

# TAIWAN Night Market

## Overview



Welcome to Taiwan Night Market, the paradise for street food lovers! In this game, you play as an ambitious vendor trying to make a fortune by bidding on the best locations for your stalls and attracting customers with your most delicious food. Can you outwit your competitors and be crowned the king of the night market vendors?

## Components



Game board x1



Stall cards x52 (13 each in 4 colors)



Customer tokens x40



Money  
(\$1 x25, \$3 x17, \$10 x18)



Location cards x30



Loan cards x15



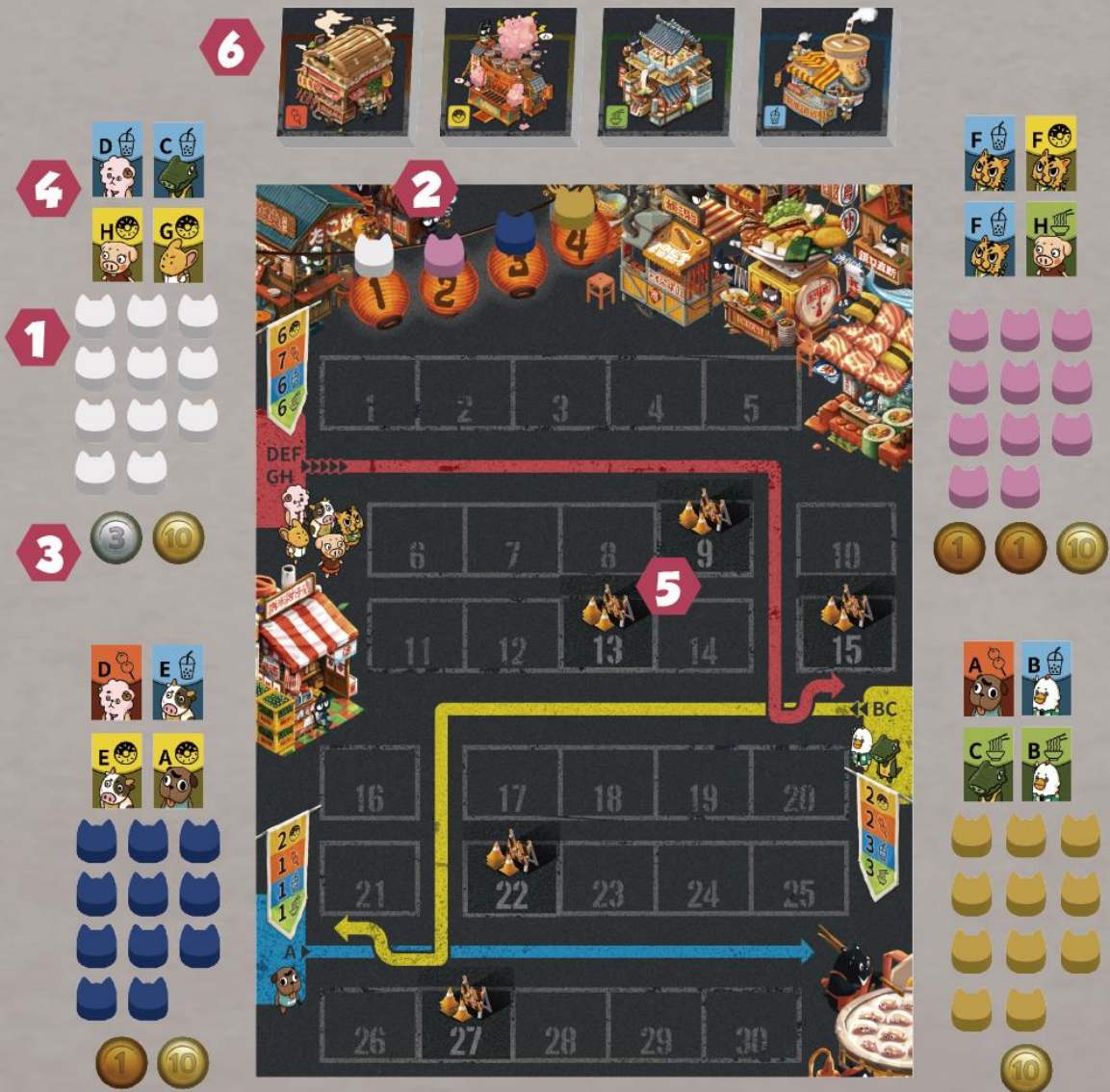
Bidding cards x9



Player markers x48  
(12 per player)

