

8. LOBBY

The Lobby is the central area in the shopping center where Emporium, Crowd, dice and discards are located. You will end up here right after losing a Scuffle to find out what the unpredictable Crowd has in store for you. After the victorious Shopper receives the reward of 2 Shop cards, the defeated Shopper draws a Crowd card and applies its effect immediately. If the defeated Shopper is the main player, after drawing and applying the effect of the Crowd card, he can continue his turn with phases 4 - Equip2 and 5 - Relax. The Shopper token remains in the Lobby until your next turn, when you'll move it into an empty Shop of your choice.

9. STOCK

The Stock is situated under the Shopper card. Shop and Emporium cards end up there when you voluntarily replace your Combos, or thanks to Crowd card effects or because of Shopper Powers (read POWER section for details). You must put Stock cards covered, in order of arrival and you can't check them during the game. The only function of Stock cards is that you can discard them to activate your Shopper Power.

10. POWER

Every Shopper has a unique and exceptional Power. In the bottom of the Shopper card there is a dedicated section that explains everything you need to know about it:

- The Power name;
- How to activate it, that is discarding 4 cards freely choosing between your hand and Stock cards;
- When to activate it;
- What are the effects.

11. EXAMPLE

We're in the mid game and it's Mommy Megan's turn, equipped with 2 Combos: Pasta Machine Gun and Wooden Washing Machine. In the **Equip1** phase she also equips the Ham Rocket (or Rocket-shooting-Hams? It doesn't matter, everyone freely decides the name of Combos and how they look like!).

It's time for the **Stroll** phase and Mommy Megan is in the Electronics Shop, so she can only roll the Stroll die. She scores a 2 and there are two different scenarios for the **Shopping** phase: clockwise, she could go to the empty Clothing Shop in order to get the Shoes; counterclockwise, she could go to the Supermarket with the Cookies, but it is occupied by Tech Timmy, who is equipped with Batteries Gun and Fridge Flamethrower.

Mommy Megan decides to face Tech Timmy in a **Scuffle**. She rolls the 4 Scuffle dice and scores 1 2 3 4: 1 and 2 never trigger any Combo, 3 triggers the Wooden Washing Machine with Strength 5 and 4 triggers the Pasta Machine Gun with Strength 4; summing up the Strength of triggered Combos she gets 5 + 4 = 9 Total Strength. Tech Timmy rolls the 4 Scuffle dice and scores 2 3 5 6: 2 doesn't trigger any Combo, but also 3 and 6 because he has no Combos in those slots, while 5 triggers the Batteries Gun with Strength 3; so he gets only 3 Total Strength. Therefore, Mommy Megan wins the first round, since she got higher Total Strength than Tech Timmy. However, in order to ultimately win the Scuffle she has to win 2 rounds out of 3, so the two Shoppers proceed with the second round in the same way. Eventually, Mommy Megan manages to win it. She obtains 1 Star, the Cookies and the second Shop card of the Supermarket, while Tech Timmy moves his Shopper token into the Lobby and draws 1 Crowd card, applying its effect immediately.

Mommy Megan continues her turn with the **Equip2** phase, in which she doesn't equip any Combo. In the **Relax** phase she draws 1 Emporium card and ends her turn.

12. VARIANTS

More Stars, more fun!

Do your games last too short? The solution is very simple: a Shopper wins when he first reaches X Stars, where X is any number you want. We recommend to use other objects to keep track of Stars amounts (we couldn't put the Milky Way in the box, right?).

The last Shopper

When the game starts, every Shopper obtains immediately 3 Stars. You all won, are you happy about that? No way! The Stars are worth as lives: if you lose a Scuffle, you lose a Star and if you lose the last Star, you are out of the game. Leave the table and go crying in a corner of the room.

12. ADDITIONAL INFO

Do you have doubts that this rulebook can't solve? Take a look at the **FAQs** on our official website in the Tambù portal. If you don't find the answers you are looking for, do not hesitate to contact us directly on our Facebook and Instagram pages. Your valuable feedback will be essential to develop an exhaustive list of FAQs.

You can also write just to insult us, if you didn't like the game ... on the other hand you spent good money for us and you have the right to freely express your opinion (even if you could hurt us in the feelings).

