



8+



3-10



30m

RULEBOOK

The illustrious Municipality of Titirilquén invites you to the XXVII version of the traditional and sublime Criollo Flea Market of the area.

Take this opportunity to show off your best trinkets and make the most out of this wonderful festivity!



COMPONENTS



1 Bell



1 Rulebook

90 Trinket Cards
(9 of each type)

GAME SETUP

To start the game, you must use one set of trinkets for each participant. So, if there are 6 players, you must set 4 trinket types aside (for example, you could leave Alaskan Fuzz, Corn Chewing Gum, Balloons and Onions out). It is advisable to put the least valuable trinkets away. You won't need them during this game. At the end of this rulebook, you will find a variation for larger group games (7 people or more).

Shuffle the cards and deal 9 cards to each player. Keep a sheet of paper and a pencil at hand to keep track of the scores for each round.

OBJECT OF THE GAME

The aim of the game is put together a complete set of 9 identical cards in each round. To do so, you must skilfully trade your cards and be the fastest person to collect all cards of the same trinket.

The first person to score a total of 250 points is the winner.

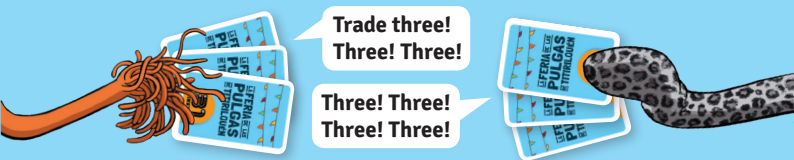
GAMEPLAY

Once the whole group has sorted their cards, action begins. Count to three, ring the bell and start trading cards.

How to trade trinkets? By offering from your hand 1 to 4 cards **facedown** of the same type of trinket to any

player. The other person must hand you the same number of cards face down. Revealing the type of cards you're trading is considered cheating!

In an exchange both the cards you offer and the cards you receive **must always** be of the same type. We don't want any mess in our merchandise!



Since this is a game without turns, the whole group will be looking to trade their trinkets at the same time. Some shouting is normal when trying to trade your cards.

A round in this game might sound like this: “Trade three, three, three, three, three!” While a person next to you shouts “two, two, two, two!” If another person offers the same number of cards you do, you exchange cards. With a bit of luck, those cards will be useful to complete the 9-card set you need to win the round. Keep trading cards until you succeed.

Quickly ring the bell when you have 9 matching cards in your hand! The round ends immediately, and the winner of the round then scores the amount marked on the trinket cards he or she collected. Only the first person to ring the bell gets the points.



If you collect 9 Cachirula's cards, you get 85 points.



If you collect 9 Tulio's cards, you get 100 points.

NEW ROUND AND END OF THE GAME

Shuffle all the cards and deal 9 to each participant to start a new round. The first person to score 250 points is the winner.

VARIATION FOR LARGER GROUPS

This variation is suggested for groups of 7 to 10 people. When setting up the game use only 7 cards per trinket (instead of 9). After shuffling the cards, deal that same number of cards to each participant. Now each person must collect 7 matching cards to win the round. Record each participant's score between rounds. At the end of the fifth round, the person with the highest score is the winner.

This game is a version of the classic game Pit, created at the beginning of the 20th century. In Chile it is especially known as Ding! an adaptation of the game by J. J. Fernández, to whom we thank for his kindness.



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