# Overview

1. Each player chooses a color and takes their 12 player markers.
2. Choose a start player and each player places one player marker on the player order track in clockwise order.
3. From the start player, each player takes 12/11/10 dollars in a 3-player game OR 13/12/11/10 dollars in a 4-player game.
4. Shuffle the Customer tokens and deal 4 to each player secretly. The remaining tokens form a facedown customer supply.
5. Shuffle the Location cards and reveal the top 6 cards in a 3-player game OR 5 cards in a 4-player game. Cover their corresponding locations on the game board with the cards facedown.
6. Sort the Stall cards into 4 piles by their colors. Place the remaining components aside within easy reach for all players. You are ready to open the business in the night market!



# Game Play

The game is played for 6 rounds in a 3-player game, and 5 rounds in a 4-player game. Each round consists of 4 phases: Preparation, Bidding, Open for Business, and Clean-up.

## 1. Preparation Phase

### 1-1. Reveal new locations

In a 3 or 4-player game, reveal 4 or 5 Location cards, respectively. Place one Bidding card on each of the revealed locations on the board (and discard the Location cards to the game box). These are the locations up for bid this round.

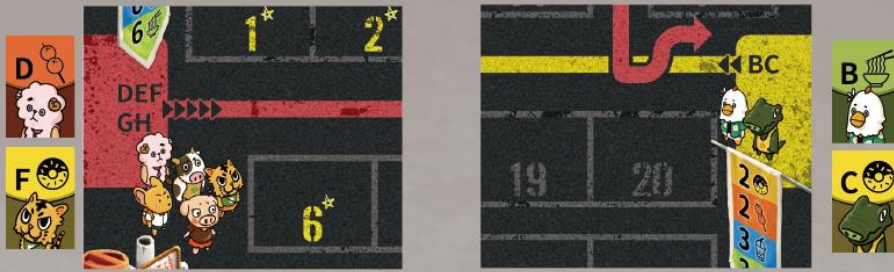
If the Location shows a star icon, use the yellow side of the Bidding card for that location (more expensive), otherwise, use the white side of the Bidding cards on the other locations.

Example: Location cards 1, 3, 5, 7, and 10 are revealed. Place one Bidding card on each of the 5 locations. Locations 1 and 7 show a star icon, so use the yellow side of the Bidding cards for these two locations.



### 1-2. Reveal general customers

Reveal 4 random Customer tokens from the supply and place them in the corresponding entry points of the same alphabet. These customers will enter the night market later this round.



Example: Customers B, C, D, and F are revealed. Place them in the corresponding entry points.

## 1-3. Choose your hidden customers

In a 3-player game, in Round 1/2/3/4/5/6, each player chooses 1/1/1/2/3/4 Customer tokens from their hand and places them facedown in front of themselves.

In a 4-player game, in Round 1/2/3/4/5, each player chooses 1/1/1/2/4 Customer tokens from their hand and places them facedown in front of themselves.

These Customer tokens will be revealed and enter the night market later this round. You may check your facedown Customer tokens anytime.

# 2. Bidding Phase

## 2-1. Bid for locations

Following the player order, players take turns using their player markers to bid for the available locations until everyone has taken two turns. When you make a bid on a location, place one of your player markers on the price you want to pay on the Bidding card.

