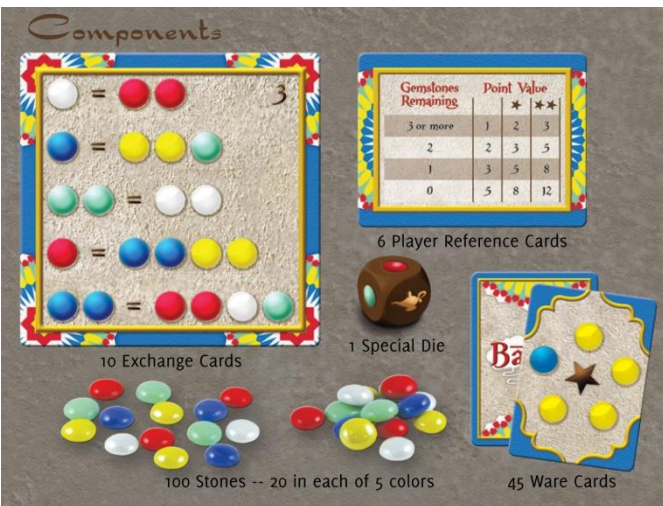
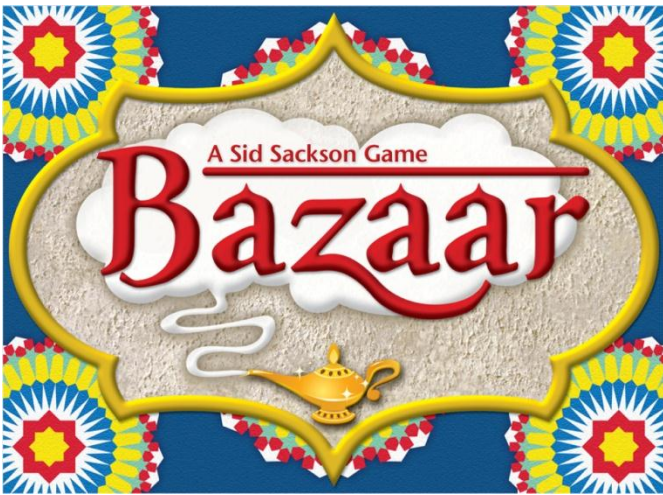


Bazaar



Through skillful trading and re-trading, each player attempts to gain the right combination of colored stones from the Bank to purchase the wares displayed in the Bazaar. Values of the various wares are determined by the number of stones the purchaser holds following his transaction. Trading is governed by the current rates posted at the Exchange. When all the wares from two of the stalls have been sold, the Bazaar is closed, the game ends and the player with the highest score wins!

"So simple in design yet so complex in the thought process. I can't recommend this enough..."

~~James Elmore on BGG

"Great game of logic...plays quickly and is very fun."

~~ Ed Sherman on BGG

"The game is plain brilliant for its simplicity."

~~ Antonio Recuenco-Munoz on BGG

"Even children around age 8 should have no problem grasping how it works. The game proved to be a big hit with my wife and children...it was played well over a dozen times in the first week alone. It's elegant and beautiful."

~~Ender Wiggins on BGG

Game designed by Sid Sackson

Published by Gryphon Games

Made in China

Players:	2 - 6 players
Playing time:	30 - 45 minutes
Age:	Family, 8 and up
Case size:	12

Product Code:	101308N
UPC:	718122566396
Size:	12.25" x 8.75" x 2"
MSRP:	\$34.99

Target Audience:

- Casual to Advanced gamers
- Families
- Educators

Core Information

- Simple enough for a family, yet strategic enough for hardcore gamers
- Abstract Strategy and Puzzle Game
- Set Collection and Trading Mechanics
- Excellent tool to help educators teach math skills (basic algebra) to students



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