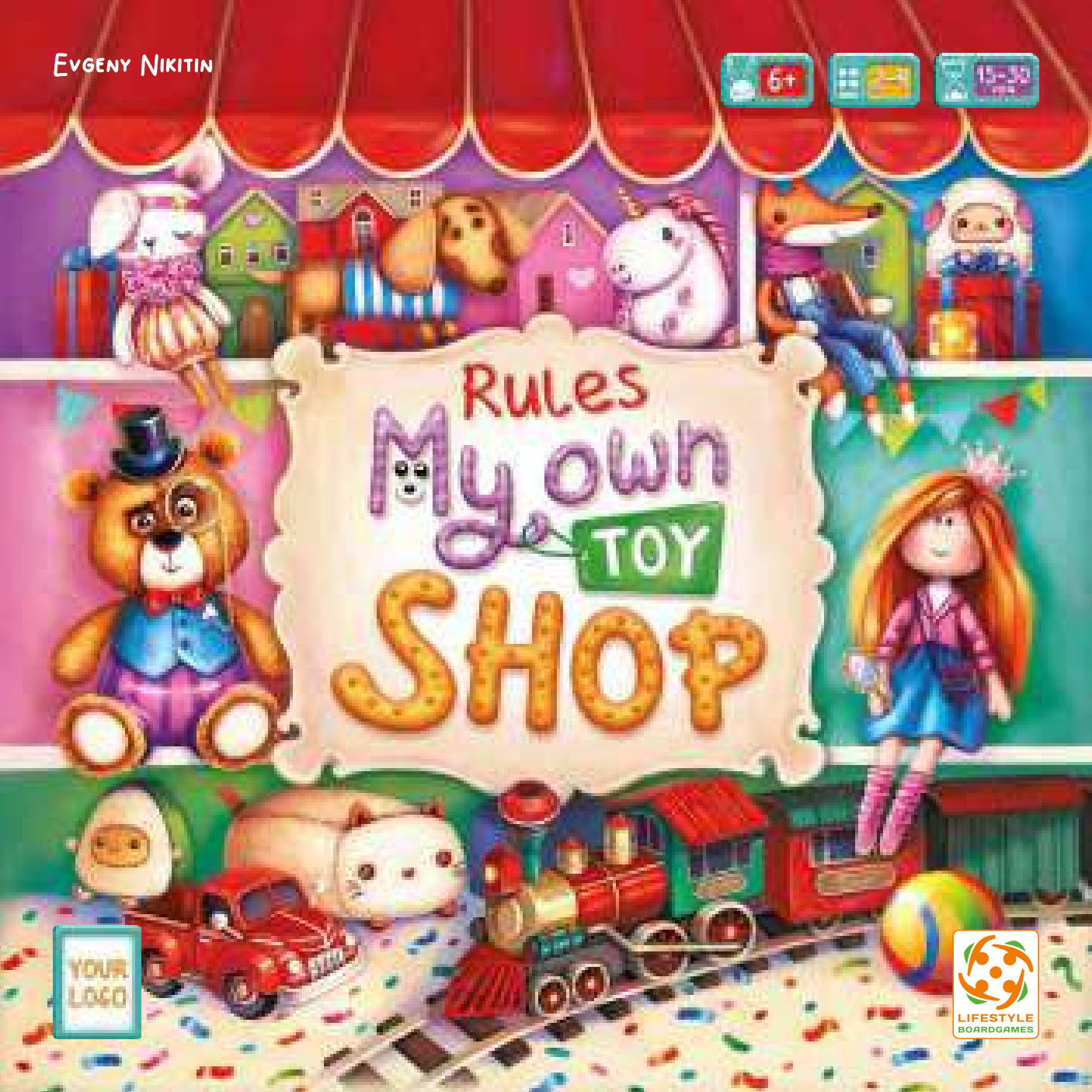


EVGENY NIKITIN



YOUR  
LOGO



## GAME COMPONENTS:

68 TILES:

- 64 TOY TILES
- 4 STARTING TILES WITH A CASH REGISTER

60 MONEY TOKENS WORTH 10 COINS

16 REWARD TOKENS:

- 4 REWARDS FOR A VARIETY OF TOYS
- 4 REWARDS FOR THE MAJORITY OF IDENTICAL TOYS
- 8 SPARE REWARDS

7 PLAYER TOKENS

7 PLASTIC STANDS FOR TOKENS

1 VICTORY COINS COUNTER

GAME RULES



## SET-UP

## DESCRIPTION AND GOAL OF THE GAME

IMAGINE THAT YOU HAVE BECOME THE OWNER OF A TOY SHOP! YOUR TASK IS TO ARRANGE THE TOYS IN IT WISELY. THE MORE TOYS OF THE SAME TYPE ARE LOCATED NEARBY, THE MORE COINS YOU WILL GET FOR THEM. MOREOVER, YOU CAN GET SPECIAL REWARDS FOR SETS OF TOYS AND BONUSES FOR THE SAME TOYS.



**1** PUT THE VICTORY COINS COUNTER ON THE TABLE.

**2** EACH PLAYER CHOOSES ONE CHARACTER AND PLACES IT NEXT TO "1" ON THE COUNTER. PUT THE REST OF THE CHARACTER TOKENS IN THE BOX.

**3** NEXT TO THE VICTORY COINS COUNTER PLACE THE MONEY TOKENS, FOUR REWARD TOKENS FOR A VARIETY OF TOYS, FOUR REWARDS FOR THE MAJORITY OF THE SAME TOYS, AND SPARE REWARDS.

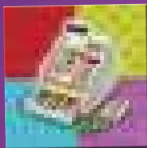
**4** GIVE EACH PLAYER ONE RANDOM STARTING TILE WITH A CASH REGISTER. DURING THE GAME, THE PLAYERS WILL CONNECT TOY TILES TO IT.

**5** MIX ALL THE TOY TILES AND PUT THEM IN A PILE FACE DOWN. OPEN THE TOP 4 TILES AND PLACE THEM IN THE CENTER OF THE TABLE.

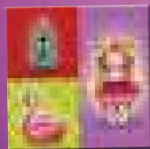