However, if you liked Shopping War so much and you also think it should be present on every table in the galaxy, leave us a nice review, follow us on social networks for the latest news and join our Facebook group to share with the entire Shopping War community your games, wins, best Combos, memes, variations and whatever else you can think of!



- RULEBOOK -

1. INTRODUCTION

Shopping War brings you into a very unusual, lively and colourful shopping center. You will face your opponents with bizarre weapons and funny mates, combining them with the products available in the shops.

You're already excited and you can't wait to play, right? Choose the Shopper that best reflects your strategy, personality, taste or choose as you want. Every time you win a Scuffle against another Shopper, you get 1 Star to show off in front of the others. Combine the consumer goods you receive while Strolling around the Shops with Weapons and Mates in order to create extraordinary Combos. Of course, the better the Combos you equip to your Shopper, the higher the chances of defeating your enemies and creating a new embarrassing dance to express your joy.

An innovative and hilarious board game, extremely intuitive, fast and dynamic, with the right mix of creativity, strategy, luck and unexpected outcomes.

We could continue with many other nice words, but it may be enough for now... we don't want to spoil all the fun you'll experience :)

EPILOGUE

If you are concerned that this harmless board game can ultimately inspire violence, food waste and chaos due to the improper use of commodity products, then you should know that it is absolutely not our intention.

Shopping War is the result of our pure imagination and desire to create an engaging and carefree game, set in a scenario familiar to everyone. After all, if you witness brawls and disarray in a shopping mall, it's probably not our fault, but rather it's a Black Friday day or another sales period.

Thank you for your understanding, patience and laughs while reading this rulebook masterpiece. Now stop reading, start your quest for the 3 Stars and above all have fun with Shopping War!!!

- Ercole, Giovanni and Ludovico :)



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2. COMPONENTS

- 1 Rulebook (don't look around, it's this piece of paper you're reading)
- 5 six-sided dice: 1 Stroll die 4 Scuffle dice
- 18 Star tokens
- 8 Shopper cards - green
- 8 Shopper tokens
- 8 Corridor cards
- 136 Shop cards - blue (8 Shops with 17 cards each):
 - Supermarket
 - Electronics
 - Clothing
 - Restaurant
 - Music
 - Sport
 - Furnitures
 - Fast Food
- 42 Emporium cards - yellow
 - 21 Weapon cards
 - 21 Mate cards
- 26 Crowd cards - red
 - 13 "good" cards
 - 13 "bad" cards



3. OBJECTIVE

Very simple: the first Shopper who obtains **3 Stars** wins the game and gets the right to exult and brag about his victory for the rest of the day.

