

Quick Tips (use along with the original instructions)

Downtown Farmers Market (1-4 players)

This is a game that can be played in many ways.

Feel free to simplify this game to suit age levels and skill by making the grid a smaller size, and/or using less complex goods tiles.

You can also make up co-operative versions!

Setup:

- Shuffle the **Blue Challenge Tiles**. Give 8 to each player to lay out with 4 in a line at the top, and 4 in a column to the left side to form a 4 x 4 matrix grid into which 16 Goods Tiles will be placed during the game. Note that there are 2 sides to each Challenge Tile and you can decide which side to use. The side with the lighter brown crate is easier than the side with the darker brown crate.
- Each **Challenge Tile** shows what food(s) should be (or not be) in each of the 4 rows and 4 columns for players to score points. Point values are shown in the crate on the Challenge tiles.
 - Each challenge card uses a set of illustrations to indicate how each player can score points for their row or column. See page 6 of the manual for a full list.
- Shuffle the **Green Goods Tiles** that have the market food items on them and put them face down in the center of the play area. This is the **Draw Stack**.
- Flip over 5 **Goods tiles** and place them in a row next to the draw stack.



How to Play:

- On your turn, take a tile from the face-up row of Goods Tiles and decide where to add it among the empty spaces in your 4 x 4 Challenge grid. You must place it somewhere.
 - Remember, if possible, to place the Goods Tile in a space that will maximize points for both the row and column Challenge tiles.
- **Depending on the number of players**, the game suggests different discard options (see pg. 3 of the manual), but we recommend not discarding any tiles for first time players.
- Once everyone has had a turn, replace any missing tiles in the line so that there are 5.

Game End:

- The game ends when all players have filled their Challenge grid. So, with a 4 x 4 grid, the game will end after 16 turns.
- Total up all the points for rows and columns for which you were able to get the food items to meet the criteria on the Challenge tile. The highest scoring player wins!