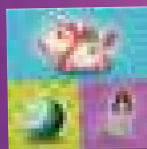
BEFORE YOUR FIRST GAME, CAREFULLY PUNCH ALL TILES OUT OF THE PUNCHBOARDS AND INSERT THE PLAYER TOKENS INTO PLASTIC STANDS.



SETUP FOR A 3-PLAYER GAME



PLAYERS START CREATING THEIR OWN SHOP FROM THE CASH REGISTER. AT THE END OF THE GAME YOUR SHOP MUST REPRESENT A 4 BY 4 GRID OF TILES. THE CASH REGISTER CAN BE LOCATED ANYWHERE IN THE SHOP, BUT IT MUST BE WITHIN ITS BORDERS.



THERE ARE FOUR TYPES OF TOYS IN THE GAME. EACH TYPE HAS A SPECIFIC BACKGROUND COLOUR AND PATTERN. ALL PLUSH ANIMALS HAVE A LIGHT BLUE BACKGROUND, DOLLS – A VIOLET ONE, VEHICLES – A RED ONE, AND SPORTS GOODS – A GREEN BACKGROUND.

YOU CAN FIND ALL THE TOYS IN "TOYS OF THE BEST SHOP" ON PAGE 6.



## GAMEPLAY

THE FIRST PLAYER IS THE YOUNGEST PLAYER. THEN THE GAME PROCEEDS CLOCKWISE.

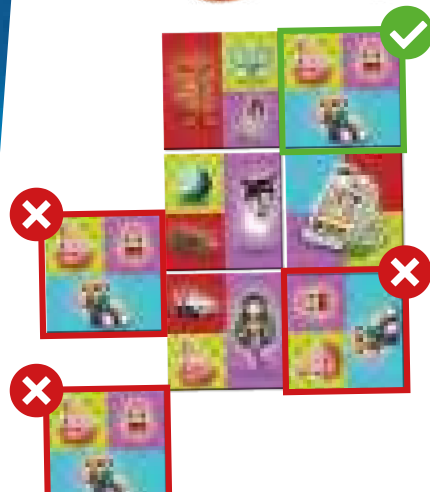
ON THEIR TURN, EACH PLAYER PERFORMS THREE STEPS:

**STEP 1. TAKE ONE OF THE FOUR OPEN TOY TILES AND ADD IT TO YOUR PREVIOUSLY LAID OUT TILES.**

THE NEW TILE MUST TOUCH AT LEAST ONE SIDE OF A PREVIOUSLY LAID OUT TILE. EACH TILE HAS A TOP AND A BOTTOM – THIS IS EASY TO DETERMINE BY THE ORIENTATION OF THE TOYS ON IT – SO THE TILE CANNOT BE TURNED UPSIDE DOWN OR CONNECTED WITH A SHIFT OR ONLY BY A CORNER.

