

COMPONENTS LIST

- 37 Basic Employee cards
  (15 Buyer/Salesperson, 12 Recruiter/Stocker, 10 Supervisor/Accountant)
- 45 Advanced Employee cards (five types with 9 cards each)
- 1Ⓜ: 80 cards
- 3Ⓜ: 10 cards
- 10Ⓜ: 12 cards
- 20Ⓜ: 12 cards
- 24 Order cards (eleven Year 1, thirteen Year 2)
- 45 Inventory cards (18 Food cards, 15 Clothes cards, and 12 Appliance cards)
- 1 One More Round card
- 1 Start Player/End of Game Prices
- 5 player mats
- Walton Deck: 23 cards (18 Inventory/Employees, 5 advanced effect reference cards)

OBJECT

Players take on the role of MegaMart managers. They will need to hire Employees and purchase and stock Inventory to fulfill Orders to earn MegaBucks(Ⓜ). At the end of the game, the player who has the most money (MegaBucks) is the winner!

COMMON AREA SETUP

1. Separate the three different Inventory types (Food, Clothes, and Appliances) into three different piles within reach of all players.
2. Separate the 1-, 10-, and 20-MegaBuck (Ⓜ) cards into three different piles within reach of all players.
3. Separate the three Basic Employee types (Buyer/Salesperson, Recruiter/Stocker, and Supervisor/Accountant) into three different plies.
4. Choose only one Advanced Employee type (marked with an Ⓐ to the left of its cost) and place them next to the three Basic Employees. Return the other Advanced Employees to the box. If the Cashier Employee is chosen, make a pile of the **3Ⓜ** cards equal to twice the number of players. If not, return the **3Ⓜ** cards to the box.*
5. Set up the Order Deck

   5a. Separate the Order cards by their Year number (Year 1 and Year 2). Draw a number of Year 2 Orders equal to the number of players. Shuffle the One More Round card into these. Place these in a face-down stack.

   5b. Shuffle a number of Year 2 Orders equal to the number of players and place this on the stack face-down. Place ALL remaining Year 2 cards on the BOTTOM of the stack.

   5c. Draw a number of Year 1 Orders equal to the number of players. Place these face-down on top of the Year 2 stack.



   5d. Finally, place a number of Year 1 cards equal to the number of players in a line face up as the current Orders.
6. The player who most recently went shopping will be the Starting Player *(or decide the Starting Player with a method the players agree upon)*. Give them the Start Player/End of Game Prices card.

INDIVIDUAL PLAYERS SETUP

A. Take a player mat.

B. Put seven **1Ⓜ** cards into the space on your player mat for your Deck. Put five 1Ⓜ cards face up into the space labeled Bank.

C. Put one copy of each Employee card and one copy of each Inventory card into your Deck. Your Deck should now consist of 14 cards. Shuffle it, place it face down, and draw 6 cards to form your Hand.



PLAYER AREA TERMS

- **Hand** - Your Hand represents resources currently available for you to use and should be kept hidden from other players.
- **Deck** – This represents resources not yet available to you. Whenever the game instructs you to draw cards, always draw them from your Deck. Cards in the Deck are always face down. Players are not allowed to look at the cards in any player's Deck, including their own.
- **Discard Pile** – This represents your busy Employees, non-liquid Ⓜ, and Inventory in transit. Cards in your Discard Pile are always face-up. You may look through any Discard Pile at any time.
- **MegaMart** – Your MegaMart is the table space above your player mat. This is where you play Employees and stocked Inventory. Cards here are always face-up. Inventory here can be sold. Employees here can be used for their card text or saved for later turns.
- **Bank** – Any time you receive Ⓜ from sales, the cards always go into your Bank. Only 1Ⓜ , 10Ⓜ , and 20Ⓜ can be placed in your Bank. These cards are always face-up.

GAMEPLAY

Play begins with the **Starting Player**. After each player's turn, play proceeds to the player on their left. Each player's turn consists of two phases:

1. **Actions**
2. **Cleanup**

Phase 1: Actions

During your turn, you must choose either **Play/Use Employees** or **Plan Ahead**.