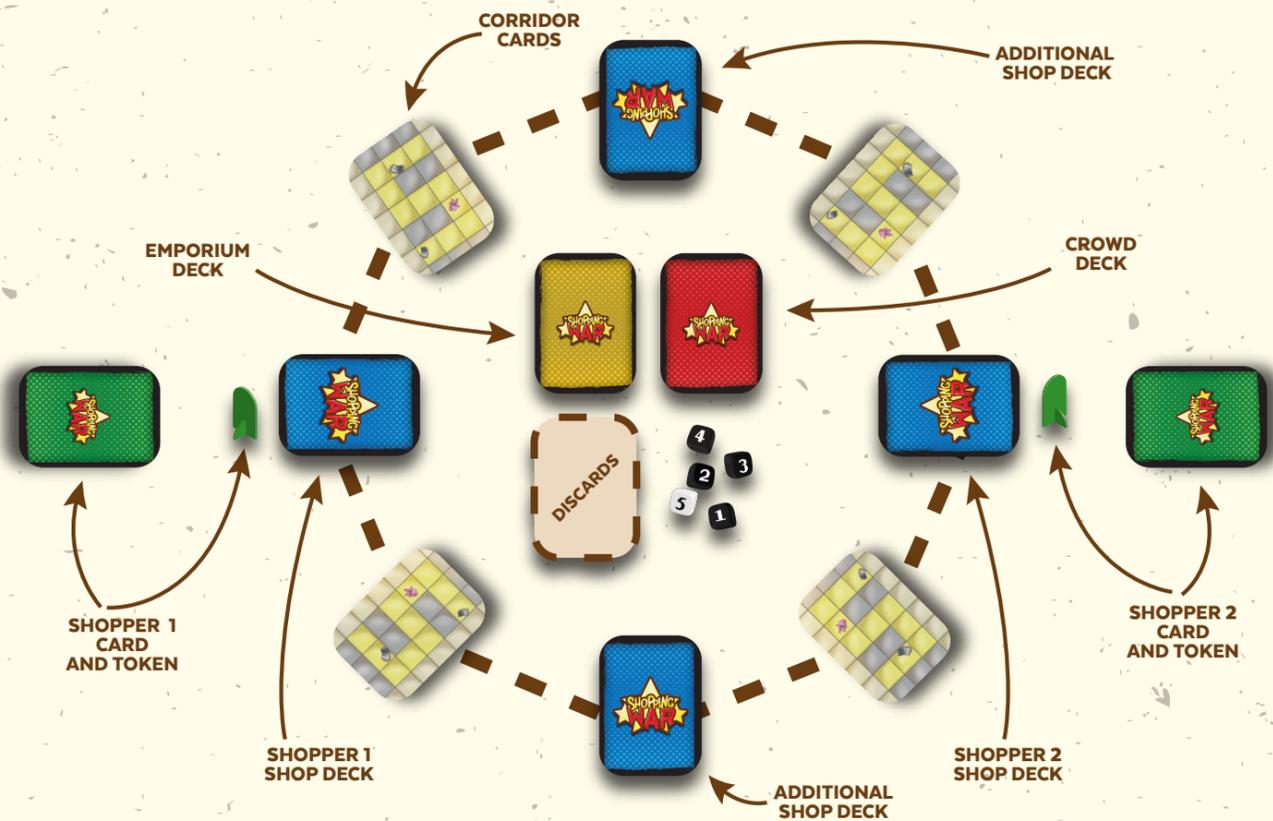
4. SETUP

Each player chooses a Shopper card and takes the related Shopper token and Shop card deck (they all share the same symbol). From now on, players are considered Shoppers full-fledged.

1. Place your Shopper card in front of you;
2. Shuffle your Shop deck and put it in front of your Shopper card in a circular and equidistant way with respect to the other Shops, placing your Shopper token on the outside of your Shop;
3. Take and shuffle an additional Shop deck for each Shopper in play, placing it between your Shop and the Shopper's one on your right;
4. Place a Corridor card in every space between 2 Shops;
5. Shuffle the Emporium and Crowd decks separately and place them in the center of the table, the empty area inside the circle created with the Shops and Corridors, along with the 5 dice. This area will be called Lobby;
6. Draw 2 cards from your Shop and 2 Emporium cards;
7. Reveal the top card of each Shop and place it face up on the deck;
8. Raise your hand and scream "Woo hoo I'm done!"

Notes: The Shops and Corridors in play will always be equal to twice the number of Shoppers. Impossible to get confused!

2 PLAYERS SETUP



5. TURNS

Each Shopper rolls a die and whoever gets the lowest score starts to play, proceeding clockwise. A Shopper's turn consists into **5 phases**:

1 - Equip1

Equip your Shopper with one or more Combos, combining the Shop cards with Emporium cards in your hand (read EQUIPMENT section for details):

2 - Stroll

Roll the Stroll die, choose whether to go right or left and move your Shopper token according to the result, counting 1 step for each Shop and Corridor. Alternatively, only if you start from a Corridor, you can decide not to roll the Stroll die and move the token directly to an adjacent Shop. However, if you start from the Lobby, you don't have to roll the Stroll die, but move the token to an empty Shop of your choice (LOBBY section for details). Remember that the Stroll is mandatory, you can't decide not to move and you can't stop earlier than the result obtained; if during the Stroll you encounter a Shopper token without having finished your movement, no Scuffle will begin (section SCUFFLE for details).

3 - Shopping

Different scenarios may occur depending on where your Shopper token ends the Stroll:

- empty Shop - there is not a Shopper here, so draw 1 Shop card;
- busy Shop - there is already another Shopper, so you have to start a Scuffle with him. You must win in order to obtain 1 Star and draw 2 Shop cards;
- empty Corridor - there is not a Shopper here, but unfortunately nothing else to do;
- busy Corridor - there is already another Shopper, so you have to start a Scuffle with him. You must win in order to obtain 1 Star and draw 2 Shop cards, one from each adjacent Shop.