**STEP 2. GET COINS FOR THE TOYS.**

IF BY CONNECTING A TILE YOU EXTENDED ONE OR MORE COLOUR AREAS, YOU GET ONE COIN FOR EACH TOY IN THESE AREAS (INCLUDING TOYS OF THESE COLOURS ON THE NEW TILE). YOU COUNT ALL TOYS IN THE CONTINUOUS AREA OF THIS COLOUR, NO MATTER HOW MANY TILES IT SPANS. THE CASH REGISTER CAN CONNECT THE AREAS OF THE SAME COLOUR BUT DOES NOT BRING COINS IN ITSELF. HOWEVER, IF YOU JOIN A TILE TO THE CASH REGISTER WITH THE MATCHING BACKGROUND COLOR, THE AREA WILL BE EXPANDED, AND COINS WILL BE AWARDED.



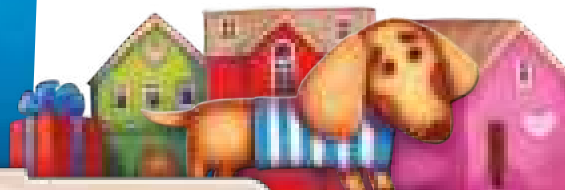
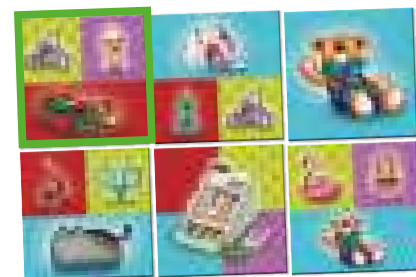
IF THE AREA WITH A TOY DOES NOT TOUCH AN AREA OF THE SAME COLOUR ON THE PREVIOUSLY LAID OUT TILES, OR DOES NOT CONNECT TO ANY TILES AT ALL, THE PLAYER CANNOT RECEIVE MONEY FOR IT.

THE PLAYER MOVES THEIR PLAYER TOKEN ON THE COUNTER BY THE CORRESPONDING NUMBER OF COINS. WHEN CROSSING THE "10" ON THE COUNTER, THE PLAYER TAKES ONE MONEY TOKEN WORTH 10 COINS.

**EXAMPLE 1:** MARY HAS JUST PLACED A TILE WITH A BUNNY, A ROCKET, AND A BICYCLE. THIS TILE GIVES MARY 5 COINS. THE LIGHT BLUE AREA BRINGS 2 COINS: AN AREA ON THE NEW TILE CONNECTS TO THE AREA OF THE SAME COLOUR, AND THERE ARE 2 TOYS (BUNNY AND TEDDY BEAR) ON IT. THE RED AREA BRINGS 1 COIN AS THE NEW TILE CONNECTS ONLY TO THE CASH REGISTER. THE GREEN AREA BRINGS 2 COINS AS THERE ARE 2 TOYS ON IT (BICYCLE AND FLAMINGO POOL FLOAT) THAT ARE CONNECTED THROUGH THE CASH REGISTER.

**EXAMPLE 2:** DURING HER NEXT TURN MARY ADDED A TILE WITH A BICYCLE, A BABY DOLL AND A TRAIN. THIS TILE BRINGS HER 3 COINS. THE TOY ON THE GREEN AREA (BICYCLE) DOES NOT TOUCH ANY TILES, SO IT DOES NOT BRING COINS. THE TOY ON THE VIOLET AREA (BABY DOLL) TOUCHES ONE PREVIOUSLY LAID TILE, HOWEVER, THE COLOURS OF THE AREAS ARE DIFFERENT, SO MARY DOES NOT GET COINS FOR THIS TOY AS WELL. THE RED AREA CONNECTS TWO OTHER RED AREAS ON DIFFERENT TILES AND UNITES IT: THERE ARE 3 TOYS (FIRE LORRY, TRAIN AND ROCKET) THAT BRING 3 COINS.

