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10+ · **2-4** · **45-60** min

BLACK FR!DAY

Take part in a frantic sale! Search for popular products before others snatch them before your very eyes! Run through the store aisles, grabbing the products you want before others do! But you can only take products to the checkout if you can fit them all into your cart!

You need to complete 7 shopping lists as quickly as possible. When someone manages to do this, add up the points on all your shopping list cards. Whoever scores the most points wins!
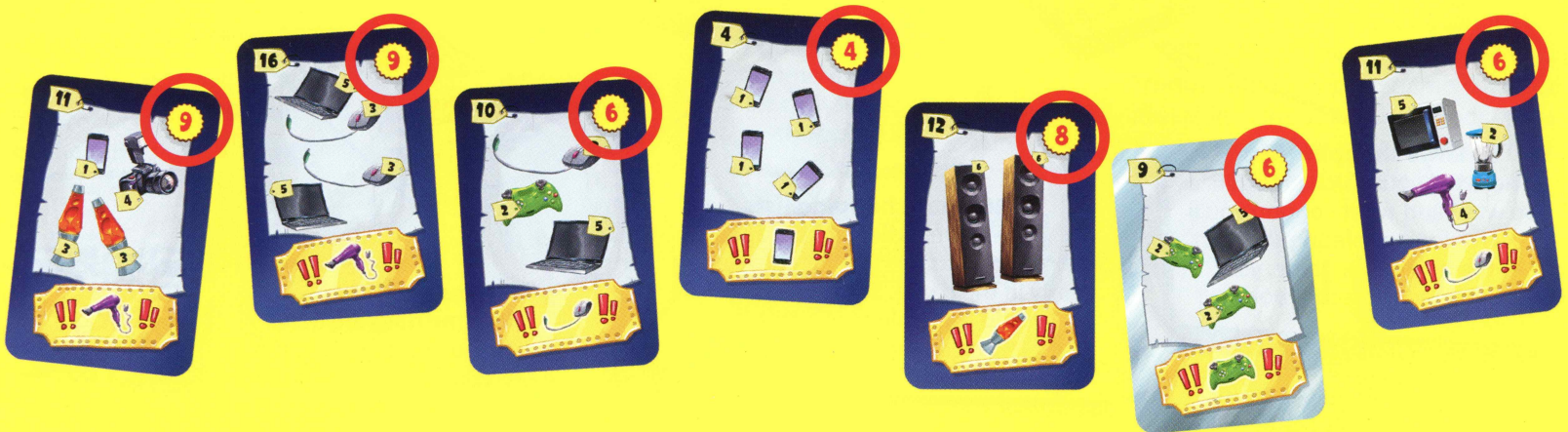
CONTENTS

96 banknotes (in denominations $1, $5, $10).
Nothing in life is free. To complete your shopping lists, you'll need some money. Luckily, the store has an ATM!

4 carts
You each move one around the main board.

main board
The store where you'll be racing through the aisles.

18 coupons
When you complete a shopping list, you receive a coupon, which you can later redeem for a free product!

54 products
To complete your shopping lists, you'll be picking these up from the main board and placing them into the cart area of your player board.

4 player boards
When you grab items in the store, you put them here.

36 large shopping lists
These tell you which products you want and what coupon you'll receive for completing the list. At the end of the game, your completed lists score points.

20 small shopping lists
These are easier and cheaper shopping lists, perfect for completing early in the game. Some will be visible and available to all players: first come, first served!

instructions
The game rules are here. But if you don't like reading rules, you can watch a video to learn the rules!

MAIN BOARD

The main board represents the store where you'll be shopping. It has several important elements:

- **Shelves** - Here you'll find the store's available **products**. As your action, you can take one **product** from a shelf near your **cart**.

- **Spaces** - As your action, you may move your **cart** to an adjacent space, up to 3 times.

- **Entrance** - You start the game here. You always return here after completing a **shopping list**.

- **Return counter** - A special space where, as your action, you can return any number of products from your **player board** to shelves.

- **ATMs** - Special spaces where, as your action, you can get $10.

- **Checkout** - A special space where, as your action, you can complete **shopping lists**.

SHOPPING LISTS

There are 2 types of **shopping lists**: **small and large**. They have different background colors and backs. Both types have these same elements:

SMALL SHOPPING LIST

LARGE SHOPPING LIST

total **cost** of all **products** on the card

pictures of the **products** you need to collect

points gained at the end of the game for completing this **shopping list**

coupon that you receive for completing this list. Take the matching **coupon** from the pool to use later, or use it now to help complete another list.

BLACK FRIDAY

PRODUCTS

Product tokens represent merchandise available in the store. Each product has a price tag; to buy a product, you must pay its price to the bank.

PREPARATION

1. Place the **main board** in the center of the table. Place all **products** onto the main board, all on their matching spaces on shelves.
2. Separate the large and the small **shopping list** cards into 2 face-down piles and shuffle each pile. Draw 5 **small shopping list** cards and place them face up, visible near the main board.
3. Separate the **banknotes** by denomination and put them near the main board.
4. Put the **coupons** nearby.
5. Each of you takes a set of these components:
   a. A **cart** and a **player board** in your preferred color (one player must be red, because the red player board has the start player symbol!),
   b. $20 (in any desired denominations),
   c. 2 small **shopping list cards** and 1 **large shopping list** card as a starting hand. Keep your drawn cards hidden from your opponents.
6. Put your **carts** on the start space (the entrance). The red player starts.

Example setup for 2 players

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SEQUENCE OF PLAY

Players take turns in clockwise order, starting with the **red player**. On your turn, you do **2** actions from the following list, in any order or combination (you can also do the same action twice):
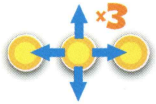
move up to 3 spaces

take 1 product from a shelf

do a special space's action: return counter, ATM, or checkout.