When you make a bid, you must follow the rules below:

- If there is no bid on a location yet, you can bid at any price.
- If there are other players' markers on the Bidding card, you must outbid their price.
- There is no limit to the highest price you can bid. If you want to bid at a price beyond the highest number on the Bidding card, you can use multiple markers to indicate your prices. (e.g., one marker on 12 and the other on 1 = a \$13 bid.)

Note: You can overbid your money in hand but you must take a loan (or loans) to be able to pay for the price.

### **Compensation Bid:**

Once all players have taken two turns to make their bids, if there are any player(s) whose both markers are outbid, they must make a Compensation Bid. The rules for Compensation Bid are the same as the normal bid and it is carried out in player order until each player has won the bid of at least one location.

### **Pass:**

If you have at least one highest bid on a location, you may choose to pass on your turn. If both of your markers are outbid, you may make the Compensation Bid later. But if you choose to pass when you don't have the highest bid on any location, you forfeit the remaining Bidding Phase, which means you won't have any Compensation Bid and will not win any new location this round.

**\* If there are any booths bid by any user. The booth will be removed.**

### Example

White Player starts the first round of bidding by placing a marker at \$3 on Location 3; Pink bids \$6 on Location 3 (outbidding White); Blue bids \$10 on Location 1; Yellow bids \$10 on Location 7. The second round of bidding starts from White Player again. White bids \$1 on Location 5; Pink bids \$1 on Location 10; Blue bids \$2 on Location 5 (outbidding White); Yellow bids \$12 on Location 1 (outbidding Blue).

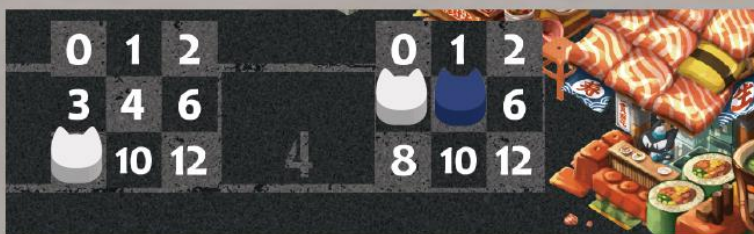
After two rounds of bidding, White Player's markers are outbid, so White must make a Compensation Bid and choose to bid \$3 on Location 5 (outbidding Blue). Now Blue Player's both markers are outbid, so Blue makes a Compensation Bid of \$4 on Location 5 (outbidding White again). White makes another Compensation Bid of \$8 on Location 3. Now all players have won at least one location, therefore the bidding in this round is finished.



## 2-2. Pay for locations

The highest bidder of each location pays the money to the bank. If you don't have enough money in hand, you must take a loan from the bank until you have enough money to pay for the location(s). For each Loan card you take, you take \$5 from the bank. At the end of the game, you have to pay \$7 to the bank.

**Note:** Each player can take at most 3 Loans in the game. During the bidding phase, your total bid can't exceed your capital limit (\$5x3 plus your cash in hand).



### Example:

White Player should pay \$8 to the bank. With no cash in hand, White takes 2 Loan cards and gets \$10 from the bank. After paying \$8 to the bank, White has \$2 left in hand.

## 2-3. Build your stalls

From the start player, each player chooses one Stall card of their preferred color to place on each of their new locations (and returns the Bidding card to the supply). You may also decide the color of the stall in the following round by placing your player marker on the location to indicate your ownership.



Example:

White is the first to choose the stall color for the new location. He chooses a snack stall (red). Pink is not sure which color of the Stall to build, therefore leaving a player marker on the location to mark the ownership for now. Pink can build the stall in the following round (during the Build you Stalls phase).

## 3. Open for Business Phase

### 3-1. Reveal hidden customers

All players reveal their hidden customers and place them in the corresponding entry points (as described in 1-2).

### 3-2. Move the customers

Starting from the lowest entry point (A), move each customer along their walking direction (following the arrow on the board) until they either (1) enter the first available stall of their color, or (2) reach the end of the direction.