**STEP 3.** WHEN THE PLAYER HAS RECEIVED COINS FOR THEIR TILE, A NEW TILE FROM THE STACK IS OPENED. THE TURN IS PASSED TO THE NEXT PLAYER CLOCKWISE.



## GAINING A REWARD DURING THE GAME

AFTER PLACING A NEW TILE, THE PLAYER CHECKS ALL HIS/HER TILES ON WHETHER HE/SHE MANAGED TO COLLECT A COMPLETE COLLECTION OF TOYS. IF A PLAYER IS THE FIRST TO GATHER ALL FIVE DIFFERENT TOYS OF THE SAME TYPE, HE/SHE GETS A CORRESPONDING REWARD.

THE PLAYER WHO RECEIVES A REWARD TAKES IT - NOW OTHER PLAYERS WILL NOT BE ABLE TO GET IT. AT THE END OF THE GAME, THE REWARDS WILL BRING 5 COINS (SEE "FINAL SCORING" ON PAGE 6).



"THE CUTEST PLUSH ANIMALS" - FOR THE COMPLETE COLLECTION OF PLUSH TOYS.



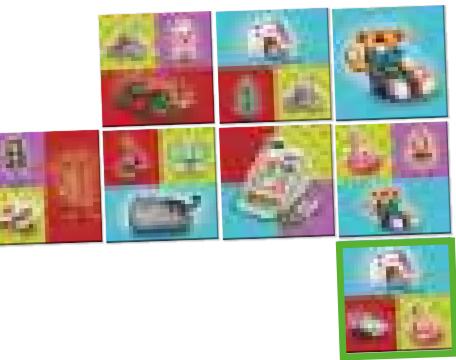
"THE LOVELIEST DOLLS" - THE COMPLETE COLLECTION OF DOLLS.



"THE MOST MODERN VEHICLES" - FOR THE COMPLETE COLLECTION OF VEHICLES.



"THE SPORTIEST SHOP" - FOR THE COMPLETE COLLECTION OF SPORTS GOODS.



## EXAMPLE OF COUNTING COINS AND GAINING REWARDS:

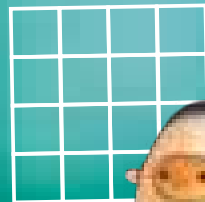
MARY HAS JUST PLACED A NEW TILE WITH A BUNNY, A SPORTS CAR AND A FLAMINGO POOL FLOAT. THIS TILE EARNED HER 2 COINS (FOR THE PLUSH TOYS). THE TOYS ON THE RED AREA (SPORTS CAR) AND THE GREEN AREA (FLAMINGO POOL FLOAT) DO NOT BRING COINS AS THEY ARE NOT CONNECTED TO ANY PREVIOUSLY LAID OUT TILES. HOWEVER, MARY NOTICED THAT SHE WAS THE FIRST TO COLLECT

A COMPLETE SET OF VEHICLES IN HER SHOP (SPORTS CAR, TRAIN, ROCKET, CRANE, FIRE LORRY). SHE TAKES THE REWARD "THE MOST MODERN VEHICLES" - AT THE END OF THE GAME, IT WILL BRING HER 5 ADDITIONAL COINS. OTHER PLAYERS CAN NO LONGER RECEIVE THIS REWARD, BUT THEY CAN COMPETE FOR THE OTHER ONES.



## END OF THE GAME

THE GAME ENDS WHEN ALL PLAYERS HAVE CREATED THEIR OWN 4 BY 4 TILES SHOP.



## GAINING A REWARD AT THE END OF THE GAME

BEFORE THE FINAL SCORING THE PLAYERS LOOK AT THEIR SHOPS AND CHECK, WHETHER THEY EARNED ANY REWARD FOR THE MAJORITY OF IDENTICAL TOYS. COUNT WHICH PLAYER HAS MORE IDENTICAL TOYS AMONG THE TOYS OF THE SAME TYPE.

