¡AHORRA MÁS QUE NADIE!

OFERTA®

INSTRUCTION MANUAL
ENGLISH

The supermarket doors are opening... and the battle begins!

In **Oferta**, all players fight for the best deals, and to get them almost anything goes: stealing products, cutting in line, or messing with your rivals at just the right moment.

Manage your products, complete offers, and be the player who saves the most.

Welcome to Oferta!
The board game where the biggest saver wins.

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· **80 product cards**

x8 x8 x6 x6 x4 x4 x8 x5

x5 x4 x5 x4 x8 x5

· **10 special cards**

x2 x1 x2 x2 x1 x2

· **52 offer cards**

x5 x3 x2 x2 x3

x1 x1 x1 x1 x1 x1

x1

x1

x1

x1

x1

x1

x1

x1

Discount offers
Variety Packs
x21

Closed!
Supermarket closure
x2

GAME SETUP

PRODUCT DECK:

Shuffle all **product cards** together with the **special cards**, and deal five cards to each player.

Next, place the product cards face up in the center of the table: these will be the **store shelves**.
Place the remaining deck face down to one side as the **warehouse**.

Products on the shelves depending on the number of players:

- **2-4 players:** 6 products on the shelves
- **5-8 players:** 8 products on the shelves

OFFER DECK:

Shuffle the **offer cards**, excluding the **¡Cerrado!** cards.
Deal one secret **offer to each player**. Only that player may complete it.

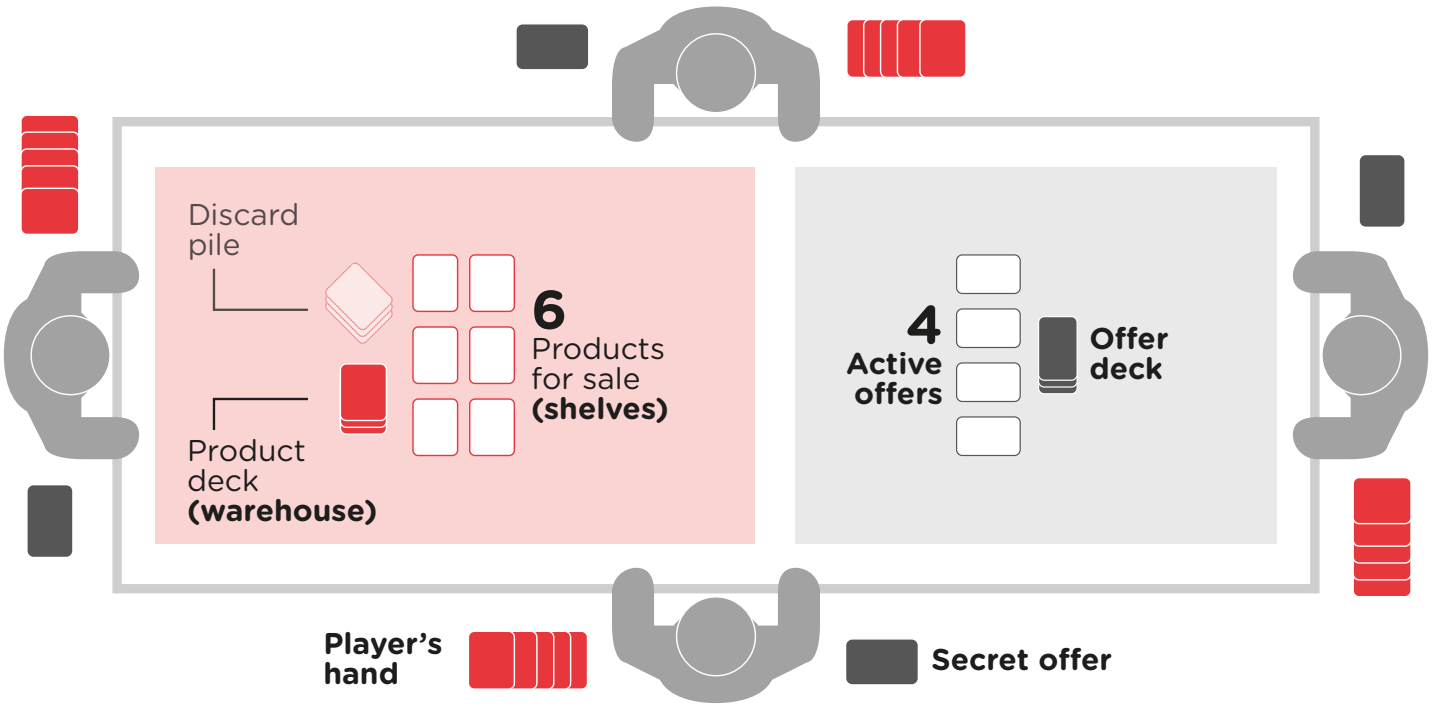
Next, place offer cards face up in the center of the table. These are the **active offers**, which may be completed by any player. Shuffle the remaining offer cards together with the **two ¡Cerrado! cards** and place them to one side as the **future offers deck**.

