

Moonlit Market

Designed by Ellie Dix

2-4 players | 45 minutes | Age 10+

As night falls over the forest, hedgehog entrepreneurs gather around the bonfire to acquire specialist goods for their growing markets. Running a successful market means making tough choices: Which stalls should your hedgehog staff to generate income? And when should you retire a powerful stall to claim the points? Balance immediate income with long-term planning. The most prosperous market wins... so organise your hedgehogs, tend your moths, hoard your acorns, and build the market of your dreams under the starlight!

Components:

- Three gathering rings
- 12 starter stall tiles
- 36 outer ring stall tiles
- 33 middle ring stall tiles
- 18 inner ring stall tiles
- 4 hedgehogs
- 60 moth tokens
- 60 acorn tokens
- 30 VP tokens

Set up:

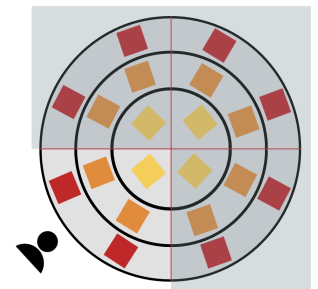
- Give each player three starter tiles with matching numbers, one hedgehog, 3 moths and 3 acorns. Place the tiles in any configuration to create the start of their *market*. Place the hedgehog, acorns and moths to the side of your market.
- Separate the remaining tiles by type and create three face up draw decks.
- Place the three concentric gathering rings in the centre of the table. Place tiles on each of the empty spaces on the rings, face up. The outer ring tiles go on the outer ring, and so forth.
- Line up the gathering rings so the lines on the quadrants match. Allocate a quadrant to each player. You should be allocated the quadrant that you are sitting closest to.
 - In a 2-player game, allocate players quadrants opposite each other.
 - In a 3-player game, give the player seated to the right of the unallocated quadrant 2 acorns and the player opposite the unallocated quadrant 1 acorn.

Key Concepts:

The gathering rings

Each turn you will have the opportunity to add a new stall to your market. Stalls are drafted from the gathering rings. The most valuable stalls are nearest to the bonfire, while less valuable stalls are further out. You can only ever draft a tile from the sections of the gathering rings that are currently in front of you.

So in the example to the right, you can only draft tiles from the section highlighted.



Your market

During the game your market will grow. You will draft tiles from the gathering rings to add to your market, but you will also flip these tiles in order to score them.

Hedgehogs

Each player has one hedgehog. At the end of each turn, you may place your hedgehog on any stall in your market and it will activate the income on that stall and the four that are orthogonally adjacent. You may move your hedgehog each turn, but it can only ever activate a maximum of five stalls on a turn.

At the end of your turn you may pay (the number of acorns shown in the bottom left of the tile) to flip one of the tiles **manned** by the hedgehog. This is how you score points.

The orange tiles show the tiles which are manned (active). You only generate income from manned tiles.



How to play:

Play is simultaneous.

On each round:

1. Draft a tile
2. Move your hedgehog and run your market
3. Pay acorns to flip a tile
4. Rotate the rings

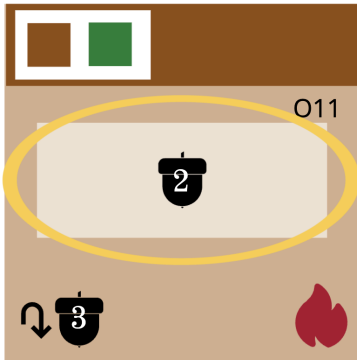
1. Draft a tile

- Take a tile that is positioned within your own quadrant on one of the gathering rings. Tiles in the middle and inner ring have a cost. The cost of acquiring the tile is shown in the top left of the tile. Tiles may require you to spend acorns and/or moths and to have certain *active* colour tiles in your market, perhaps in specific configurations. Tiles in the outer ring are always free.
- Place the tile next to an existing tile in your market.

2. Move your hedgehogs and run your market

Put your hedgehog on any stall in your market. This determines which stalls are manned.

Receive income (acorns and moths) from all manned tiles (the tile that the hedgehog is on and all orthogonally adjacent tiles). Income is shown in a box in the centre of the tile. *E.g. This tile gives an income of 2 acorns each turn.*



Move both of your hedgehogs to the side of your market.

3. Pay acorns to flip a tile

If you wish to, you may score one tile from your market. You may only score a tile that is manned by the hedgehog. It must be within 1 tile (orthogonally) of the hedgehog.

To score a tile, pay the acorns shown on the flip cost in the bottom left of the tile. Then flip the tile over. The flip cost of coloured tiles each tile correlates with the victory points the tile gives you when flipped. So if a tile costs 5 acorns to flip, it will give you 5 victory points. The grey tiles give you points for tile configurations in your market at the end of the game.

Once tiles are flipped, they no longer give you any benefits. They are not active.

4. Rotate the rings

Refill the space on the gathering ring with a new tile from the appropriate tile stack.

Rotate each ring clockwise by 1 marked position.

Anytime action: Pay moths to move tiles

Pay 2 moths to move a stall. You may not move a stall if it would leave other stalls disconnected. You can move a stall to any position adjacent to an existing stall.

Game end

The game end is triggered when one player has flipped 9 tiles in their market or when one tile stack is empty. When this happens, there will be one more full round.

After the final round, each player may pay acorns to flip one last tile anywhere in their market.

Now count up the points on the flipped tiles in your market. The player with the most points wins. In the event of a tie, the tied player with the most resources (acorns/moths) wins.