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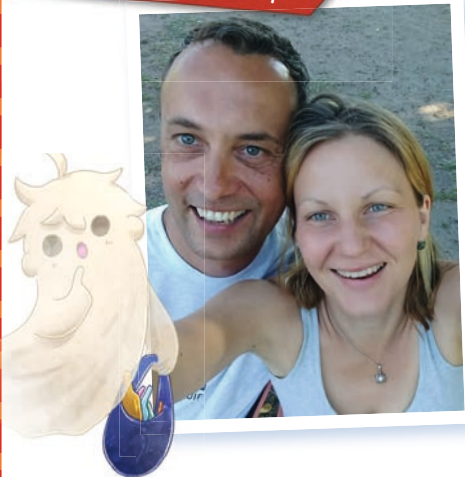
20-30 min

Midnight Market



Pegasus Spiele

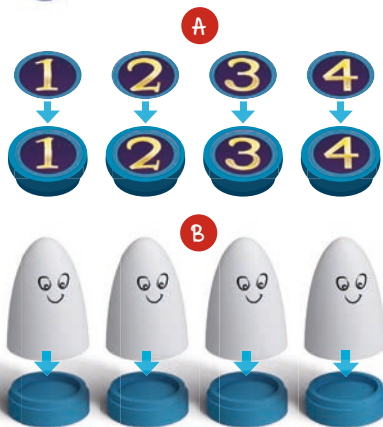
Anna Oppolzer & Stefan Kloß



Hello, we are Anna and Stefan, a married couple who live in Mannheim, Germany. Since 2014 we've worked together to design games for families and children. For example, we earlier created the funny bees-game "Honey" for Pegasus. Our latest game takes place in the mysterious "Midnight Market." We hope you'll enjoy this game as much as we enjoyed designing and playing it. Unfortunately, we often forget to remember where our ghosts are!

We're sure you can do better, can't you?
Love, Anna & Stefan

Components



- 1 double-sided game board
- 16 ghosts with colored bases
- 1 joker ghost with white base
- 4 team markers
- 48 magic chips
- 1 die with 4 colors and 2 symbols
- 16 numbered stickers

Bonus sticker sheet



Before your first game you'll need to assemble the ghosts:

- A** Put the stickers with numbers on the bases with matching colors.
There is **no** sticker for the white base.
- B** Then put the ghosts on the bases.



Finally it is Midnight Market again! But only adult witches, magicians and ghosts are allowed to attend. That's bad luck for the wizardry students, because it's filled with delicious goodies and magical pets. They can even find the rare Vanish-Stars there too, which can be used to become invisible. „I'd like to make myself invisible!“ says Anna. Then, Amir has a bright idea: „Let's simply sneak into the market dressed up as ghosts!“ The others think this is a great plan. „That way we won't attract attention. Maybe we can even snatch some Vanish-Stars? Then we could become invisible and play lots of jokes!“ Anna said. And so they grouped themselves in teams of four students, disguised themselves as ghosts, and headed for the midnight market. Come on, let's go with them!



Game setup



Example game setup for 3 players

1. Place the **game board** in the center of the playing area in easy reach of all players. When playing with 2 or 3 players, make sure to use the side showing **2 ghosts in the corners**. With 4 players, instead use the side showing **4 ghosts in the corners**.
2. Take **1 team marker** each. It shows the 4 wizardry students of your team and your team's number.
3. Take **all ghosts** of all teams that are playing this game. Add 4 ghosts of any unused team if playing with 2 players only, and put all the rest of the ghosts back into the game box. Then mix all ghosts face down so you can't see the team numbers on the bottom.
4. A ghost can only be on a space matching the color of its base. Using this rule, place the ghosts on the spaces of the route on the game board any way you like.
5. Place the **joker ghost** on any unoccupied space.
6. Place **all magic chips** face down in the center of the board so that the side with the pouch is visible. Mix them carefully, then put 3 magic chips back into the game box, face down.

Aim of the Game:

There are 3 different titles you can achieve, and each makes you a winner:

Master of Ghosts: The player with the most pouches on their chips,

Specialist of Invisibility: The player with the most Vanish-Stars on their magic chips,

Expert of Legendary Creatures: The player with the most mandrakes and imps on their magic chips.



Now you are ready to start and journey to the Midnight Market. Whoever last visited a store can go first. Game play proceeds in clockwise direction. When it is your turn, roll the die and perform the action of your rolled result:

How to play

These are the possible actions:

Color



If you roll a color on the die, move any 1 ghost with that color on its base in a clockwise direction to the **next** unoccupied space of its color. This means you may skip over ghosts as you move!

Joker ghost



If you roll the joker ghost, move it to **any unoccupied space** of your choice on the game board.

Pair of eyes



If you roll the pair of eyes, **you don't move a ghost**. Instead, you disclose the secret identity of any 4 ghosts by turning them over and revealing their team number one by one. For each team number revealed, the owner of that team takes 1 magic chip from the center and place it face down in front of them. Remember to place each ghost back onto their spaces. If you're clever and remember which ghosts are on your team, you might get 4 magic chips!



General rules:

When you move a ghost and it is **alone** in front of a market booth, you get nothing. Oh, no! In order to gain a magic chip, **2 ghosts** need to be **in front of 1 market booth**. As a little consolation you may **secretly** look at the number of that lonely ghost, then place it back on its space.



When you move a ghost and it is in front of a market booth **together** with another ghost, take 1 magic chip from the center and place it face down in front of you.

Then, show the team numbers of these two ghosts to all players. If a number matches your team, take 1 magic chip from the center and place it face down in front of you. If a ghost shows a foreign team number, the according player of this team takes 1 magic chip too. If one of the two ghosts is the joker ghost, it counts as your team number and you can take a magic chip. Then put both ghosts back onto their spaces.

Important - keep the magic chips secret and don't reveal what's on their other sides until the end of the game!

Once you have completed your action, your turn is over and the next player takes their turn.

Game end

The game ends as soon as there aren't any more magic chips in the center of the board. You might run out when you're following the rules while taking chips. Don't worry! Just take these chips from the ones that were returned to the box at the beginning of the game.



Scoring:

Now things get exciting! All players reveal the magic chips in front of them to see who is one of the winning Masters!



Master of Ghosts:

This is the player who collected the most magic chips.



Specialist of Invisibility:

This is the player who has the most Vanish-Stars on their chips.



Expert of Magical Creatures:

This is the player who collected the most mandrakes and imps on their chips.



A little secret...

Little imps and meddlesome mandrakes like to scurry around and tease everybody, including our wizardry students. During the game, all mandrakes have managed to escape...

Now the little scamps are hiding all over the game board.

If the mandrakes can find the Vanish-Stars, things will get very chaotic. We need your help to find these little creatures so that they can be taken back to the magic school.

How many mandrakes can you spot on one side of the game board? We've hidden the answer upside-down on this page.





„There's a right game for every age - that's our motto!"



Our children's games are available in the four colors: **green**, **blue**, **yellow** and **red**. Each color refers to a specific age range. Here's an overview of our color coding:



3+ Games for the Little Ones



4+ Rules Can Be Fun



5+ I Can Play This on My Own



6+ Even Mom and Dad Can Have Fun with This

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