storehouse** with one of your sold *Haunted Dolls*, revealed.
    - If there are more other players than *Haunted Dolls*, you choose which **storehouses** to place them in *(one per **storehouse**)*. If there are more *Haunted Dolls* than other players, set the extras aside.
    - You can't target players with no hidden items left in their **storehouse**.

# Hypnotic Toad

It's also quite large, but mind control seems like a more popular selling point.

- You can choose yourself..
- *Tip: It is useful to keep Hypnotic Toads in your **storehouse** with no intention of selling their **set**, to lower infamy gained in the upcoming inspection.*

# Invisible Ring

It's not a fashion statement, it's a passion statement.

- Activates as soon as the *Invisible Ring* is placed in the **discard**, whether discarded from your **stash** or replaced in your **storehouse**.

# Magic Boomerang

These are flying right off the shelves... and then flying right back onto the shelves.

- Activates as soon as it's replaced, whether hidden or revealed.
- If the item you replace a *Magic Boomerang* with has an effect or sells a **set**, resolve those actions first.
- When activated, you must play it in your **storehouse**—you can't choose to discard it instead.
- If you have no items left in your **storehouse**, discard it instead *(this can happen if you replace this item while selling your last **set**).*

## MYSTICAL LAMP

The djinn within the lamp has been known to consider a few suggestions, depending on his mood that millenia.

- **Special items:** See *page 17* for details on activating these.
- You *must* play one of the revealed items in your **storehouse** (*you can't choose to discard it instead*).

## OLDER WAND

Given as a gift from Death to one of three brothers—rumor is everything worked out just fine for all parties involved.

- Place the item on top of the **deck** *before* you send the replaced item to the **discard**.
- *Tip: Before you play this item, make sure you won't be putting an item on top of the **deck** that helps the next player complete a **set**!*

## PANDORA'S LOCKBOX

It is at all times both bigger than, smaller than, and the exact same size as a breadbox.

- **Special items:** See *page 17* for details on activating these.
- If a swap isn't possible (*you don't have a hidden item, or no other player has a revealed item*), then gain the infamy and end your turn without resolving the rest of the effect.
- The swapped items don't trigger any 🖐 effects.

## SACRED CHALICE

Comes with unlimited free refills, which really starts to pay off after a few centuries.

- **Special items:** See *page 17* for details on activating these.
- You *must* play one of the items from the player's **stash** in your **storehouse** (*you can't choose to discard it instead*).

## Skeletomicon

The inside cover is filled with well-wishes for a great summer from Undeath High's class of 1432.

- *Tip: It's a good idea to collect a couple of Skeletomicons before playing any in your storehouse, as they're a difficult set to sell and you'll end up with a whole lot of infamy if you don't make it.*

## Sovereign Sword

No longer guarantees the throne, but helps in the election.

- You gain the full amount of gold for selling this set, as items are removed from your storehouse before gaining gold (*unless you have a fourth Sovereign Sword revealed*).
- The gold you *gain* is reduced by half, rounded down.
- This affects gold gained through any means, including Three-Headed Coins and wizard powers (Byros).

## Three-Headed Coin

Between this and the flocks of golden geese, inflation is getting out of control.

- Gain gold for every *other* revealed Coin—don't gain any for the one you play.
- Count other Coins in *all* storehouses, even yours.

## Wizard's Watch

Also features a stopwatch, timer, and alarm, and the battery charge will last either forever or never.

- **Special items:** See *page 17* for details on activating these.
- You *must* play one of the items in your storehouse (*you can't choose to discard it instead*).
- Don't reorder the items in the discard.
- *Tip: Look through the discard before activating this item to make sure there's something there you want to use!*

# Wizard Powers

Each wizard has a special power which gives that player a unique ability they can take advantage of during each game.

## Glynna Goodspell

No other merchant benefits more from the benefit of the doubt.



**Glynna Goodspell**
When items are revealed in an inspection, you may first remove one hidden item from your **storehouse.**

- Choose and remove the hidden item *before* revealing items in the inspection.
- If you have no hidden items remaining in your **storehouse**, ignore this power.
- The item is considered set aside—you do not gain the infamy from it and cannot use the item to sell a **set**.

## Master Magus Meeblemore

Said to be as old as some of his items, but twice as infamous.



**Master Magus Meeblemore**
You may choose not to activate ⊙ effects when playing items into your **storehouse.**

- You can choose *not* to use this power.
- You cannot use this power to ignore only *part* of an effect (when playing a *Crystal Ball*, for example, you cannot choose to ignore the infamy gain but choose to peek at an item).

## Corvus the Collector

Not the most inconspicuous seller, but his inventory is never lacking.



