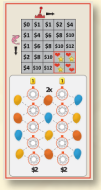
Night Market

ARCADE EXPANSION

Customers don't just come to night markets for the food, they come to be a part of the fun atmosphere. And what is more fun than arcade games! Now you can add special Arcade Stalls to your night market that help you claim special rewards, increase your market's reputation, and—of course—earn money! The more your Customers play, the more rewards you can earn!

ADDITIONAL COMPONENTS



4 Arcade Puzzle Boards



16 Arcade Stalls



24 Arcade Games
(6 Dart Throw, 6 Basketball Toss, 6 Claw Machine, 6 Shrimp Fishing)



4 Claw Tokens
(1 in each player color)



32 Basketball Tokens
(8 per player)



48 Dart and Balloon Tokens
(12 per player:
4 Orange, 4 Blue, 4 Yellow)

SETUP

1. Play Area Setup

Set up the **City Board** in the same manner, with only a slight change to the Stalls area.
Beside the Regular Stalls and Signature Stalls, add a stack of **Arcade Stalls** according to the player count:

2-Player: 8 Stalls *3-Player: 12 Stalls* *4-Player: 16 Stalls*

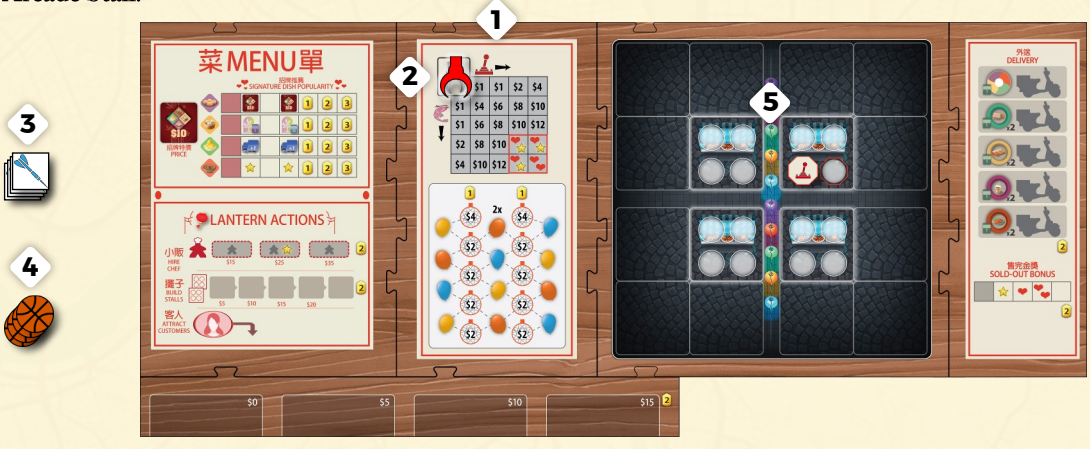
Near the **Arcade Stalls**, place separate piles of all the **Arcade Games**.



1. Player Board Setup

Set up the Player Board in the same manner as the base game with a few notable additions:

1. Affix the **Arcade Puzzle Board** between the Menu Board and Market Board.
2. Place **1 Claw** in the player's color on the first slot on the Claw Machine / Shrimp Catching game.
3. Shuffle the **12 Dart Tokens** and place them in a stack, dart side up, next to the player board.
4. Place the **8 Basketball Tokens** near the Dart Tokens.
5. Each player starts with **3 Regular Stalls** and **1 Arcade Stall** (taken from the pile), with **1 Arcade Game** of their choice on the **Arcade Stall**.



Note: This is the recommended setup for a player's first time playing the expansion. More experienced players can choose the location of their starting Arcade Stall.

BUILDING ARCADES

There are two ways in which a player can acquire new **Arcade Games**: by building a new Arcade Stall when they are taking a Build Stalls Lantern Action, or by upgrading one of their existing **Arcade Stalls** that only has 1 **Arcade Game** currently on it.

1. Building an Arcade Stall

When taking the Build Stalls action, a player can choose to build an **Arcade Stall**. When building, the player may immediately take **1 Arcade Game** of their choice and immediately place it on their newly built **Arcade Stall**. As with the other types of stalls, players may choose to build **2 Arcade Stalls** during one Build Stalls action.

Once the player builds the stall and places the Arcade Token, both the stall and the token cannot move for the rest of the game.

Each **Arcade Stall** has **2 slots for goods** and **2 Arcade Game** locations. Players *cannot* place any goods in the **Arcade Game** locations, even if the location is empty.

Arcade Stalls always come equipped with **1 Arcade Game** of the player's choice and 1 slot for an additional **Arcade Game**.



