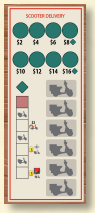
Night Market

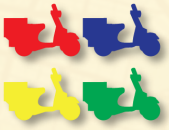
SCOOTER EXPANSION

People are so in love with night markets that they want to eat night market food whenever they can. Now you can bring the food straight to them with your upgraded fleet of delivery scooters. To expand your business, you have introduced two new items: pot stickers and pork buns. The race is on not only to expand your market but also to expand your delivery routes across the city!

ADDITIONAL COMPONENTS



4 Scooter Boards



10 Scooters
(3 per player color)



25 Pot Stickers
(Base Good)



12 Pork Buns
(Signature Dish)



8 Upgrade Tokens
(2 per player)

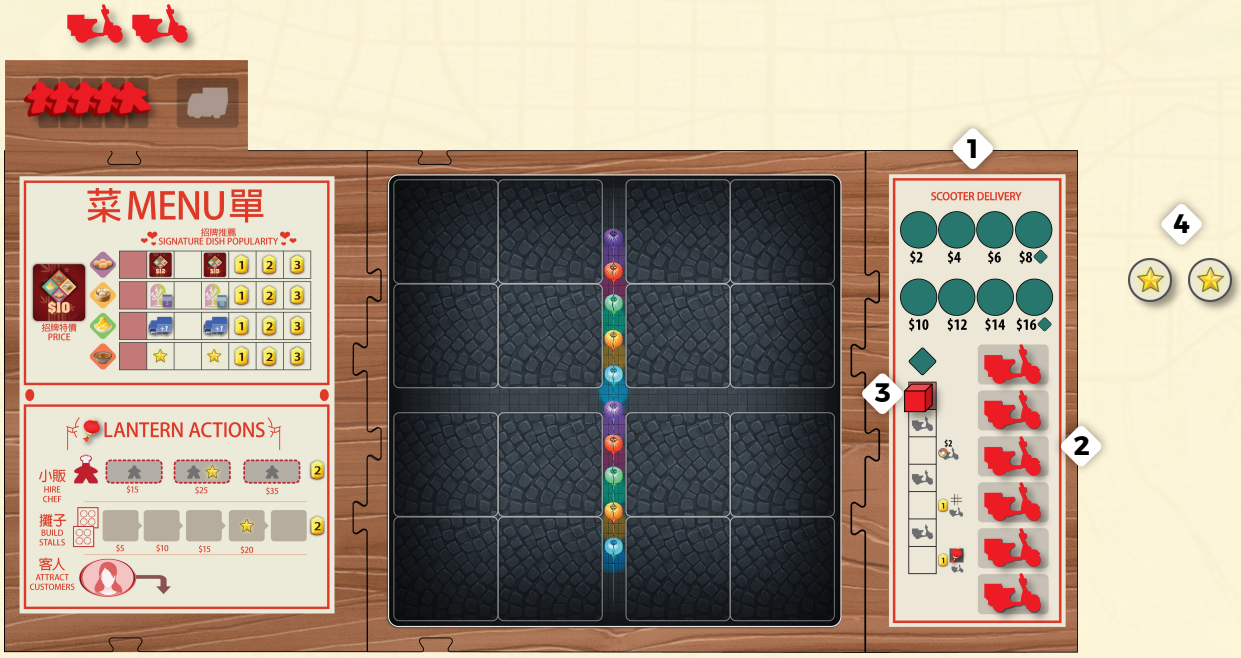
SETUP

Setup the **City Board** and play area in the same manner as the base game.
Place the **Pot Stickers** and **Pork Buns** in piles where everyone can reach.

Player Board Setup

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

1. Replace the original Scooter section of the player board with the new **Scooter Board.**
2. Place **5 Scooters** in the player's color on the empty spaces on the **Scooter Board.** Place the 2 additional Scooters near the player's workers.
3. Place **1 marker cube** (from the Sold Out Bonus track) on the top-most slot of the **Pork Bun** Signature Dish Track.
4. Place the **2 Upgrade Tokens** beside the **Scooter Board.**



DAY PHASE

The game flows in a similar manner as the base game. However, players will now have the option to place their **Scooters** in the City during the day. There are also 2 new food items: **Pot Stickers** as a good and **Pork Buns** as a Signature Dish.

