

BENJAMIN BLÜMCHEN

KRIMSKRAMS

THE FLEA-MARKET GAME

“All that’s happening in Newtown’s flea-market”

An amusing memory and dice game by Reiner Knizia

Players: 2-5
Age: 4 and up

Schmidt Spiel No. 51029

German Edition: (c) 1998, hör + lies Verlag, Berlin; Reiner Knizia, Illertissen

(p) 1998, Schmidt Spiel + Freizeit, D-12359 Berlin, Germany

English Translation: Reiner Knizia and Kevin Jacklin.

GAME MATERIALS (Bits & pieces, and half a box of toys)

- 1 Punched card with 25 tiles: five each of books, balls, china, building bricks and shoes. There are two tiles of each type with one item, two tiles with two items, and one tile with three items;
 - 1 Punched card with the flea-market traders: Benjamin Blümchen, Otto, Karla Kolumna, Herr Tierlieb and Zookeeper Karl;
 - 5 Stands;
 - 1 Coloured die, and
 - 1 Rulebook.
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GAME IDEA AND OBJECTIVE

(Rummage through the bits & pieces, but keep your eyes open)

What a marvellous idea! Benjamin Blümchen is organising a flea-market in Newtown - and everyone wants to join in. Otto, of course, Herr Tierlieb, Karla Kolumna and Karl as well. It’s amazing what is waiting to be discovered at each market-stall - Otto’s building bricks, Karl’s old shoes, and lots of books from Karla. You must keep your eyes open to be the first to collect one tile of each of the five types, because that is how you win the game.

GAME PREPARATION (First set up your market-stall)*

- Place the tiles face-down on the table and shuffle them well.
- Set up the market-stalls: Place the five traders in a large circle on the table, then surround each of them with five face-down tiles. On your honour - no peeking while laying out the tiles.
- Decide who begins.

**Before the first game, carefully remove the pieces from the punched card. Use the stands to set the traders upright.*

GAME VERSION ONE (Where are the right bits & pieces?)

Play clockwise. On your turn roll the die once. The colour rolled decides from which market-stall you may get a tile: Benjamin is red, Otto blue, Herr Tierlieb yellow, Karl green and Karla Kolumna is purple. If you roll white, you may choose to go to anyone's market-stall.

At the appropriate stall, you turn over one tile of your choice, so that all players can see it. If you do not already possess a tile of that type, take it and place it face-up in front of you. If you already have a tile of that type, turn it face-down again and leave it at the market-stall. Keep your eyes open and remember where the bits & pieces are, so you can pick them up later. After your turn, the next player continues.

If there are no tiles left at a market-stall when you roll its colour, that is bad luck, because you lose your turn.

GAME END (Packing up)

The first player to collect one tile each of all five different types, wins the game. For this version, the number of items on the tiles makes no difference.

GAME VERSION TWO (Even more bits & pieces)

Everything goes as before, but now the number of items on a tile does count - you must have a total of ten or more items on your five tiles to win. Now you may also swap tiles, which works as follows. If you reveal a tile of a type which you already possess, and the new tile contains more items than the one you have already got, then you may swap the two tiles. Place the "better" tile face-up in front of you, and position the other face-down at the market-stall. As soon as one player has collected one tile each of all five different types, with at least ten items, this player wins.

Version: 1.0

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By: Kevin Jacklin