If and only if the collection is completed, share the magical objects between all the members of your tavern.
To do this, collect **ALL** the cards with this object from the different members of your tavern. Flip these over so they show the gold coin and then hand these out, one by one, beginning with you and moving in a clockwise order until all the cards have been distributed. If there are more cards than members of your tavern then continue distributing these in the same way again.
Note: it is likely that the members of your tavern will receive different numbers of coins.

All the cards received by each of the players are placed under their Tavern token. The gold coins make up your fortune and will be compared with the other players' at the end of the game.

3• Take new cards.

Take as many Magical Object cards as necessary to have **4** in your hand of cards. If you already have **4** cards or more, keep these and do not draw more.

MAGICAL OBJECTS

Each magical object has a particular power that can give you a helpful boost during the game.



2• The magnet ring (8 copies)

Call out a magical object by its number and collect all the cards with this magical object from the pile of discarded cards (without checking it before). These cards are placed in front of you, face up, to start or complete a collection



3• The 2-branch magic wand (11 copies)

Place 2 different magical objects from your hand of cards in front of you, face up. You can now start and/or complete two collections.



4 • The 6 fingered glove (13 copies)

Draw 2 Magical Object cards and add these to your hand of cards. *Note: at the end of your turn you will have more than 4 cards in your hand and so should ignore step 3 for this turc.*



6 • The magic cloak (24 copies)

Flip over your Tavern token and switch camps.



The unicorn horn (3 copies)

This magical object is a joker that can replace any other magical object. It must always be placed with one or several identical magical objects **OR** in a collection of magical objects already present in front of you on the table. The unicorn horn does not have a special power and cannot be discarded.



5 • The enchanting potion (16 copies)

Pick a player (not yourself) and flip over their Tavern token to force them to change camps.



7 • The permutation parchment (21 copies)

Swap a collection of magical objects for that of another player. The 2 collections must be different.
For example: you can exchange your collection of 2 Magic Cloaks for a collection of 5 Permutation Parchments owned by another player.



END OF THE GAME

The game ends when a player cannot draw more cards to give them **4** cards in their hand because the card pile is empty.
The round ends so that all the players have played the same number of times.

Each player individually counts the number of gold coins they have received from selling their magical objects.
The richest player is Kameloot's best merchant and wins the game.
In the case of a tie, the players share the victory.



8+ | 3 - 6 | 20 min

CÉDRIC NH
GRÉGORY GRARD
MATHIEU ROUSSEL
FRÉDÉRIC BOULLE
INGENIOUS STUDIOS

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GAME CONTENTS

- 96 Magical Object cards
- 6 Tavern tokens: 1 Hooting Owl side, 1 Black Cat side.

INTRODUCTION

Taverns, motivated merchants and magical objects are all that you need to become the richest merchant in Kameloot.

But which tavern will you choose:
The Hooting Owl tavern where paladins and magicians rub shoulders with rich merchants **OR** The Black Cat tavern, home of conniving crooks and scheming sorcerers?

Watch out for turncoats, there's no mercy in the taverns!



OBJECT OF THE GAME

Enter one of the two most popular taverns in Kameloot. In each of them, merchants will help you complete your collections of magical objects. Once a collection is completed, sell it to the tavern clients and split the gold you earn amongst the merchants in the tavern: each magical object is worth one piece of gold.

Turncoats are allowed at any time and you don't have to stay loyal to the same tavern owner!

Will you become the richest merchant in the city?

SETUP

1• Give one Tavern token to each player and leave the remaining tokens in the game box.
2• Choose the teams: each player does a coin toss using their token to decide which tavern they will start in and places this token on the table in front of them to show the face it landed on.
3• Shuffle all the Magical Object cards together and give 4 to each player.
4• Make a pile with the cards remaining and place this face down in the centre of the table.

The player who has most recently spoken to a shopkeeper will be the first player. Game play continues in a clockwise direction.



HOW TO PLAY

The game is played in several rounds.
On your turn, carry out the following actions in order:
1• Make magical objects from a collection available or use the power of a magical object.
2• Check if you have completed a collection.
3• Take new cards.

1• Make magical objects from a collection available or use the power of a magical object.

Make magical objects available: to do this, place one or several identical Magical Object cards from your hand, in front of you on the table, face up.

OR

Use the power of a magical object you have in your hand: to do this, turn over the corresponding card so it is face up next to the pile. Apply the power indicated on the card. The card that has been turned over will not be visible through the whole game. Only the last card to have been turned over will be visible to everyone.

2• Check if you have completed a collection.

Check if the card(s) played complete a collection inside your tavern.
For a collection to be completed, it must contain the same number of magical objects as indicated on the card.
For example, this collection of 2-branch magic wands must contain a minimum of 3 cards.

Objet	Minimum cards required to complete the collection
The magnet ring	2 cards
The 2-branch magic wand	3 cards
The 6 fingered glove	4 cards
The enchanting potion	5 cards
The magic cloak	6 cards
The permutation parchment	7 cards