**Corvus the Collector**
During each **Stock** phase, you are dealt a **stash** of four items.

- *Corvus* is dealt four items *as* his **stash**, not in addition to a normal **stash**.

## LADY DAFANA

The most effective illegal shop is the one most don't even know exists.

- You can only use this power once per **set** sold (*you can't spend 6 gold to lose 4 infamy, for example*).
- You can use this power when players sell **sets** in the **Inspection** phase.



**Lady Dafana**
When another player sells a **set**, you may spend 3 💰 to lose 2 ☠.

## NINX OF NETHERNIGHT

To her, an inspector is just another customer who doesn't know it yet.

- If you choose an item with negative infamy, you instead lose that much gold.
- If you have no items remaining in your **storehouse**, ignore this power.



**Ninx of Nethernight**
When you gain ☠ in an inspection, also gain 💰 equal to the ☠ value of any one item in your **storehouse**.

## BYROS BANKHOUSE

Many wonder where the gold comes from, but all know better than to ask.

- **BYROS** gains the additional gold even on sets that would be worth **0** gold.
- **BYROS** gains the additional gold on **sets** sold when revealing items during the **Inspection** phase.
- This additional gold is affected by other effects, such as the *SOVEREIGN SWORD*.



**Byros Bankhouse**
When you sell a **set**, gain 3 💰.

# Playing a Two Player Game

A two player game has the following rule changes:

## Tracking the Number of Turns

- During game setup, when adding player **score tokens** to the gold and infamy tracks, add *one* **score token** of an unused color to the infamy track at **1** infamy. This is the turn tracker.

- At the end of each of Player 2's turns in the **Sell** phase, advance the turn tracker *one* space on the infamy track.

## Triggering the Inspection

- In a two player game, the inspection cannot be triggered by a player unless the turn tracker is 15 or higher.

- If either player would trigger the inspection before turn 15, ignore it and continue taking turns in the **Sell** phase, even if one or both players have no hidden items in their **storehouse**.

- If a player has not triggered the inspection by the end of turn 20, then the inspection is triggered automatically when the turn tracker would be advanced to 21. In this case, neither player can be penalized for triggering the inspection.

- At the end of each **Bribe** phase, reset the turn tracker to **1**.

## Replacing Hidden Items

- Normally *(in a 3+ player game)*, whenever you replace an item in your **storehouse** *(whether hidden or revealed)*, that item is immediately sent to the **discard** *(see page 9)*.

- In a two player game, whenever you replace a <u>hidden</u> item in your **storehouse** and would send it to the **discard**, instead— *without* revealing that item to the other player—add it to your **stash**, then choose *one* item from your **stash** to **discard**.

- This applies only to replaced <u>hidden</u> items—if you replace a <u>revealed</u> item, it is immediately sent to the **discard** as normal.

- If you replace a hidden *Magic Boomerang*, it must be played immediately as normal *(if you use that Magic Boomerang to replace **another** hidden item, **that** hidden item is sent to your **stash** before you choose which item to discard)*.

# ROUND REFERENCE

## 1. STOCK

### SET UP THE PLAY AREA AS FOLLOWS:

1. Shuffle the **item deck**.
2. Deal out player **storehouses** *(9 items, hidden)*.
3. Each player reveals two **storehouse** items.
4. Deal out player **stashes** *(2 items, hidden)*.
5. Create the **discard**.

## 2. SELL

### ON YOUR TURNS:

1. Draw an item from either the **item deck**, or the top of the **discard**.
2. Then, either:

*a) Play an item into your **storehouse**, or*

*b) Discard an item from your **stash**.*

> If you ended your turn with no hidden items in your **storehouse**, you have triggered the inspection! Each other player takes one additional turn in the **Sell** phase, then the **Inspection** phase begins.

## 3. INSPECT

### REVEAL AND GAIN INFAMY, IN TURN ORDER:

1. Reveal any hidden items in your **storehouse**.
2. Sell any **sets** made from revealing these items.
3. Gain the infamy on every item in your **storehouse**.

### CHECK FOR THE LOWEST INFAMY AND PAY FINES:

1. If the player who triggered the inspection did not gain *(or tie for)* the least infamy in the previous *Step 3*, they gain an additional 10 infamy.
2. Any player with **fine markers** must spend gold on fines.
3. Advance the **round token** *(if this was the 3rd inspection, the game is over)*.

## 4. BRIBE

### SPEND GOLD TO REDUCE INFAMY:

1. Each player may spend any amount of even gold to reduce their infamy by 1 for every 2 gold spent *(this step is optional)*.
2. Pass the **starting player token** to the left and begin a new round.