4 - Equip2

It is exactly the same as Equip1, but meanwhile life has moved on and the world has changed, including yourself (a moment of high metaphysical philosophy...).

5 - Relax

Draw 1 Emporium card and then relax, you have already done enough and the other Shoppers don't want to fall asleep.

Notes: You should know that during the first turn of the game, you can't start a Scuffle with a Shopper that hasn't started playing yet. It seems fair enough, doesn't it? So if your Shopper token ends up in a busy Shop/Corridor with a Shopper that hasn't played the first turn yet, then consider it as empty. Moreover, remember that each Shop must have the top card revealed. Whenever you draw 1 or more Shop cards, you must reveal the top one right after.

6. EQUIPMENT

Surely, you really like the Shopper card you have chosen, but you have to admit that it's quite bare and harmless as it is. And that's why you have to equip it with Combos! **A Combo** is the combination of:

1 Shop card + 1 Emporium card (this rule ALWAYS applies).

In particular, you can combine a Shop card with a Weapon card to create a Weapon Combo or with a Mate card to create a Mate Combo. The matching rule is simple: the single attribute of the Emporium card must be equal to one of the two attributes of the Shop card. These attributes are shown in the bottom of cards (either Single/Multiple on the left or Bonus/Malus on the right).

Only Legendary cards are so powerful that they ignore the matching rule. They are extremely rare and quite distinct from other cards, presenting stars (not those for the victory!) as attributes. You can combine Legendaries with any other card, but always respecting the rule of 1 Shop card + 1 Emporium card (which, if not sufficiently clear, ALWAYS applies!).

The Strength of a Combo is given by summing up the Strength of the two combined Shop and Emporium cards. The Strength is the number shown in the bottom center part of the card.

You can equip your Shopper card with **4 Combos at most**, no more than **2 Weapon Combos** and **2 Mate Combos** simultaneously. You must place Combos correctly on the sides of the Shopper card, next to the symbols depicted in the corners, in the following way:

- One Mate Combo in the bottom left (die with 3 and Mate symbol);
- One Weapon Combo in the top left (die with 4 and Weapon symbol);
- One Weapon Combo in the top right (die with 5 and Weapon symbol);
- One Mate Combo in the bottom right (die with 6 and Mate symbol).



Once the Combo is equipped, you can't move it or exchange/replace cards individually. However, you can replace the entire Combo with another one from your hand, putting the replaced cards face down in the Stock, the space under the Shopper card (read STOCK section for details).

7. SCUFFLE

In order to refresh your memory, a Scuffle starts only when a Shopper ends the Stroll in a Shop or Corridor already occupied by another Shopper. The Scuffle is made up of 3 or more rounds in the event of a tie. The Shopper who wins **2 rounds out of 3** gets 1 Star and 2 Shop cards as a reward. During each round both Shoppers roll the 4 Scuffle dice, check the Combos that are triggered and calculate the Total Strength obtained by summing up the Strength of each triggered Combo.

Rolling 1 and 2 with the die doesn't trigger any Combo. The results ranging from 3 to 6 trigger a specific Combo, as indicated by the symbols depicted in the corners of the Shopper card:

- If the result of the Scuffle die is **3**, you trigger the Mate Combo in the bottom left;
- If the result of the Scuffle die is **4**, you trigger the Weapon Combo in the top left;
- If the result of the Scuffle die is **5**, you trigger the Weapon Combo in the top right;
- If the result of the Scuffle die is **6**, you trigger the Mate Combo in the bottom right.

Obviously, if you start a Scuffle with less than 4 Combo and by rolling the Scuffle dice you score the number of a Combo that you don't have, then you trigger ... a nice nothing! On the other hand, if you score multiple times the number of a Combo you own, then you trigger it that many times! If you obtain a Total Strength higher than the other Shopper, you win the round (in case of a tie, simply repeat the round). By winning 2 rounds you obtain 1 Star to be placed in the space above the Shopper card and also 2 Shop cards as a reward depending on where the Scuffle took place:

- Shop: draw 2 Shop cards from it;
- Corridor: draw 1 Shop card from each adjacent Shop.

The defeated Shopper is too miserable and battered, so he moves the Shopper token in the Lobby (read LOBBY section for details).