After doing your actions, all your **products** must fit in the cart area of your **player board**. A graphical summary of possible actions is printed on your **player board**.

MOVE

You can use an action to move your cart to an adjacent space, horizontally or vertically along store aisles, up to 3 times. Each move can go in any direction.

TAKE 1 PRODUCT

You can use an action to take **1 product** from a shelf near your cart. Each space (intersection of store aisles) has 4 nearby shelves. Exception: the **entrance** and **checkout** each have 2 nearby shelves.

After your 2 actions, you must fit all your products into your player board.

Example of 4 nearby shelves

FITTING PRODUCTS INTO YOUR PLAYER BOARD

All the **products** you've taken must fit in the cart area of your **player board**. You can physically arrange them as you like, but each product taken must lie flat on the table: no token can lie on another token. You must wait until you've done both your actions to arrange your **products**. Then you can freely rearrange all your products to make your new products fit in your **player board**. If you cannot fit all your **products**, you must return one or both of the new products **that you took this turn** to shelves, keeping only the **products** you can fit.

Example legal arrangement of products fitting in a player board

SPECIAL SPACES

+10 $ ATM – On this space, you can use an action to take $10 from the bank.

Return counter – On this space, you can use an action to return any number of **products** from your **player board** to shelves (to avoid having to pay for them at the checkout). Put each returned **product** onto a matching empty space on any shelf.

Checkout – On this space, you can use an action to complete any number of **shopping lists**. These can be your personal lists from your hand, as well as visible small shopping lists near the main board. If you complete several lists, resolve them sequentially, one after another. To complete a **shopping list**:

1. Place the **shopping list** in front of you (reveal it from your hand, or take a **small shopping list** from near the main board).

2. Take the shopping list's products from your **player board** and put them back onto shelves on the main board.

3. Pay the total price of the **products** to the bank.

4. Take the **coupon** (shown on the card) from the pool.

5. Put the completed shopping list card face down near your player board.

If your player board has any remaining products that don't help complete any shopping lists, then you won't gain points for them, but you must still pay for them. After all, you cannot take products from the store without paying for them! Then return them to matching spaces on store shelves.

NOTE: You cannot do a checkout action if you cannot pay for ALL the products in your player board!

You can use previously obtained **coupons** when completing a **shopping list**. Each **coupon** shows a **product** that you receive for free when completing a **shopping list**. You don't need to have that product in your **player board**, and you do not have to pay for it. When completing several **shopping lists** in one action, you can use a coupon from completing one list to help complete a later list in the same action. Each **coupon** can be used only once: after using a coupon, return it to the pool. Store **coupons** for later use near your **player board**; they do not take up space in your player board's cart.

Jack is completing this 5-point shopping list. He returns the microwave oven and mouse from his player board to shelves, pays $8, and receives a coupon for a free blender.

In the same action, he next completes another shopping list with a game controller, blender, and laptop. He takes the game controller and laptop from his player board, and he redeems the coupon he just received for a free blender. He pays only $7 (for the game controller and laptop), not $9, since his blender is free! For completing this second list, he receives a coupon for a free mouse.

After doing a **checkout** action, **your turn ends**, even if this was only your first action. If you completed any shopping lists from your hand, draw new **large shopping lists** until you have 3 again. If you completed any **small shopping lists** visible near the main board, draw new small shopping lists until there are 5 visible near the main board. Then move your **cart** to the start space (the entrance).

GAME END

When some player completes their **7th shopping list**, that triggers the final round. Complete the current round (i.e. player turns continue until the end of the turn of the last player, sitting to the right of the starting red player), and then the game is over. Then, in clockwise order, starting with the red player, each of you may do a final **checkout** action, as if you were on the checkout space.

Each player sums the points from their completed **shopping lists**. Additionally, each **coupon** still unredeemed is worth 1 point. The player with the most points wins!

EXAMPLE ROUND

Jack (red) takes a lava lamp from the shelf in the corner as his first action, then he takes a phone from another nearby shelf as his second action. Then at the end of the turn, he fits both items into his **player board**.

Mark (blue) first moves his cart 2 spaces to the **ATM**, then he takes $10.

Anna (green) first moves her cart 1 space to the **return counter**, then she returns a mouse she no longer wants from her player board to a matching space on a shelf.

Alice (yellow) first moves 1 space to the **checkout**, then she completes a shopping list.

Alice reveals one of her **large shopping list** cards that she wants to complete. She takes 2 phones, a lava lamp, and a hair dryer from her **player board**. She also redeems her (previously obtained) coupon for a free lava lamp. She pays $9 to the bank ($1 for each phone + $3 for 1 lava lamp and $4 for the hair drier). Thanks to the coupon, she does not need to have or pay for the second lava lamp. She returns the products to matching spaces on shelves. For completing this list, she receives another coupon for a free lava lamp.

Alice still has a mouse and a phone in her player board. One of the small shopping lists visible near the main board is for a lava lamp and a mouse. So Alice takes this small shopping list, takes the mouse from her player board, and redeems her new coupon for a free lava lamp. She pays $3 (for the mouse). She returns the mouse to a shelf and returns the coupon to the pool. For completing this second list, she receives a coupon for a free phone. She's finished completing lists, but she still has a phone in her player board that she must buy, so she pays $1 for that phone and returns it to a shelf.

This checkout action completes Alice's turn. She draws 1 **large shopping list** card to refill her hand back to 3 lists, and she draws 1 small shopping list card to refill the 5 visible lists near the main board. She moves her cart to the start space (the entrance). Then Jack starts his next turn.