



Quick Start Guide

HOW TO WIN:

You have 8 turns to earn the most Rating Points from Customers that enter your store.
Buy Item Cards to put in your store in order to attract Customers.
Each Customer counts towards your points total at the end of the game.
The player with the most accumulated Rating Points from each obtained Customer is the winner.

SET UP

Setup is mostly done for you by Tabletopia.
Start by dragging 6 item cards into the Loading Bay. (Top Right of the game board)

Decide which player will go first.
We think that you should do this in one of two ways:

- Who has the best customer service voice?
- Who last bought something from a \$2 store?

Give the player who will go first the Open Now token.

Give each player ten Dollars.
(This is not legally binding currency. Please do not use this at your local store)

If at any point you are confused, take note of the quick reference cards that are placed next to your board.

Quick Reference Card

Product Cards

Buy Value

How much money you will need to spend to obtain this item.

Sell Value

How much money you obtain upon selling an item (when you obtain a customer card).

Product Quality

When determining which store will attract a customer, add the number of stars of each category to calculate Attraction Value (AV).

Categories

What categories the product belongs to. If a card has two categories, it is a Dual-Category item.

Event Cards

Business Hours

You can play this card during Business Hours (at any point during your turn).

Opening Hours

You can play this card during Opening Hours (when attracting customers to each player's stores).

If an event card has both icons, it can be played at any time.

Action Reference Card

Business Hours

During your turn, take these actions in order. You may choose to NOT take any listed action and move on to the next.

1. BUY AN ITEM

You may only take this action once per turn. Take an Item Card from the store and pay the required amount stated on the card.

1a. REROLL

Shuffle the Item Cards deck and draw one card from the top. If you have the required amount of money to purchase the item, you may. This counts as buying an item for your turn.

2. SELL AN ITEM

Flip over a card in your store. Take the amount of money specified on the back. Remove the card from your store by shuffling it back into the Item Cards deck.

3. RESTOCK AN ITEM

If any of the Items in your store are Out of Stock (flipped over), pay the amount stated on the back. You may then flip the card to its front-facing side, and set the stock slider to 2.

4. REBATE

If you chose not to take an action OR were unable to take the action, take \$1 from the bank for each action that you did not take. Buying and Rerolling counts as the same action.



EVENT CARDS

Salesperson

Attract a non-five star customer of your choice to your store immediately.

He sold me a used car this morning... I own the dealership.

Event Cards are special cards that you obtain upon attracting a VIP (5-star customer) to your store.

They can be played at any time, as long as they are played within the correct phase of play.

Check the top-right of the card to find out when it can be played.

SEQUENCE OF PLAY

Before each turn:

Pass the Open Now token to the player on your left.
Make sure the Play Phase card is flipped to Business Hours.

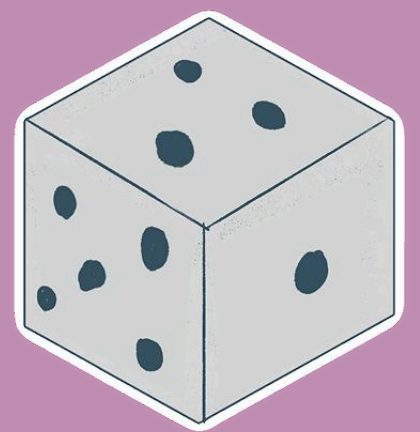
Business Hours:

This is the phase of play where each player will take turns one at a time.

Players may choose to not take an action at any time.



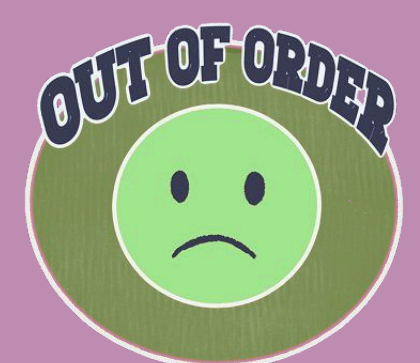
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3. RESTOCK AN ITEM
If any of the Items in your store are Out of Stock (flipped over), pay the amount stated on the back. You may then flip the card to its front-facing side, and set the Stock Value Slider to 2.



4. REBATE
If you chose not to take an action OR were unable to take any given action, take \$1 from the bank for each action that you did not take. Buying and Rerolling counts as the same action.

Opening Hours:

This is the phase of play where Customers will appear in the Plaza (game board) and will need to be resolved.

Start this phase by flipping over Customer Cards equal to the amount of players minus one.

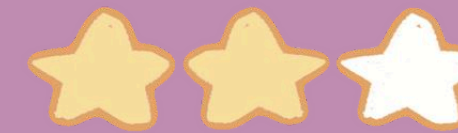
Always resolve Customers left to right, top to bottom.



1. CHECK FOR FAVOURITE ITEMS
Check what the Customer's favourite Item is. If any player has that Item in their store, they win that Customer. If multiple players, or no players, have the Item, move on to the next step.



2. CHECK CATEGORIES
To qualify to attract the Customer, players need to have one Item from each Category. For Dual Category Customers, the Item must match both listed Categories, or the Item will not count towards Attraction.



3. CALCULATE ATTRACTION VALUE (AV)
In the case of a tie between two or more players, AV must be calculated. Add together the Product Quality of each relevant Item to calculate your AV. Dual Category Item Quality counts for both Categories. The player with the highest AV will win the Customer.



3a. TIES
If two or more players are still tied in this instance, the Customer goes to no player, and is shuffled back into the deck.



4. EARNING MONEY
When earning a Customer, for each Item in your store with a Category matching the Customer:

- Subtract one from the Stock Value Slider (If this makes an Item's stock reach 0, flip the card over).
- Take the listed amount of money on the Item's Sell Value from the bank.
- Place the Customer into your hand.
- If the Customer is a VIP, obtain an Event Card.

Closing Up:

At the end of Opening Hours and Business Hours, increase the turn counter by one. The game ends after the 8th turn.

DETERMINING A WINNER

At the end of the 8th turn, the game will end.

To determine a winner, each player will count up the Rating Points on each of their obtained Customer Cards.

The player with the most Rating Points at the end of the game is the winner.

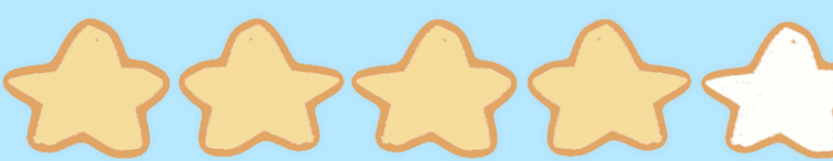
Tommy

★★★★★

"I've done all my chores & my homework too! Time for my pocket shopping spree!"

In Cart

Food



Each customer has an attached Rating Point value. This is the amount of stars they have next to their name. Count up your total Rating Points to determine your points total at the end of the game.