1. Upgrading an Arcade Stall

Players may also gain an **Arcade Game** when upgrading one of their **Arcade Stalls**. When upgrading an **Arcade Stall**, the player does not flip the stall as they do with the other types of stalls in the game. Instead, the player chooses any **1 Arcade Game** from the supply and adds it to the empty Arcade Game location on the stall. Once there are **2 Arcade Games** on a single stall, the player can no longer upgrade that stall.



Example
During the Night Phase, the player earned an upgrade so they decide to upgrade one of their Arcade Stalls.

*The player decides to take **1 Dart Throw** and places it on the empty Arcade location on their stall. This stall is now fully upgraded and cannot be used to gain more Arcade Tokens.*

ARCADES OVERVIEW

A player activates their Arcades during the Night Phase whenever a Customer's path (one of the spaces that the Customer searches for their desired good) travels over an **Arcade Game** in the player's market. Regardless if the Customer purchases a good from that location, the Customer will always play the **Arcade Game** there. For each Customer that walks over the **Arcade Game**, the player plays the respective mini-game on their **Arcade Puzzle Board** once.

Any bonuses that the player earns from playing the mini-games occurs after all Customers visit the player's market but before evaluating the Season Goal, meaning any money or Popularity earned from the mini-games count toward the Season Goal.

1. Claw Machine and Shrimp Fishing

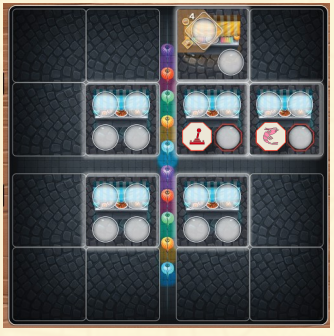
When a Customer walks over a **Claw Machine** or **Shrimp Fishing** arcade, the player moves their **Claw Token.** The **Claw Machine** allows the player to move their **Claw Token** one space to the right, while **Shrimp Fishing** allows the player to move the **Claw Token** one space downward. If the **Claw Token** reaches the perimeter of the board, it will stop moving in that direction until the player is able to reset the **Claw Token** back to its starting location. The player can reset their **Claw Token** by stopping at a location with a red border and claiming the reward.

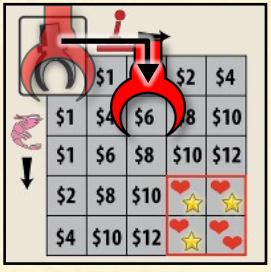
At the end of the Night Phase, the player receives the bonus at the location where the **Claw Token** stops. If the **Claw Token** stops in a location with a black border, the **Claw Token** remains there, starting its journey from that location during the next Night Phase. When the **Claw Token** stops in the section with a red border, the player must return the **Claw Token** to its starting location.

Example 1
*During the Night Phase, the Sausage Customer's path walks over **1 Claw Machine**, with the Bubble Tea Customer's path walks over **1 Claw Machine and 1 Shrimp Fishing**. This brings the total to **2 Claw Machine** movements and **1 Shrimp Fishing** movement.*

*The player then moves their **Claw Token** 2 spaces to the right and 1 space down. The **Claw Token** stops at the location earning the player $6, and remains there for the next Night Phase.*



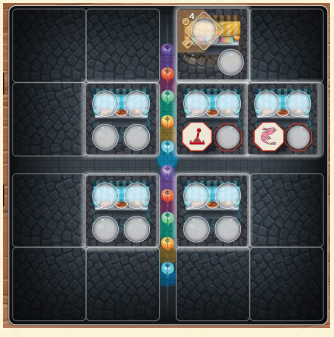


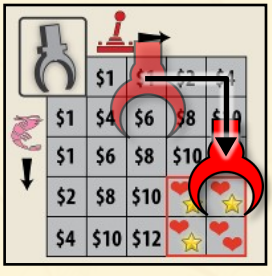


Example 2
*The Sausage Customer plays 1 **Claw Machine**. Both the Tofu Customer and Bubble Tea Customer each play 1 **Claw Machine** and 1 **Shrimp Fishing**, for a total of 3 **Claw Machine** movements and 2 **Shrimp Fishing** movements.*

*The player moves their **Claw Token** only 2 spaces to the right (since they reached the perimeter of their board) and 2 spaces down. The player earns 1 Popularity and 1 Upgrade, but must return the Claw Token to its starting location for the next Night Phase.*







2. Dart Throw and Basketball Toss

Dart Throw

When a Customer walks over a **Dart Throw** arcade, the player draws the top-most token on their pile of **Dart Tokens** and places it on a *any* balloon that matches the color of the drawn token to "pop" the balloon. Once the player has placed the **Dart Token**, the player flips the token to reveal the bonus the player can earn. When the player draws multiple **Dart Tokens** in a single Night Phase, they may resolve the **Dart Tokens** in any order.

