

# Emporium:

## A Game of Shopkeepers and Heroes

Designed by David Fulton and Jake Tlappek

### Summary

Emporium is a bidding game where players sell weapons and magic items to heroes to prepare them to fight monsters. They also have the opportunity to become a patron of a hero and win renown for sending that hero to a glorious victory.

Players choose their action and the price they wish to sell or patron at simultaneously. Lowest bidder sells first, and after all sales have been made, the highest bidding player who chose to become a patron chooses a hero to send into battle, and pays them.

- Bidding game
- 2-6 Players (best with 3+)
- 30 - 40 minutes
- Ages 10+

### Components

|                         |   |
|-------------------------|---|
| 27 hero cards           | 6 player screens                          |
| 27 monster cards        | 6 player mats                             |
| 36 leather item cards   | 6 eight sided dice                        |
| 27 chainmail item cards | 90 coin tokens of different denominations |
| 18 steel item cards     | 1 first player marker                     |
| Total: 135 cards        |   |

### Setup

Separate all Hero cards by their Power Level into 1s, 2s, and 3s shuffle each set of cards separately and build the Hero Deck consisting of 5 Power level 1 cards on top, 5 Power Level 2 cards in the middle and 5 Power Level 3 cards on the bottom. Build the Monster Deck in the same way using the Monster cards.

Flip three monsters into a horizontal row on one end of the table.



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Depending on the number of players you flip hero cards onto the table leaving space between them for item cards to be placed.

- 2 Players: 1 Hero
- 3 - 4 Players: 2 Heroes
- 5 - 6 Players: 3 Heroes

Separate the items into decks based on quality, with Leather cards on one end, then Chainmail cards, and finally Steel Plate cards.

Give each player a starting hand of 4 Leather cards, 3 gold coins, an 8 sided die, and their player aid with a screen. The player who most recently sold something takes the starting player token.

## How to Play

The game is played in rounds, players simultaneously choose actions and set prices behind their screens. Once all players have set their prices players reveal what they chose to do and resolve their actions.

A round consists of two phases:

The Action Phase and the Restocking Phase

### Action Phase:

Players have two options for actions, **Sell an Item**, or **Become a Patron**.

#### Sell an Item:

To sell an item a player chooses an item from their hand and places it face down behind their screen over the Guild crest area on their player aid. They then place their die on top of that card and set the die to a number of their choosing. This sets the price they wish to receive for the item.

The maximum price an item can be sold for is dictated by the quality of the item.

|   |   |   |
|---|---|---|
|  |  |  |
| Max: 4 Gold   | Max: 6 Gold   | Max: 8 Gold   |

Contact us if you have any questions. Dave Fulton 630-995-1938 [Dave@JacksmackGames.com](mailto:Dave@JacksmackGames.com)

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When revealed, items sold for lower prices sell first. If two players tied on price, the item of the higher quality sells first. If they are still tied, they resolve in clockwise order from the player with the First Player Token.

When selling an item the player may place that item into any available slot that matches the item type of the item card. Then take money equal to the amount they priced the item at, and **if the item matches the color of the hero the player takes a bonus 1 Gold Coin.**

Each item card has a slot that it fits into on a hero, marked by a color on one side of the card that matches a slot on the hero cards. If there are no available slots that match the item that is being sold that item can not be sold this round and the player takes the item back into their hand.

In the example to the right all cards placed are legal since they match the slot on the hero. Nothing else on the card **MUST** match for a card to be legally placed.

The Axe was placed after the wand and there were no available slots for it to be placed into, so it returns to the player's hand.



### Become a Patron:

To become a patron players place only their die behind their screen in their Guild Crest area. They may set the die to any number they want, this number is the amount they will pay a hero to kill a monster for them.

After all players that sold items have finished selling, resolve the Patron actions. Starting with the player that had the highest bid. That player pays the amount they bid to the bank, and chooses a hero to send to fight.

The player gets the option of modifying that hero by, adding a single card from their hand into an empty slot on that hero, swapping a card that is currently on the hero for one that is in their hand, or both of these options.

If the strength of the total strength of the hero is equal to or greater than the strength of the monster, the monster is defeated. The player takes the **hero card**, the **monster card**, and the **gold earned** from the monster card.

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If the total strength is less than the strength of the monster, that player must pass and takes the money they bid back from the bank.

### Restocking Phase:

After each round, starting with the player that has the first player marker, players may restock their hands with items. To do this they may either draw leather cards until they have a total of 4 cards in their hand, or upgrade 1 or 2 cards of one type to the next higher tier of quality.

To upgrade a single card a player simply discards that card next to it's deck, and draws a card from the next higher deck. **To upgrade a second card they must discard a Second card of the same tier and pay 1 gold coin for a Chainmail upgrade and 2 Gold coins for a Plate upgrade.**

If any item deck runs out reshuffle that item deck's discard pile to form a new deck.

After all players have restocked their hands, any monsters that were killed are replaced. If a majority of shopkeepers believe that one or more heroes can not be brought to a high enough strength to kill any available monsters they may choose to **banish that hero at a cost of 2 Gold coins per Hero from each player in that majority.**

After which any heroes that were removed in the previous round are replaced, and the first player marker passes to the next clockwise player.

## Game End

The game ends when there are not enough cards left in either the Hero Deck or the Monster deck to refill at the end of a round.

### End of Game Bonuses:

For each complete **set of all three types of monsters** players have defeated they get **5 Gold coins.**

The player(s) that have the **most of each type of Monster** get **5 Gold Coins.**

The player(s) that have the **most of each type of Hero** get **5 Gold Coins.**

Players add any bonuses they earned to their total Gold Coins and whichever player has the most Money is the winner.

In case of a tie whichever player has the most defeated monsters is the winner. If there is still a tie the player closest to the first player token is the winner.

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## Print and Play Notes:

Sort the item cards into separate decks with unique backs. I use different color card sleeves. It should be obvious what tier each card is from looking at the back.

Please make sure to note down any feedback you have and let us know what you think about the game, good or bad. Feedback is always welcome.

Dave Fulton [Dave@JacksmackGames.com](mailto:Dave@JacksmackGames.com) or text me at 630 995-1938, or message me on Facebook at “Dave Jacksmack Fulton” I hope to hear from you, with feedback. Thank you!