



Contents: 4 “shop” boards, 4 shopping lists, 16 double-sided tokens (with an “item” side and a “shop” side)

Aim of the game: to be the first player to complete their shopping list.

Setting up:

Place the four “shop” boards between the players in the centre. Shuffle the tokens with the “shop” side face up. Place them on the corresponding boards (with the “shop” side still face up), while making sure that the players do not see the “item” side of the tokens. (To make setup easier, tokens have the same colour as their corresponding shop.)

Each player chooses a shopping list and places it in front of them.



Playing the game:

The youngest player starts, then play continues in a clockwise direction.

The first player turns over a token on one of the shops so that all players can see it.

- If the item revealed matches one of the items from their shopping list, the player takes it and places it on their list.
- If the item revealed does not match one of the items from their shopping list, the player turns it back over and places it in the same spot.

Then it is the next player's turn to play.

N.B.: the shopping lists include one item from each store. As such, it is not necessary to return to a store once you have already retrieved an item from it.



End of the game: the first player to complete their shopping list wins the game.

A game by Antoine Gallée