**Note: Each stall can accommodate only one customer unless stated otherwise.**

**Note: If a customer from entry point A doesn't have any stall to enter, it will leave the night market and be discarded. Customers from other entry points (B-H) will end their movement at the next entry point and will move again in the following round(s).**

**Note: If there are two available stalls of the same color on both sides of the street, the customer will enter the stall at the fright first.**

The stall's order for customers from different entries are as below:

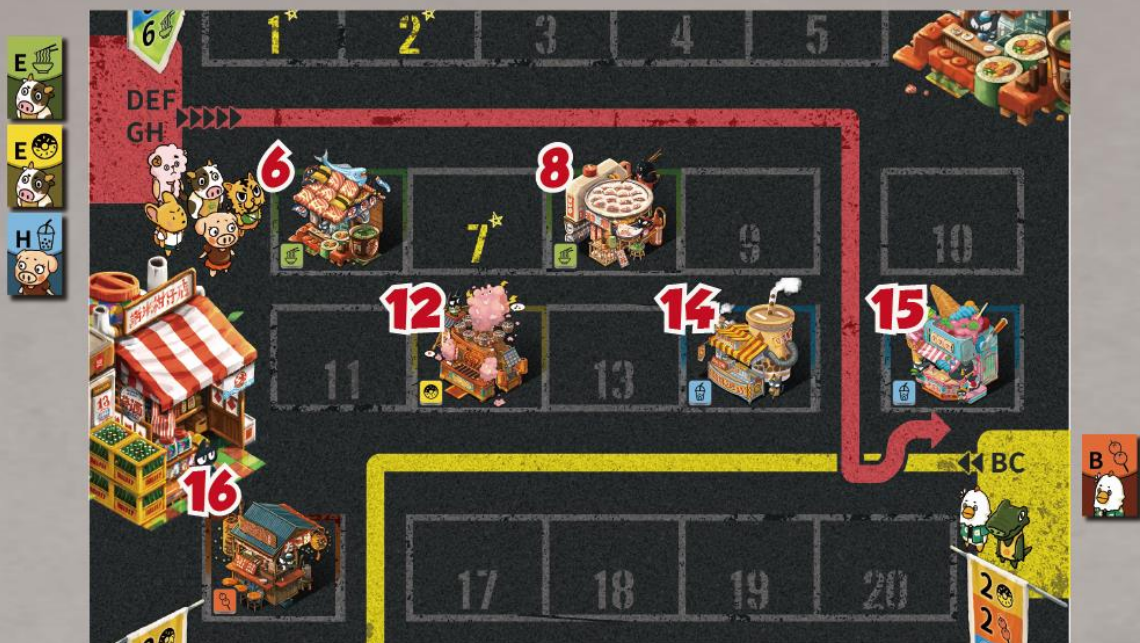
A: 26, 21, 27, 22, 28, 23, 29, 24, 30, 25

B-C: 15, 20, 14, 19, 13, 18, 12, 17, 11, 16, 21, 22, 27, 26

D-H: 1, 6, 2, 7, 3, 8, 4, 9, 5, 10, 14, 15, 20

#### Connected Stalls

If you have two or more Stalls of the same color that are orthogonally adjacent, they become Connected Stalls. Connected Stalls composed of N Stall cards can receive N Customer tiles (same as normal) but these customers can enter from any side of the Connected Stalls, which allows you to attract customers more easily. Besides, Connected Stalls make more money than individual Stalls (see below).



