

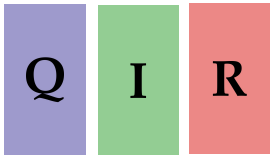
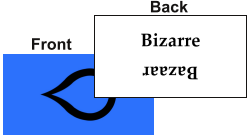
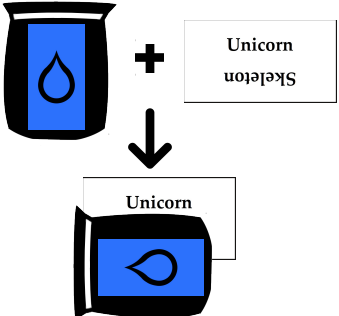
Bizarre Bazaar

Where you can turn ordinary into extraordinary

Players: 4 - 7+
Ages: 10+
Time: 30-60 min

If playing for the first time, perform Component Build (pg. 2) before proceeding to Setup.

SETUP

1. Shuffle and place the Quality, Item, and Role cards into respective decks within reach of all players. 
2. Each player receives 1 bag and 1 Bizarre card that have matching designs. 
 - The player who haggled most recently is the Buyer. All other players are Inventors.
3. The Buyer draws the top Role card, and uses their bag to cover one of the roles on that Role card. The Buyer becomes whichever role is left visible to all Inventors. 
4. Each player draws a hand of 7 cards from the Quality and Item card decks that must include at least 1 Quality card and at least 1 Item card. Then the 1st round starts with the Invent phase.

ROUND OVERVIEW

INVENT

1. Each Inventor secretly creates 1 Quality Item (QI) to sell to the Buyer. A QI is a pairing of 1 Quality card and 1 Item card from one's hand.
2. All Inventors insert their QI into their bags, and then stack their bags in front of the Buyer. Create the stack so that all Bizarre cards attached to bags face downward.
3. Once the Buyer receives bags from all Inventors, the Buyer secretly looks at each bag's Bizarre card and redistributes bags to Inventors one at a time, ensuring the following:
 - The Bizarre card attached to each bag and each Inventor's Bizarre card **do not match**.
 - Bags are passed to Inventors so that Bizarre cards attached to bags face downward.

PITCH

Beginning on the Buyer's left and proceeding clockwise, each Inventor in turn looks at the QI in their bag and performs a pitch, describing how this QI is the best QI for the Buyer.

- During pitches, all Bizarre cards attached to bags must remain facing downward.
- An Inventor can only look at the QI in their bag when it is their turn to pitch.
- Players can decide on an appropriate pitch length. The suggested time per pitch is 30 seconds.
- After a pitch is completed, the pitched QI is positioned visibly in front of its pitcher.

SALE

The Buyer chooses 1 QI, and the players who invented and pitched this winning QI each receive 1 of its cards, which are displayed face up beside each player as Victory Cards (VC).

- All bags are then turned over and returned to players with matching Bizarre cards.
- QIs not chosen and the Buyer's Role card are all placed in a central discard pile.

TINKER

1. The player to the left of this round's Buyer becomes the new Buyer, and the old Buyer becomes an Inventor.
2. The new Buyer performs step 3 of SETUP.
3. Inventors **may** discard any cards from their hands to their personal discard piles, which accumulate beneath their respective Bizarre cards.
4. Each Inventor draws Quality and Item cards to maintain a hand of 7 cards that contains at least 1 Quality card and at least 1 Item card.
5. A new round begins with the Invent phase.

END GAME

1. Play ends once each player has been the Buyer twice. The player with the most VC wins.
 - End game ties are won by the tied player with the fewest cards in their personal discard pile. If players are still tied, they share victory.

GAME MODES

Before the game starts, players can decide which of these modes they would like to play:

Classic

Play ends once each player has been the Buyer twice. The player with the most Victory Cards (VC) wins.

Lone Wolf

Play ends when a player receives 5 VC.

Winning Hand

After 8 rounds, the player with least VC becomes the game's final Buyer. If there is a tie for least VC, tied players perform rocks/paper/scissor. Loser becomes Buyer and winner becomes an Inventor.

For this round, each Inventor's hand consists only of their VC. If any Inventors lack the card(s) to make 1 Quality Item (QI), they may draw from the relevant deck(s) to make a QI.

This game mode's winners are the two players who receive VC during this final round.

ADD-ONS for all game modes

If you wish to remix a game mode, try out any of the following add-ons:
(more than one add-on can be used at once)

The Bizarre Bunch

With 7 or more players, any 1 Inventor can become a team of 2 or more players as needed.

Each team of players maintains 1 hand of 7 cards between them, they collaboratively create and pitch QIs, and when it is their turn to do so, they act as the Buyer together.

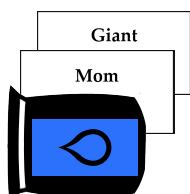
Dual Identity

(The designers recommend this Add-on)

During the Setup and Tinker phases, the Buyer draws an additional Role card.

Example:

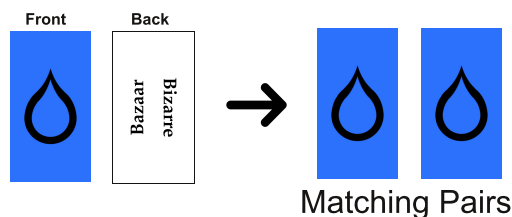
The Buyer draws the "Giant/Dwarf" and "Mom/Dad" Role cards. The Buyer chooses to roleplay as a "Giant Mom."



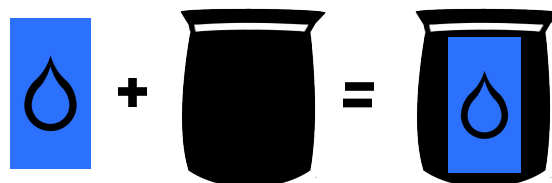
COMPONENT BUILD

If this is your first time playing Bizarre Bazaar, you're in the right place and will only have to perform the following steps once:

1. Separate the 14 Bizarre cards into 7 matching pairs. Example Bizarre cards below:



2. Using tape, attach one Bizarre card from each of the 7 matching pairs to one of the 7 bags.



- Ensure that each bag has only one Bizarre card attached to it and that the front of each attached Bizarre card is left face up and visible.
- There will be no need to detach Bizarre cards from the bags.

With 7 Bizarre cards attached to the 7 bags, you are ready to return to SETUP (pg. 1) and start playing!

Adjusted Rules for Print-and-Play

If you are printing your own copy of Bizarre Bazaar, you may not have any bags to put cards into. That won't stop you from playing! Just make the following alterations:

- During the Invent phase, Inventors place their QIs facedown in front of themselves. All Inventors then close their eyes for a moment while the Buyer shifts all QIs to the right or left so that each Inventor has a neighbor's QI.
- Next, all Inventors open their eyes and play proceeds to the Pitch phase.