

## Components



## Overview

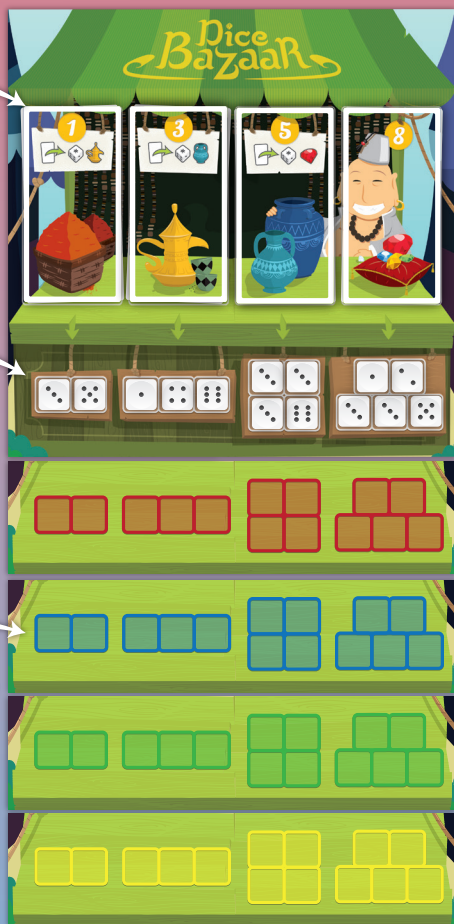
Dice Bazaar  
Game Board

44 Product Cards  
12 Spice Cards  
12 Tea Pot Cards  
12 Pottery Cards  
8 Gem Cards

14 Price Dice

4 Player Boards

24 Player Dice



In Dice Bazaar, take turns rolling your Player Dice and matching the results to Product Cards, which are worth points ranging from 1 to 8. Just roll your dice, match your dice, and buy and trade products from the bazaar. But watch over your opponents because they may buy the product you are going for. Plus, every time a product is purchased the merchant rolls his Price Dice, kicking off dice that have been previously saved by players. When two products are sold out, the merchant closes his stand. Add up your score because the player with the most points wins!

## Set Up

1. Place the Game Board in the middle of your play area so all players can easily reach it.
2. Create decks of 3 Spice Cards per player, 3 Tea Pot Cards per player, 3 Pottery Cards per player and 2 Gem Cards per player. Return the rest of the Product Cards to the gamebox.
3. Place the Product Card decks face up, on the Game Board from left to right. You should see their values increase from 1 to 8.
4. Roll the Price Dice and place 2 under the Spice Cards, 3 under the Tea Pot Cards, 4 under the Pottery Cards, and 5 under the Gem Cards. Note: When placing the Price Dice under the Product Cards, arrange them by their numbers from smallest to largest. This makes it easier to read and set aside dice during the game.
5. Each player must choose a color to play and take the matching 6 Player Dice and Player Board.
6. To determine turn order, all players roll 2 Player Dice and add up the total. If there is a tie, those players re-roll their dice.
7. The player with the highest number goes first and places his Player Board under the Game Board followed by the rest of the players in a clockwise order.

# How to Play

## On Your Turn:

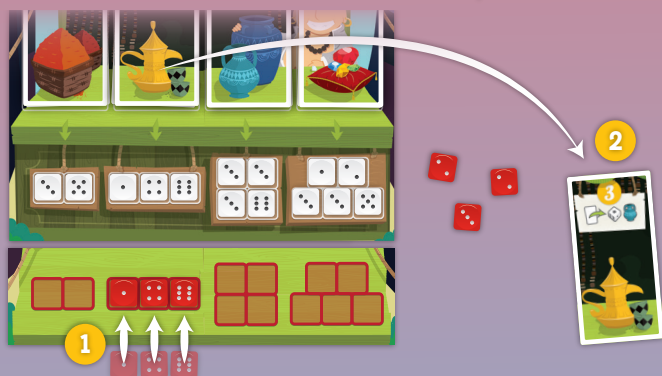
Roll all of your Player Dice and try to match the merchant's Price Dice in order to purchase Product Cards.



## Purchasing a Card:

1. If your dice fully match the Price Dice shown under a single card, you can purchase that card by placing your dice on your Player Board under the Product Card.
2. Place the purchased card in front of you and remove the "used" dice off of your Player Board.

Note: You can only roll your dice once per turn, however, there is no limit to the amount of actions you can take.



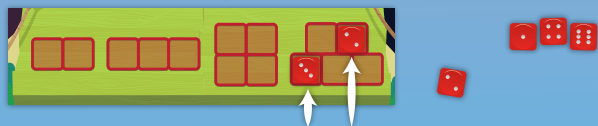
## Rolling the Merchant's Price Dice:

If at any time a player purchases a Product Card, they must roll the Price Dice under that card to reset the price. Place the re-rolled Price Dice back on the price display. If dice that have been Set Aside by any players no longer match the Price Dice, they are removed from their Player Boards and may be used for their next turn.



## Setting Aside Dice:

During your turn after rolling your dice, you may Set Aside any unused dice on your Player Board as long as they match the Price Dice under a Product Card. On your next turn, roll any left over dice.

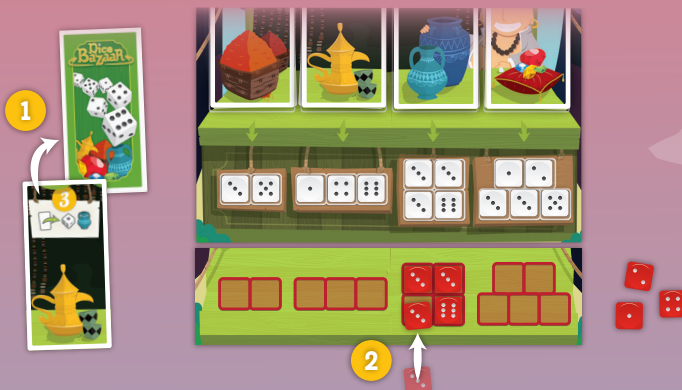


## Trading Product Cards:

At any time during your turn you can trade in a Product Card using the symbols on top of the card.

1. Trade in your card by discarding it face-down next to the Game Board.
2. Rotate an unused die to any number.

For example: You can trade in a Tea Pot Card to rotate one of your unused dice to place under the Pottery Card.



## Ending Your Turn:

When you can no longer or choose not to purchase a Product Card, Trade a Card, or Set Aside any dice, your turn is over and play passes to the player to your left.

## End of Game:

As soon as two products are sold out at the bazaar, the merchant closes down the stand. Players add up their scores by adding up the points listed on top of each Product Card. The player with the most points wins.

## Tie Breaker:

If there is a tie, the tied players roll all of their Player Dice. Player with the highest total wins.

## Special Rule:

You cannot roll, move, or relocate dice that have been Set Aside during your current turn. However, you can remove all of the dice under any Product Card before you make your initial die roll. You cannot remove just a single die and keep others set Aside.