Example:

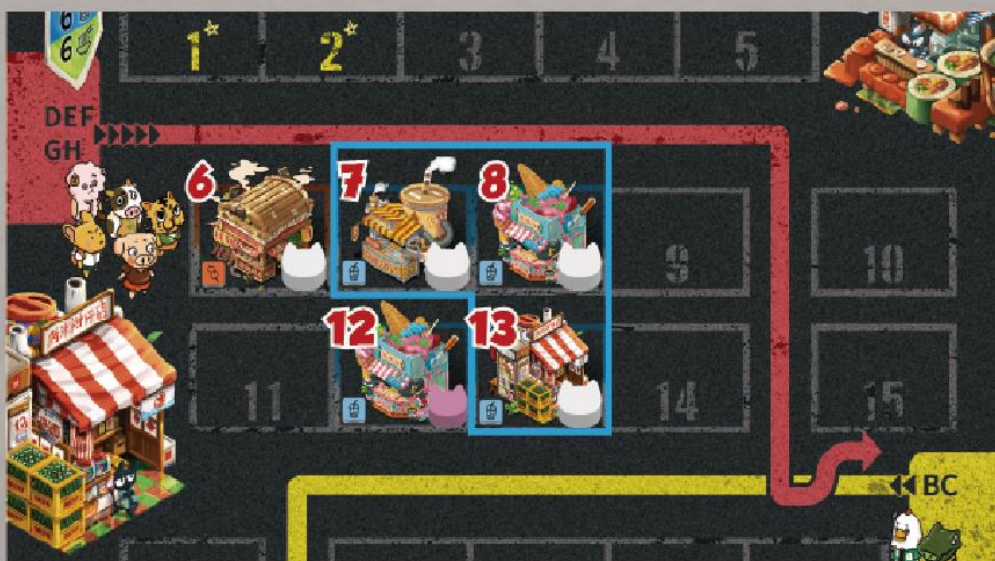
Customer B will enter stall 16. Customer E (Green) will enter stall 6. Customer E (Yellow) will go to the entry point (B-C) and E will move again in the next round. Customer H will enter stall 14. No customers will enter stalls 12 and 15.

### 3-3. Receive money

For each customer entering your stalls, you earn \$3 (taking money from the bank).

For Connected Stalls composed of 2 or 3+ Stall cards (of the same color), each customer pays you \$4 or \$5, respectively.

After receiving the money, discard all Customer tokens from the stalls face up into the discard area.



Example

Stalls 7, 8, and 13 are Connected Stalls. Any blue customer from B-C or D-H can enter this stall. It can accommodate at most 3 customers. The income of this Connected Stall is \$5 for each customer. The Income of stalls 6 and 12 is still \$3 for each customer because they don't belong to the Connected Stalls.

# 4. Clean-up Phase

## 4-1. Refill Customer tokens

From the start player, all players take turns refilling their hands back to 4 Customer tokens by drawing new tokens from the supply. If the supply runs out of tokens, shuffle all tokens in the discard area to form a new supply.

## 4-2. Adjust the player order

Rearrange the player order by the following rules:

- (1) The player with the most stalls goes first.
- (2) If tied, the player with the most money in hand goes first.
- (3) If still tied, the tied players remain in their relative turn order.

Then, a new round begins from Phase I again.

# Special rules for the final round

There are some special rules in the final round:

(1) **More seats for the new Stalls:** The Stalls from the final round can get one seat token, which means it can receive two Customer tiles!



(2) **Walk all the way to the end:** All customers will keep walking along the directions until they either enter a stall or reach the end of the board and be discarded.

(3) **Bonus for serving the most:** After all customers are resolved, the player who has received the most Customer tokens of each color will earn a bonus of \$4. If there are ties, the tied players split the \$4, rounded down.

Example:

At the end of round 5 (in a 4-player game), if you have received the most red customers, you earn a bonus of \$4.

# Game End

At the end of round 5 (round 6 for 3 players), all players must pay off their Loans by paying \$7 for each Loan card they have. After that, the player with the most money wins!

If tied, the player with the most stalls breaks the tie.

If still tied, the tied players share the victory.

Publisher: Good Game Studio

Game designer: Zong-Ger

Artist: Nuomi

Graphic designer: Chih-Fan Chen

Publisher: GoodGameStudio

Distributor: Taiwan Boardgame Design

Made in Taiwan



**TBD**  
TAIWAN BOARDGAME DESIGN

