

Flea Marketeers

NOW PLAYING: A BOARD GAME FEATURING WHEELING, DEALING, AND STEALING
 BY LISA BOWMAN-STENSON

2-6 Fun-Loving Players, Ages 10+, 60-90 Minutes

You have finally landed the job of your dreams: Flea Market Proprietor!

Build up your own Flea Market area, swindle other Marketeers, and deal in "Americana Treasure"... What could be more fun? The scene is set before the opening of the big weekend Flea Market at the old drive-in theater. Marketeers vie for the Tables that will make the most profit for the day, as they wheel, deal, and steal to be the richest Marketeer in town!

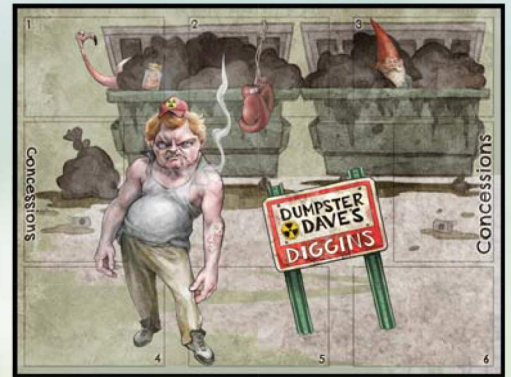
Contents: 6 Player Boards
 12 Fleabooks
 Gobs of Flea Bucks
 70 Marketeer Cards
 75 Table Cards
 1 Die

D.



E.

B.



Objective: To be the richest Flea Marketeer at the end of the game!

Set Up:

Tip: Set up the game as you read these instructions and get started right away. Let's get this Flea Market rockin'!

A. Player Boards: Players each select a board. Players place their board in front of them to serve as their own area of one large, beautiful Flea Market. On each board are six numbered spaces for merchandise (Flea Tables) and two spaces for food and beverages (Concession Tables). The six numbered spaces will be referred to during the game if a die roll comes into play.

B. Fleabooks: Each player randomly selects a Fleabook and keeps it positioned so that no other players can see their secret values of the Flea Tables. Each player's Fleabook is different as far as the values for the Flea Tables. Tables are listed numerically AND alphabetically for quick reference. Also note that there is a turn sequence printed on the back of each Fleabook for handy reference.

C. Flea Bucks: Separate and place the Flea Bucks in the center of the play area as the bank. One player may be the banker or all players may bank for themselves. Each player starts with \$200: 1 x \$100, 1 x \$50, 2 x \$20, 1 x \$10. During the game, players must keep their Bucks visible. No hiding Bucks!



The best lookin' player deals!

D. Marketeer Cards

Shuffle and count out the following:

2-3 Players = 35 cards (Return 35 cards to box)

4 Players = 40 cards (Return 30 cards to box)

5 Players = 42 cards (Return 28 cards to box)

6 Players = 45 cards (Return 25 cards to box)

Put the extra Marketeer Cards away in the box; they won't be used this game. The number of Marketeer Cards used controls the length of the game.

Once learned, a game should last 60-90 minutes.

If players desire, the number of Marketeer Cards can be increased for a longer game. See variations on page 4.



Deal two Marketeer Cards, face down, to each player as their starting hand. Players may look at their hand. The remaining Marketeer Cards are placed in the center of the play area to serve as a draw pile. Discards will go face up next to the draw pile. If a player is dealt a **"Play Immediately"** Card, it is shuffled back into the deck and the player is dealt another card.

E. Table Cards

Shuffle and deal Table Cards, face up, to each Marketeer:

2-3 Players = 2 Table Cards

4-6 Players = 3 Table Cards

There are two types of Tables: Flea and Concession

Flea Tables (60 Tables): Flea Tables are to be placed on the numbered spaces on each Marketeer's board. These Tables have numbers and names and are listed in the Fleabooks. The Fleabook price is referenced when a Table is sold for Fleabook value during the game and at the end of the game when cashing out. Each Marketeer's secret Fleabook lists different prices than their opponents' Fleabooks for the same Table. Values range from \$0-\$100. Example: Table #54, Trailer Park Trophies, may be valued at \$10 in your Fleabook, but \$100 for your opponent!



A player ends each turn with no more than six Flea Tables on their board.



Concession Tables (15 Tables): Concessions are added to each player's board on the spaces marked "Concessions". These Tables picture food or beverages and list a cash value ranging between \$100-\$200. The Marketeer will be able to collect this amount when the table is sold with a Sell Card or when cashing out at the end of the game.

A player ends each turn with no more than two Concession Tables on their board.

After dealing the Table cards, the remaining cards go face down in the center of the playing area next to the 2 Marketeer cards. Discards will go face up next to the draw pile.

Starting:

The Marketeer to the left of the good-lookin' dealer goes first.
Play continues clockwise in order.