1. **Play/Use Employees**: Play any number of Employees from your Hand face up into your MegaMart. You may move an Employee from your MegaMart to your Discard Pile to resolve one of the two effects on the Employee. You may do this as often as you wish but must completely resolve each effect before resolving another. Unused Employees may stay in your MegaMart for a later turn.

   Some advanced Employees have persistent (∞) effects that are active as long as the Employee is in your MegaMart. You do not need to move these to the Discard Pile to trigger them.

   You may also play any Order cards in your Hand. Each Order card has a once per game Instant (!) effect or a Persistent (∞) effect that all players may use on their turn.

OR

2. **Plan Ahead**: You may not play or activate any cards. You will draw an extra card during the Cleanup phase. You will have to choose Plan Ahead if you have no Employees in your Hand, nor in your MegaMart, nor Orders in Hand.



Basic Employee Actions Explained



Buyer (Purchase Inventory)

Move the Buyer Employee into your Discard Pile. Then, pay the cost of any number of Inventory cards by spending Ⓜ cards from your Hand and returning them to the Supply. Note that unlike similar games, the spent money goes to the supply, not your Discard Pile. You may receive change in 1Ⓜ denominations from the Supply when a 3Ⓜ card is used.

Purchase costs are in the upper right corner of Inventory cards. Food costs **1Ⓜ**, Clothes cost **2Ⓜ**, Appliances cost **3Ⓜ**.

The purchased Inventory cards are placed in your Discard Pile.

Salesperson (Fulfill an Order)

Move the Salesperson Employee into your Discard Pile. Then, sell stocked Inventory cards from your MegaMart to fulfill one Order card.

To fulfill an Order card, perform the following steps in order:

1. Return the number of Inventory cards stated on the Order card from your MegaMart to the Supply.
2. Take the amount of MegaBucks listed on the Order card and place it in your Bank (not your Discard Pile) in a combination of 1Ⓜ and 10Ⓜ denominations.
3. Place the Order card into your Discard Pile. Do not resolve the effect on the Order card. This effect can be used when the Order card is in your Hand.
4. Reveal a new Order card from the stack so there are once again order cards equal to number of players face up. If the ONE MORE ROUND card is revealed, reveal another Order. In this case, the game will end at the end of the following round. (Finish the current round, then every player takes a final turn)

3Ⓜ cards are not allowed to be received when filling an Order.

Recruiter (Hire)

Purchasing and Hiring are similar. Move the Recruiter Employee to your Discard Pile. Then, pay the cost of any number of Employee cards by spending MegaBuck cards from your Hand and returning them to the Supply. You may receive change in **1-M** denominations from the Supply when a **3-M** card is used.

Hiring costs are in the upper right corner of Employee cards. The hired Employee cards are placed in your Discard Pile.



Stocker (Put Inventory into your MegaMart)

Move the Stocker Employee into your Discard Pile. Then, place any Inventory cards from your Hand into your MegaMart (above your board). Inventory must be stocked in order to be sold. Inventory from the Discard Pile cannot be moved using this Employee Ability.



Supervisor (Draw two extra cards for next turn)

Move the Supervisor into your Discard Pile. Immediately move to the Cleanup phase. Draw two additional cards from your Deck during the Cleanup phase.

Accountant (Withdraw MegaBucks from the Bank)

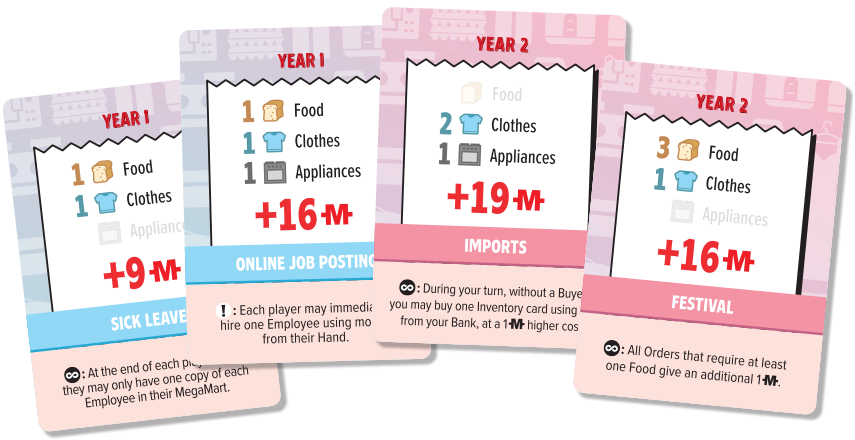
Move the Accountant Employee into your Discard Pile. Then, move up to twelve **1-M** cards from your Bank to your Discard Pile.