1. Hiring Scooters

Players can hire new **Scooters** in 2 ways (players always start with 2 hired **Scooters**):

1. By upgrading a **Regular Stall** (in the same manner as the base game).
2. By progressing on the **Pork Bun** Signature Track.

Once hired, players remove the **Scooter** from their Scooter Board and place it beside their workers. Players can place their **Scooter** in the City on their next turn during the Day Phase.

2. Placing Scooters

During the Day Phase, players can choose to place a hired **Scooter** on their turn *instead* of a worker. Players place the **Scooter** on any empty road segment (without another player's **Scooter**) beside a **District**. **Scooters** do not earn any goods when placed; instead, players earn **Pot Stickers** when a worker is placed next to a **Scooter** on a future turn. **Scooters** may not move once placed.

3. Gaining Pot Stickers and Pork Buns

When players place their worker on a **District** is adjacent to one or more of their **Scooters** *and* they use the **District** to gain a good, players earn a **Pot Sticker** for *each* of their **Scooters** adjacent to that **District** (in addition to the good from the **District**).

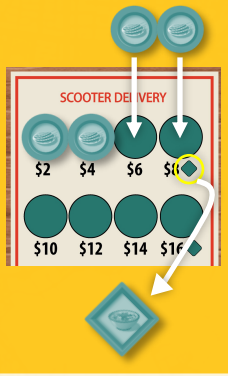
> *Note 1: Players do not gain extra **Pot Stickers** during combos. They can only gain **Pot Stickers** when placing a worker next to a **Scooter**.*
>
> *Note 2: If players perform a **Lantern Action** on a District next to a Scooter, they do not gain any **Pot Stickers**, as they did not gain a good from that **District** this turn.*

Players immediately place their **Pot Stickers** on the next available space on their **Scooter Delivery** track (starting from the left-most space on the top row). This shows how many they can sell and for what price during the **Night Phase**.

If players place a **Pot Sticker** in the right-most slot in either row, they have the option to cook a **Pork Bun** Signature Dish.



*The red player places a worker on a Chicken Steak District near two of their **Scooters**. This earns the player **1 Chicken Steak** and **2 Pot Stickers** (one for each Scooter).*



*The player immediately places their 2 **Pot Stickers** on the next available spaces on their Scooter Delivery track. Since the player has placed a **Pot Sticker** on the right-most space on the top row, the player immediately earns **Pork Bun** that they may sell during the Night Phase.*

NIGHT PHASE

1. Selling Pork Buns

Players automictically sell any **Pork Buns** at their current Signature Dish price as long as the **Pork Bun is** placed onto a Signature Dish space on *any* of their **Signature Dish Stalls.** However, this means that players will not be able to sell the Signature Dish matching the **Signature Dish Stall** where they placed the **Pork Bun.**

For each **Pork Bun** sold, players progress 1 space on their **Pork Bun** Signature Dish track.

2. Scooter Deliveries and Scooter Upkeep

Deliveries

Similar to the base game, scooter deliveries take place after all **Customers** have visited the player's night market. Players now look to their **Scooters** that they have placed in the City and can sell 1 good *matching* any district to which their **Scooters** are adjacent for $1 per good. The player may sell 2 goods from **Scooters** adjacent to 2 **Districts.**

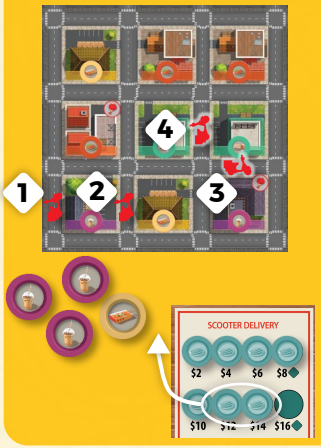
Upkeep

In order for a **Scooter** to remain in the City for the next Day Phase, players *must sell at least 1 good matching an adjacent* ***District*** *to the* ***Scooter***. If players cannot sell a matching good, they can instead sell 2 **Pot Stickers** in replace of any 1 good. If players can neither sell a matching good nor 2 Pot Stickers, they *must* remove and discard that **Scooter** from the City for the rest of the game.