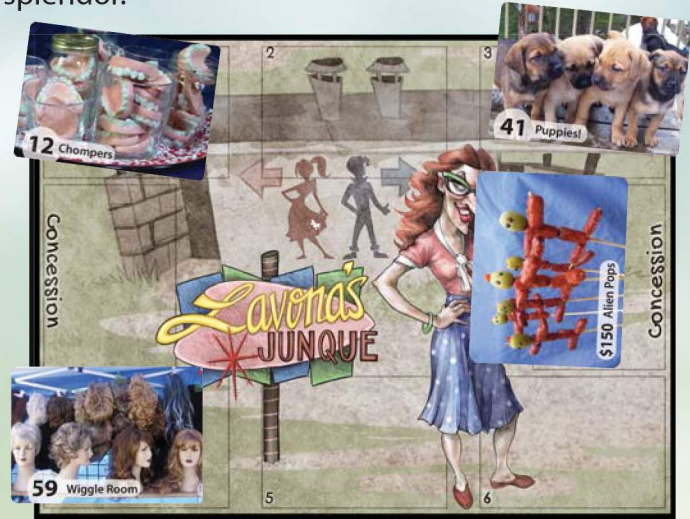
Don't just read these steps...start the game! Let the Wheeling, Dealing, and Stealing begin!
Have the first Marketeer follow each step as the instructions are read.



How a turn works:

Step 1. Draw both a Table Card and a Marketeer Card. Read the Marketeer Card to yourself and put it in your hand. For the new Table Card, announce the number and name of a Flea Table or the name and price of a Concession Table. This gives the other Marketeers a chance to check their Fleabook for the secret value of the new Table...and a chance to appreciate its visual splendor.

Step 2. Place the new Table Card onto your board. Flea Tables are placed on a numbered Flea Table space and Concession Tables are placed on a Concession space. They are not interchangeable.



Step 3. You may play one or two Marketeer Cards from your hand.
Any card played must be read aloud to the other Marketeers so they know what is transpiring.

Notes on Marketeer Card play (Refer to this later):

- There is no hand limit for Marketeer Cards.
- Marketeers won't always have a card that is playable every turn.
- When a card calls for a decision to be made, it is always the active player's choice unless otherwise stated on the card. For example, if the active player is targeting another Marketeer's board by discarding one of their Tables, the active player chooses the Table.
- When playing a card that refers to selling a Table, collect from the bank, unless otherwise stated.
- Whenever selling a Table for half price, round down.
- If Bucks must be split between two Marketeers and the amount is not even, each roll the die for high number to decide who gets the extra \$5. Option 2: Leg wrestle.

Step 4. You may open your market for "bid'ness" and accept cash offers for any of your Flea or Concession Tables. Use your auctioneering skills to whip up a frenzy of bidding between Marketeers. A sale is made only when an agreed upon price is reached. Seller can turn down offers. The active Marketeer can only **sell** Tables during this phase.
No trading! Keep the auction phase short and lively, short and lively.

Step 5. The Tables that do not fit onto the active Marketeer's board must be discarded. The board limit is 6 Flea Tables and 2 Concession Tables. For details, see Over Limit on page 4.

Step 6. Bang your fist on the playing surface firmly to indicate that you are finished with your turn and announce "CLOSED!" This keeps the game moving.



Over Limit:

A Marketeer may go over her board limit between turns, but must sell down or discard to end her turn with no more than 6 Flea Tables and 2 Concession Tables. Extra Tables are placed in the center of her board until that time. She may rearrange Tables on her own board, unless a die roll is in progress.



Instant Auction:

When a player draws a Marketeer Card that calls for an Instant Auction, he then draws a Table Card from the pile. If it's a Concession Table, he announces the price. If it's a Flea Table, he announces the Table name and number in order to give the other Marketeers an opportunity to look up the value in their Fleabooks. The Marketeer who drew the card conducts an auction by asking for an opening bid; the auctioneer may bid as well. The highest bidder wins the Table, pays the bank, and adds the Table to their board. If this Table puts that Marketeer over the board limit, he places a Table in the middle of his board for now, but must reduce down to the board limit by the end of his own turn. The active player resumes his turn by drawing another card and may still play up to two Marketeer cards.



Ending the Game:

The game ends when the last card is drawn from the Marketeer Pile.

The Marketeer who drew this card finishes her turn.

If any players are over their board limit they must discard Tables until they have no more than 6 Flea and 2 Concession Tables.

Marketeers cash out all of their Flea Tables by collecting Fleabook Value, and collecting the listed amount for each Concession Table.

The Richest Marketeer wins!

FAQs

A 'Marketeer' is any player in the game.

Board Space Number: Each board has numbers 1-6 on the Flea Table Spaces. This will be referred to during a die roll.

Example: Roll a 3? Check to see if there is a Table on space number 3.

Lose a Turn: When a card forces a Marketeer to lose a turn, they cannot play a card, draw a card, or open their market for bid'ness. They may participate in auctions during other Marketeers' turns.

Variations

Want a longer game? Use all of the Table Cards! Play until the last Table has been drawn and that turn is finished. Reshuffle used Marketeer Cards if the deck becomes exhausted.

- Developed and produced by Lisa Steenson, Gut Bustin' Games.
- Art by Jud and Lindsey at Judsey.com.
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- Thanks to Fleabook 'Math Guy' Rick Lacy
- That's right, we cooked up almost all of those amazing delicacies. No humans were harmed in the process.

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- **Test Players:** Barton Stano, Elliot Haw, Brian Schlessinger, Brandon McGee, Jill Steenson, Steve Epling, Jeff and Kelli Williams, Glenn Mardis, Dice Age Gamers, Gen Con, Origins, and Game Storm play testers.
- Small parts not intended for children under 10.

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Send us your flea market photos! We are working on a Nearly Naughty Flea Marketeer Expansion!

Check out www.Gutbustingames.com for Redneck Life party ideas, retailer locator, ordering information, and more!