



P'TIT



MARKET



Jeu d'achat
Bying game
Einkaufsspiel
Juego de compra





5 to 10 years



2 to 4 players



15 min

Game rules

GB

Includes: 1 board + 4 counters + 4 shopping lists + 1 dice + 26 “action” cards + 32 money tokens (10 x €1, 10 x €2, 12 x €5) + 24 bag tokens.

Aim of the game: To be the first player to buy all the items on your shopping list.



Getting the game ready:

Place the game board in the middle of the players. Give €15 to each player, then place the rest of the money tokens on the squares in the middle of the board. Shuffle the “action” cards and put them face-down on the square in the middle of the board. Each player chooses a shopping list and a counter. They place the list in front of them, and the counter on the “**P’TIT MARKET**” square on the board. Put the bag tokens to one side of the board.

Playing the game:

The youngest player starts, then play continues in a clockwise direction. The player rolls the dice and moves the number of spaces shown, following the action around the board. They carry out the action shown on the square they land on:



Shop squares:

If a player lands on a “shop” square, they can choose to buy an item shown on their list. If not, they pick up a card.
- If they do decide to buy an item, they pay the amount shown on their shopping list. They take a bag token and place it on the relevant space on their list, then put the money for their purchase on the spaces in the middle of the board.

N.B.: A player cannot buy the same item twice.

- If they don't want to buy it, or can't buy an item in the shop (because they already have an item from that shop or they don't have enough money), they pick up an "action" card and carry out the action shown.

Bank squares: If a player lands on a "bank" square, they take €5 from the squares in the middle of the board. Players also get €5 when they have gone all the way around the board, either landing on or passing the "P'TIT MARKET" square.



Activity squares: If a player lands on an "activity" square, they must pay for the activity shown by putting the money on the squares in the middle of the board. The price of each activity is shown on the square. Players can also pay with a **free ticket**.



Relaxation squares: If a player lands on a "relaxation" square, they don't have to do anything.



Once a player has completed the action shown on the square, the game moves on the next player.

"Action" cards:

Bank: The player goes to the nearest bank counter and receives €5.

Discount coupon: The player keeps the discount coupon and can put it towards their next purchase in the shop shown on the coupon. They deduct the amount shown on their coupon from the price of the item they want to buy.



Free ticket: This is a free ticket for one of the shopping centre's activities. The player keeps the card and uses it the next time they land on the "activity" square it shows.

Activity: The player goes straight to the "activity" square shown and pays the amount required (except for "relaxation" squares, which are free).

Meet a friend:

The player skips a turn.



Lost bag: The player removes one of their bag tokens from their shopping list.



Shop of your choice:

The player goes straight to a shop of their choice and can buy something there.



***N.B.:** If a player does not have enough money to pay for an activity, they must resell one or more of their purchases to the bank at the price shown on their shopping list. They remove the relevant bag token and take the sale amount from the money in the middle of the table. If a player has no more money and nothing to sell, they are out of the game.*

End of the game:

The first player to finish their shopping list wins the game.

A game by Babayaga.