



# MIDNIGHT MARKET INSTRUCTIONS



"Midnight Market" is a big event at midnight where legendary creatures walk around to look for goods. Now, now, tonight, too, peculiar guests are coming for special goods. You are a merchant who dreams of becoming a millionaire. Your job is to sell your goods at the highest price possible. But be careful. In a pitch-dark marketplace, you can't recognize what the merchants have in store for each other. Your competitors may take advantage of this. Some evil merchants will participate in the bidding to make dumping, even if they don't have the goods customers are looking for. Can you become a millionaire by winning Midnight Market?

■ Duration: 15 min ■ No. of Players: 2-4 ■ Ages: 7 and up

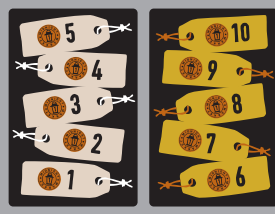
## 1.Components



Customer Cards : 26



Goods Cards : 28



Price Boards : 2



Midnight Coins : 28

Copper is worth 1, silver 5, and gold 10.



Cubes : 4

## 2.Preparation

Decide the starting player with anyway you want.

Place Price boards (a set of 2 boards) in the center of the table.

### Auction Halls



Each player receives five Goods Cards and three Customer Cards without allowing the other players to see their contents.

### Each Player



Each player receives a Cube and 3 Midnight Coins.

After checking all the cards dealt, the players can exchange Goods Cards as follows if they wish.

- Discard any number of cards face down in the discard pile, and draw new cards for the number of cards discarded.
- The number of discarded cards is limited to 4 cards for 3 players and 2 cards for 4 players.

### Auction Halls



### Each Player

All players' Customer Cards are collected face down, mixed well, and placed as a deck of Customer Cards.

Each player knows the contents of 3 cards in the deck.

### 3. Coming a Visitor

Turn over a card from the deck of Customer Cards. That card shows the visitor this time, and the icon in the upper right is the Goods Card the visitor is seeking.

If there are two icons, both are required.



### 4. Reverse Auction

Starting with the first player, do one of the following 1-3 in a clockwise direction and declare the price that you are willing to sell the target item for. This is repeated in turn as long as there is a player who reduces the price.

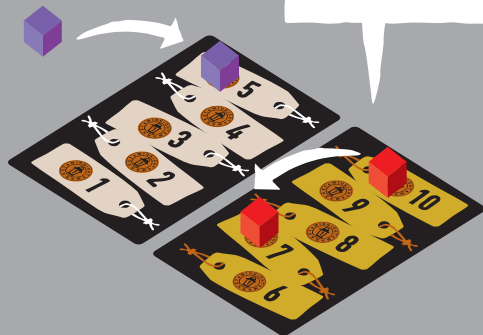
If your cube has not yet been placed on Price Boards

If your cube is already placed on Price Boards

**1 Join Reverse Auction**  
Place your cube on any price tag

**2 Cut a Price**  
Place your cube at a lower price tag. (You cannot place your cube on a higher price tag than the original price.)

**3 Pass**  
Do nothing



When placing a Cube, you can place it on a higher price tag than other players'. But it cannot be placed on a price tag that already has another player's cube on it.

You can participate in the auction even if you do not have the Goods being sought. In that case, you can lower the price of the Goods as much as possible while making sure that you are not the lowest bidder.

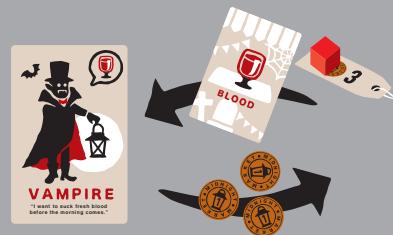
### 5. Transactions

The auction ends when all players pass and complete a round. The player who placed the cube at the lowest price tag is entitled to sell it at the price the tag shows.

If the player entitled to sell goods has the Goods Card that the Customer is looking for



The player reveals the target Commodity Card from his or her hand and places it on the discard pile to gain coins equivalent to the price at which the player placed the cube.



If the player entitled to sell goods DOESN'T have the Goods Card that the Customer is looking for



Declare that the player does not have it and takes the penalty. The right to sell is then transferred to the player who placed the cube at the next lowest price.

**Penalties**  
The player loses 3 coins. If he or she has less than 3 coins, discard one of Goods Cards at random instead.

The round ends when any player has concluded a deal (sold an item and gained coins) or when there are no players who can sell the goods, and the game is repeated from "Coming a Visitor" again as the next round. At that time, if any player has completed a transaction, that player becomes the next starting player.

### 6. Dawn (End of the Game)

The game ends on the round when the deck of Customer Cards runs out. The player who earns the most Midnight Coins wins the game.



The contents of Goods Cards held by each player cannot be seen by each other, but the number of the cards in hand should always be seen to the other players. Similarly, the number of cards remaining in the deck of Customer Cards can always be checked.