NOTE: 10-M and **20-M** cards are only allowed to be in a player's Bank. They are not allowed to be moved to the Discard Pile by any Employee ability. **10-M** and **20-M** cards may be exchanged for 10 or 20 copies of the **1-M** card from the supply at any time. Any time money is moved out of your Bank, only **1-M** cards may be moved to the Discard Pile.

Resolving Order cards (Additional Action)

You may play an Order card from your Hand during your turn. If it has an Instant (!) effect, resolve the effect, then remove the card from the game. Instant Order card effects do not need Employees to activate the effect.

If it has a Persistent (∞) effect, first remove any other Persistent Order card effects from the game. Then, put the new Persistent effect in play face up, clearly separated from the available Order cards. Every player may use the current Persistent effect during their turn. They do not need any Employees to activate the effect.



*OFFICIAL VARIANT: MEGAMART MASHUP

(This variant should not be used with the Walton module.)

Retail is chaos, and if you want a game that embraces that, try MegaMart Mashup, the official variant for experienced managers only.

Instead of selecting a single Advanced Employee for the game, shuffle one Regional Manager into each player's starting deck. Then shuffle all remaining Advanced Employees, including the remaining Regional Managers, into a single Advanced Employee deck.

Deal one Advanced Employee from this deck face down to each player and shuffle it into their deck. Each player now begins the game with 15 cards, including two Advanced Employees.

Reveal the top card of the Advanced Employee deck. This is the next Advanced Employee available for hire. Whenever an Advanced Employee is hired, reveal the next card. If an Advanced Employee is returned to the supply, place it on the bottom of the Advanced Employee deck.

Phase 2: Cleanup

Discard all unused cards in your Hand into your Discard Pile. Any Employees and Inventory in your MegaMart stay there and can be used on a future turn.

Draw 6 cards from your Deck into your Hand. If you have performed the Plan Ahead action during your turn, you instead draw 7 cards.

If your Deck has fewer than 6 cards, draw as many as you can, then shuffle your Discard Pile and turn it face down to form a new Deck. Draw until you draw a total of 6 cards.

Component Limitations

- **10-M-** and **20-M-** cards are considered to have a limitless supply.
- All Employee, Inventory, and **3-M-** cards are limited to those in the supply.
- In the event that there are not enough **1-M-** cards, all players should convert ten **1-M-** cards in their Bank into **10-M-** and **20-M-** cards to replenish the Supply.

END OF THE GAME

When the ONE MORE ROUND card is revealed, finish the current round. Then each player gets one final turn. There may still be face up Orders that did not get fulfilled.

At the end of the game, every employee *card* (of any type) still in a player's MegaMart may sell one stocked Inventory in their MegaMart for the price shown on the End of Game card (back of Start Player card). Those are **3-M-** for Food, **5-M-** for Clothes, **7-M-** for Appliances.

To determine the winner, all players perform the following steps:

- Total all MegaBucks in their MegaMart, Hand, Discard Pile, and Deck.
- Total the purchase cost (not Sale Price) of all Inventory in their Bank, Hand, Discard Pile, and Deck, and add that amount to their MegaBucks total.

The player with the highest total is the winner. Employees and Order cards do not count toward a player's total.

In the case of a tie, the winner is the player with the highest total cost of unsold Inventory. In the case of a further tie, the winner is the player with the highest number of Employees in their Hand, Discard Pile, and Deck. In case of a further tie, the winner is the tied player that played earlier in turn order (clockwise from Starting Player).