To earn the bonus on the flipped **Dart Token**, the player must place **Basketball Tokens** in hoops that are connected to the **Dart Token**. The balloon columns on the outside of the game board require **2 Basketball Tokens** to earn the bonus on the flipped **Dart Token**, while the center column requires **4 Basketball Tokens**. However, the player will receive double the bonus on **Dart Tokens** in the center column (as shown by the '2x' listed above the column).

Basketball Toss

When a Customer walks over a **Basketball Toss** arcade, the player must place one of their **Basketball Tokens** in the bottom-most space in either column of basketball hoops. The player immediately earns the money indicated for each **Basketball Token** placed during that Night Phase. If the player is able to reach the top-most spot of a column, the player will earn 1 point at the game's end.

Example 1

The Sausage Customer plays 1 ***Basketball Toss****. The Bubble Customer plays* ***1 Basketball Toss and 1 Dart Throw****. This allows the player to place* ***2 Basketball Tokens*** *and draw* ***1 Dart Token****.*

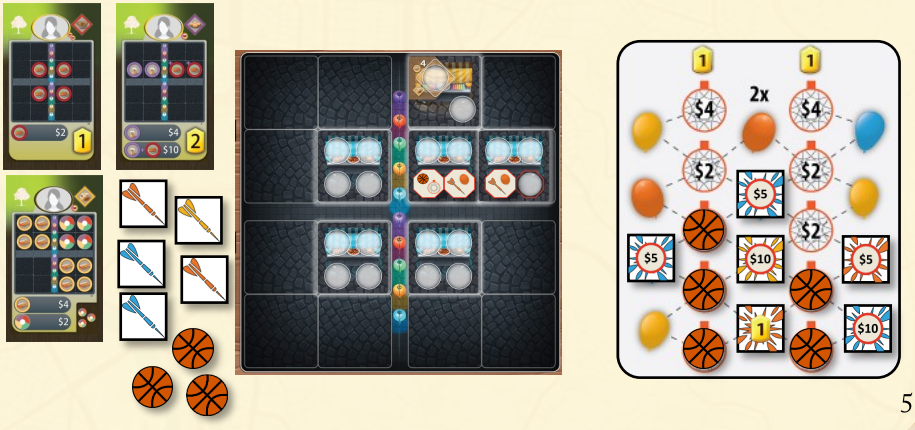
The player draws 1 blue ***Dart Token*** *and decides to pop the bottom-most balloon in the right column. The player then places both of their* ***Basketball Tokens*** *in the right column, earning $2 each. Since the player placed* ***Basketball Tokens*** *in the hoops connected to the popped blue balloon, the player immediately earns the bonus on the* ***Dart Token****, and gains another $10 (for a total of $14 this Night Phase).*



Example 2

The Sausage Customer 1 ***Basketball Toss*** *and 1* ***Dart Throw****. Both the Tofu Customer and Bubble Tea Customer each play 1* ***Basketball Toss*** *and 2* ***Dart Throws****. The player gains a total of 3* ***Basketball Tokens*** *and draws 5* ***Dart Tokens****—2 oranges, 2 blue and 1 yellow.*

The player places all 3 ***Basketball Tokens*** *in the left column, for a total of $6. Then, the player pops the blue balloon on the left, immediately earning a $5 bonus, and the orange balloon in the center, earning the player 2 points at the game's end! Lastly, the player pops the yellow and blue balloon in the center, and an orange balloon on the right. The player does not collect these bonuses yet because they lack the needed* ***Basketball Tokens****.*



END GAME & SCORING

As in the base game, the game ends after the Upkeep phase in the Winter season. Scoring for all other aspects of the game remains the same, but there are a few new ways to earn points via the **Arcade Puzzle Board:**

1. 1 point for each completed column of **Basketball Tokens**.

2. Any points listed on **Dart Tokens** with all connected **Basketball Tokens** *(x2 if the Dart Token is in the center column)*

*Note: The **Claw Machine / Shrimp Fishing** mini-game does not earn the player any end game points.*

FAQs

Since players play the mini-games after selling to their Customers, we recommend resolving Customers individually after collecting money for your sales.

Players may resolve their Arcade activations in any order they prefer, however here are some tips to help keep track:

Claw Machine and Shrimp Fishing: Resolve each Customer individually, moving **Claw Token** immediately after the Customer walks by the game. The **Claw Token** will always stop in the same location regardless of the order of the Customers.

Dart Throw and Basketball Toss: Draw the number of tokens necessary and place them aside. Once you have resolved all of your Customers, start placing the tokens in any order you prefer.

There are 4 types of rewards for each set of colored **Dart Tokens**: two $5, one $10, and one 1 point token.



For the **Claw Machine and Shrimp Fishing**, players must acquire at least one of each game to reach the red-border section. If they only have one game in total, the player will get stuck in one of the corners.

If a player does not move the **Claw Token** by the end of a Night Phase, they will still earn the bonus where **Claw Token** is (if any).