3. Selling Pot Stickers

After completing their scooter deliveries, players can sell their **Pot Stickers.** When selling **Pot Stickers**, players earn the only dollar amount directly under the **Pot Sticker** placed the furthest along their **Pot Sticker** track on their **Scooter Board.**

Scooter Delivery Example

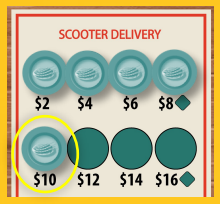


The red player places has 4 ***Scooters*** *in the City during the Night Phase and the goods shown below. They decide to sell the following goods via their* ***Scooters:***

1. *1 Bubble Tea*
2. *1 Bubble Tea and 1 Stinky Tofu*
3. *1 Bubble Tea*
4. *2 Pot Stickers (since the player has no Chicken Steak)*

The red player earns a total of $6 for selling 6 goods using their ***Scooters.*** *Since all Scooters had at least 1 good sold from them, they all remain in the City.*

Pot Stickers Selling Example



After the red players completes their Scooter Deliveries, they can now sell their remaining ***Pot Stickers.*** *The dollar amount under their furthest place* ***Pot Sticker*** *is $10. Therefore, the player earns $10 in total for selling all 5 of their* ***Pot Stickers.***

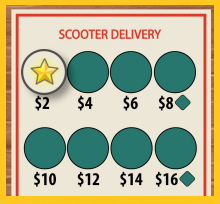
SCOOTER BOARD BONUSES

1. Upgrade Tokens

When players hire their *third* and *fifth* Scooter from their **Scooter Board**, players gain an **Upgrade Token**. Players place this token above the $2 space on their **Pot Sticker** delivery track when earning their first **Upgrade Token** or above the $4 space for their second **Upgrade Token**.

Upgrade Tokens allow players to both sell their **Pot Stickers** at a higher price and produce **Pork Buns** faster.

Upgrade Token Example



*The red player places their first **Upgrade Token** on their **Pot Stickers** delivery track. Now, the player starts the selling of their **Pot Stickers** at $4, and they only need 3 **Pot Stickers** to produce their first **Pork Bun**.*

*Note: If the player has an **Upgrade Token** but no **Pot Stickers** to sell, they do not earn any money.*

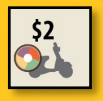
2. Popularity Bonus

When players hire their *fourth* and *sixth* **Scooter** from their **Scooter Board**, players can earn 1 **Popularity** on any Signature Dish Popularity Track.

Pork Bun Popularity Track Bonuses



Hire 1 Scooter.



$2 per good delivered via Scooter (increased from $1).



End Game Scoring: 1 point per road—vertical or horizontal—with at least 1 **Scooter** of the player's color.



End Game Scoring: 2 points per **Scooter** adjacent to a **Lantern District**.

END GAME & SCORING

Scoring is the same as in the base game. However, the player may unlock additional end game scoring conditions by progressing on their **Pork Bun** Signature Dish Popularity Track:



1 point per road with at least 1 ***Scooter****.*



The player earns 4 points.

The player does not earn 1 point for the Scooter between the two ***Chicken Steak Districts*** *since the player already earned 1 point for the Scooter the same road.*



2 points per ***Scooter*** *adjacent to a* ***Lantern District****.*



The player earns 4 points.

The player can earn points for multiple ***Scooters*** *around the same* ***Lantern Districts****.* ***Scooters*** *can also score for each scoring condition they satisfy.*

FAQs

Scooters hired during the **Night Phase**—either from an upgrade or progressing on the Pork Bun Signature Track—are set aside to be placed during the next day phase (of the next Season).

Players may place **Scooters** on the outer-most **City Districts** (and only be adjacent to 1 **District** tile). Scooters placed in this manner count as being placed on a road for the end game scoring condition.

Using 2 **Pot Stickers** to replace any good during the Scooter Deliveries Phase does not impact the player's ability to produce **Pork Buns**.

To be sold, **Pork Buns** *must* occupy a space in the player's market (on one of their Signature Stalls). However, **Pork Buns** are not technically sold to any specific **Customer**, meaning all **Customers** can still purchase their Signatures Dishes that they desire.

Pork Buns may be placed on the Wild Signature Stall Seasonal Attraction.

If players produce a **Pork Bun**, they do not immediately need to place it on one of their **Signature Stalls**. They can decide whether to place their **Pork Bun** at any time before their **Customers** visit.

Players may use their **Delivery Trucks** to gain **Pot Stickers.**