FOR EXAMPLE, START WITH PLUSH ANIMALS - THE PLAYER WHO HAS THE MOST OF IDENTICAL ANIMALS OF THIS TYPE GETS THE "PLUSH ANIMALS SET" AWARD. THEN FIND OUT WHO HAS MORE IDENTICAL DOLLS, VEHICLES, AND SPORTS GOODS - THESE PLAYERS WILL RECEIVE THE CORRESPONDING REWARDS. IF SEVERAL PLAYERS SHARE A DRAW, THEY ALL GET REWARDS: THE YOUNGEST PLAYER TAKES THE CORRESPONDING TOKEN ON THE COLOURED BACKGROUND, WHILE THE OTHER PLAYERS TAKE A SPARE REWARD TOKEN. ALL REWARDS WILL BRING 5 ADDITIONAL COINS.



"PLUSH ANIMALS SET" - FOR THE LARGEST NUMBER OF IDENTICAL PLUSH ANIMALS.

"FASHIONABLE DOLLS SET" - FOR THE LARGEST COLLECTION OF IDENTICAL DOLLS.

"MODERN VEHICLES SET" - FOR THE LARGEST COLLECTION OF IDENTICAL VEHICLES.

"SPORTS GOODS SET" - FOR THE LARGEST COLLECTION OF IDENTICAL SPORTS GOODS.

EXAMPLE: PLAYERS COUNT WHO HAS MORE OF THE SAME PLUSH ANIMALS. MARY HAS 5 BEARS, 4 UNICORNS AND BUNNIES EACH, 2 KITTENS AND 1 PUPPY. PAUL HAS 7 PUPPIES, 3 UNICORNS AND KITTENS EACH, BUT NO BUNNIES OR BEARS AT ALL. PAUL COLLECTED MORE IDENTICAL PLUSH ANIMALS (7 PUPPIES) THAN MARY. HE RECEIVES THE AWARD "PLUSH ANIMALS SET". AFTER THAT, PLAYERS START COUNTING OTHER TOYS.



WHEN THE PLAYERS RECEIVED THEIR REWARDS, PROCEED TO THE FINAL SCORING.

## FINAL SCORING

LOOK AT THE «SCORING REMINDER» AND CALCULATE YOUR SCORE.

IF A PLAYER HAS REWARDS FOR THE FULL COLLECTION OR FOR THE MAJORITY OF TOYS, THEN THEY ADD AS MANY COINS TO THEIR SCORE AS IS WRITTEN ON THE BACK OF THE TOKENS. DO NOT FORGET TO MOVE YOUR PLAYER TOKEN ON THE COUNTER (AND TAKE MONEY TOKENS WHEN CROSSING THE "10")!

## TOYS OF THE BEST SHOP

### PLUSH ANIMALS



TEDDY BEAR



UNICORN



KITTEN



BUNNY



PUPPY

### DOLLS



PRINCESS



DOCTOR



BALLERINA

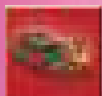


BABY



MERMAID

### MODERN VEHICLES



TRAIN



SPORTS CAR



CRANE



FIRE LORRY



ROCKET

### SPORTS GOODS



BALL



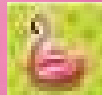
ROLLERS



RACKETS



BICYCLE



FLAMINGO POOL  
FLOAT

## DETERMINING THE WINNER

PLAYERS COUNT THE MONEY TOKENS THEY RECEIVED. THE PLAYER WITH THE MOST MONEY WINS THE GAME. IF THE PLAYERS HAVE THE SAME AMOUNT OF MONEY, COMPARE WHO HAS MOVED FURTHER ON THE COUNTER AND THUS GOT MORE COINS. IF THERE IS STILL A TIE, ALL THESE PLAYERS WIN.



## SCORING REMINDER

- 1** IF YOU HAVE ANY REWARDS, ADD AS MANY COINS TO YOUR SCORE AS IS WRITTEN ON THE BACK OF THE TOKENS. DO NOT FORGET TO MOVE YOUR PLAYER TOKEN ON THE COUNTER (AND TAKE MONEY TOKENS WHEN CROSSING THE "10")!
- 2** COUNT HOW MANY MONEY TOKENS YOU GAINED DURING THE GAME.
- 3** THE PLAYER WITH THE MOST MONEY TOKENS WINS (IF TIED - WITH MORE COINS ON THE VICTORY COINS COUNTER).

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