

FLEA MARKET

A BARGAIN HUNTING DICE GAME

by Leo Colovini
For 3-5 players, ages 8+
≈30 minutes

It's Market Day, so head down to the flea market to see what hidden treasures you can find. As a buyer's agent, you are trying to find popular items, buy them cheap, and sell them for a profit!

If you are the first player to earn \$45 you win!

COMPONENT LIST

- Player board
- 10 player dice (5 pairs)
- 3 Item dice
- 16 item tokens
- 1 Active Agent tile
- 5 player tiles
- 60 money Tiles
- These rules

SET UP

1) Place the board and pieces as shown (it is the same set up for 3, 4, or 5 players).



It does not matter which token goes on which space on the board. Just put them on randomly.

- Roll your 2 Player dice. The high roller is the Agent to start the game. Reroll ties.
- The Starting Agent takes the Active Agent tile and the 3 Item dice.

PLAYER 1

Take:

- 2 Player dice
- Your Player tile
- \$24



Roll highest to become the Starting Agent!

The starting Agent only has an advantage if no one buys the sale item.



STARTING AGENT

The Starting Agent, also takes:

- The Active Agent tile
- 3 Item dice



4 PLAYER SET UP



PLAYER 2

Take:

- 2 Player dice
- Your Player tile
- \$24



CREDITS

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PLAYER 3

Take:

- 2 Player dice
- Your Player tile
- \$24



PLAYER 4

Take:

- 2 Player dice
- Your Player tile
- \$24



THE RULES

A game of Flea Market is played in a series of rounds. Each round, you roll dice and an item (token) is sold. The first player to accumulate \$45 wins.

Follow these steps each round:

STEP 1

The Agent rolls the 3 Item dice.

The token with the number that matches the sum of the 3 Item dice is the **sale item** for this round.

THE SALE ITEM IS STILL ON THE BOARD.

Move it to the "Sale Item" circle on the stage. Then, move the token closest to the entrance banner on the bonus money track to the spot that the sale item was in.

YOU OWN THE SALE ITEM.

You get bonus money from the bank. Your bonus is equal to the largest number not covered with a token on the bonus money track. Then, place the sale item and your player tile on the "Sale Item" circle on the stage.



Always move the token closest to the entrance banner to fill in the gap, unless the sale item you moved was already closest.

As more tokens leave the board, the amount of bonus money you get for a sale item goes up!



STEP 2

Roll your 2 Player dice.

You may then reroll one of these dice.

The sum of the results of your 2 dice is your **sale offer**. If you own the sale item, do not roll your player dice.



Cup your hands so that other players can't see your rolls! Reveal simultaneously!

The sum of your dice determines how soon you will get a chance to buy the sale item, and what you will have to pay!



SALE ITEM IS UNOWNED



The roll is 12 = . The 12 token moves to the stage & the 10 token (closest to the entrance) replaces it on the track.

SALE ITEM IS OWNED

The roll is 12 = . You have the 12 token, so it moves to the stage with your player tile.



There is a \$4 money bonus **A**. Julie, the buying player, offered \$7 based on her player dice. Julie gets the rug, you get \$11 total.

STEP 3

Reveal your Player dice.

If your sale offer is the highest, you may either pass or buy the sale item (you pay money equal to your sale offer). If you pass, the player with the next highest sale offer must either buy or pass. This continues until the sale item is bought or until each player has passed.

- Money paid for a sale item without a player tile, goes to the bank. Money paid for a sale item with a player tile, goes to the owning player.
- Place your item tokens in front of you.
- If everyone passes, a sale item without a player tile goes to the Agent for free.
- If everyone passes, a sale item with a player tile returns to its current owner.

If 2 or more players have the same sale offer, ties are broken clockwise starting with the Agent.



If you own a sale item, you always get bonus money and money from the player that buys it from you!

Remember that players will try to give you as little money as possible. And some numbers like 9, 10, 11, and 12 will usually sell faster than a 3 or an 18!



STEP 4

Pass the Item dice and the Active Agent tile to the new Agent (player to your left) and a new round begins.

Remember, if at any time during the game you have at least \$45, you win!

The 12-token is up for sale. The players roll Player dice:

- Player 1 — — 1st choice: pass or buy for \$10
 Player 2 — — 2nd choice: pass or buy for \$8
 Player 3 — — 3rd choice: pass or buy for \$7
 Player 4 — — 4th choice: pass or buy for \$3

SALE ITEM IS UNOWNED



You buy the sale item. Your offer is \$7. You pay \$7 to the bank.

SALE ITEM IS OWNED



You buy the sale item. Your offer is \$7. You pay \$7 to the the Red player.

SPECIAL ENDING RULE

If the last token is taken from the board, finish the round. Then, roll the Item dice. The player with the sale item gets \$10. The player with the most money wins. If multiple players are tied for most money, the tied player with the most item tokens wins. If still tied, the tied players are co-winners.