OPTIONAL MODULE: WALTON DECK (SOLO & MORE)

Walton the automated shopper is stepping in and replacing human jobs with machines. Show Walton that your Employees can outperform it.

The Walton deck module is intended as a method to play the game solo, and to introduce spice and challenge to a 2-player game, or to create turbulence for 3-4 players.

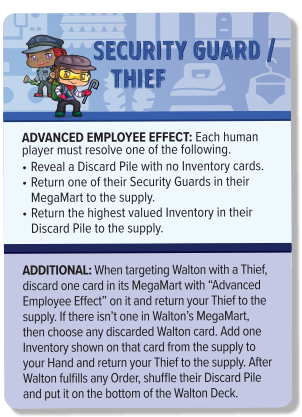
The Walton deck is treated as an extra player who stocks items fast and plays loose with the rules. It is constantly disrupting your plans and isn't afraid to play dirty.

It is possible for a game to be won by Walton if it possesses the highest MegaBucks total at the end of the game.

Setup CHANGES from the original game:

1. Set up the Order deck as though Walton is an additional player.
2. After choosing an advanced Employee for the game, put the Walton reference card for that Employee in play. It will indicate what effect is resolved when Walton resolves an "Advanced Employee" effect. Return the rest to the box.
3. Shuffle the Walton Deck. Set aside an area near the Walton Deck for the Walton Bank, Discard Pile, and MegaMart. At the start of the game, these will be empty. Walton does not have a Hand. It doesn't need Hands.
4. Choose a difficulty level. (Easy, Normal, Hard, Very Hard) This will affect how Walton Handles unsold Inventory after it uses its Salesperson effect.





Gameplay with the Walton Deck

Walton always goes last in the round. Walton ignores the effects of Order cards.

When it is Walton's turn, it will add one card to its Inventory and play one card for Employee effects. Do the following, in order:

1. Reveal one card from the Walton deck and add it to the Walton MegaMart as Inventory. Do NOT resolve any of the text effects on the card. If the Walton deck is ever empty and you need to draw a card, shuffle the Walton Discard Pile to form a new Walton deck before drawing.
2. Reveal a second card from the Walton deck and resolve the text effects printed on the revealed card, from top to bottom. Then discard this card to the Walton Discard Pile. Do not use the Inventory values for this second card.

If resolving an "Advanced Employee Effect" refer to the reference card associated with the advanced Employee being used this game.

Walton Fulfilment

When Walton attempts to fulfill an Order using a Salesperson effect, it will always attempt to fulfill the Order that *generates the highest possible MegaBucks total, while selling the least amount of possible Inventory to do so*.

1. When resolving a Salesperson effect, If there is an Order that Walton can fulfill, it will do so. Otherwise, skip the fulfillment step entirely and the Walton MegaMart remains as it is for next round.
2. Walton Inventory cards used for fulfillment are placed in the Walton Discard Pile.
3. Any excess Inventory left over after the fulfillment are Handled based on the difficulty level chosen.

    - **Easy:** Discard all unsold Walton Inventory after a Walton Salesperson effect is resolved.
    - **Normal:** Discard all unsold Walton Inventory after a Walton Salesperson effect is resolved. Walton collects **1-M-** for each card discarded this way.
    - **Hard:** Discard all unsold Walton Inventory after a Walton Salesperson effect is resolved. Walton collects the purchase price (**1-M-** for Food, **2-M-** for Clothes, **3-M-** for Appliances) of each card discarded this way.
    - **Very Hard:** Do not discard any unsold Inventory from the Walton MegaMart after resolving Salesperson.

4. Walton gains the reward in Ⓜ into the Walton Bank and the fulfilled Order is removed from the game.

5. If there are multiple Orders with identical Inventory requirements and Ⓜ rewards, then Walton will fulfill the Order that was put into play most recently.

Game End

When the game ends, count the amount of Ⓜ gained by each player, including Walton. The human player or Walton with the highest Ⓜ total wins!

In the event of a tie with Walton, the human player with the most money will be declared as the winner.

When counting Walton's Ⓜ total, ignore the value of unsold Inventory in its MegaMart. Walton will not sell these during the End of Game sale.



CREDITS

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