Active offers depending on the number of players:

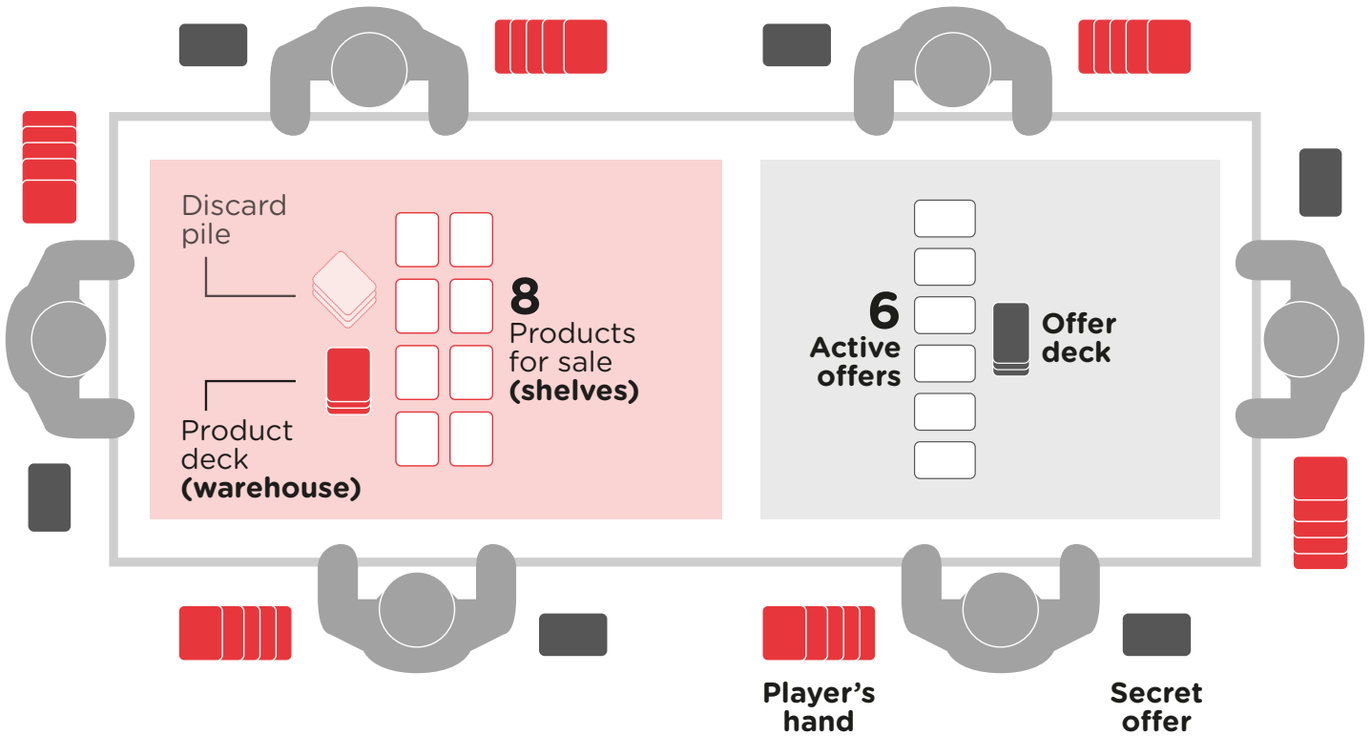
- **2-4 players:** 4 active offers
- **5-6 players**: 6 active offers
- **7-8 players:** 8 active offers

The supermarket is ready!
The frantic battle for the best deals begins now.

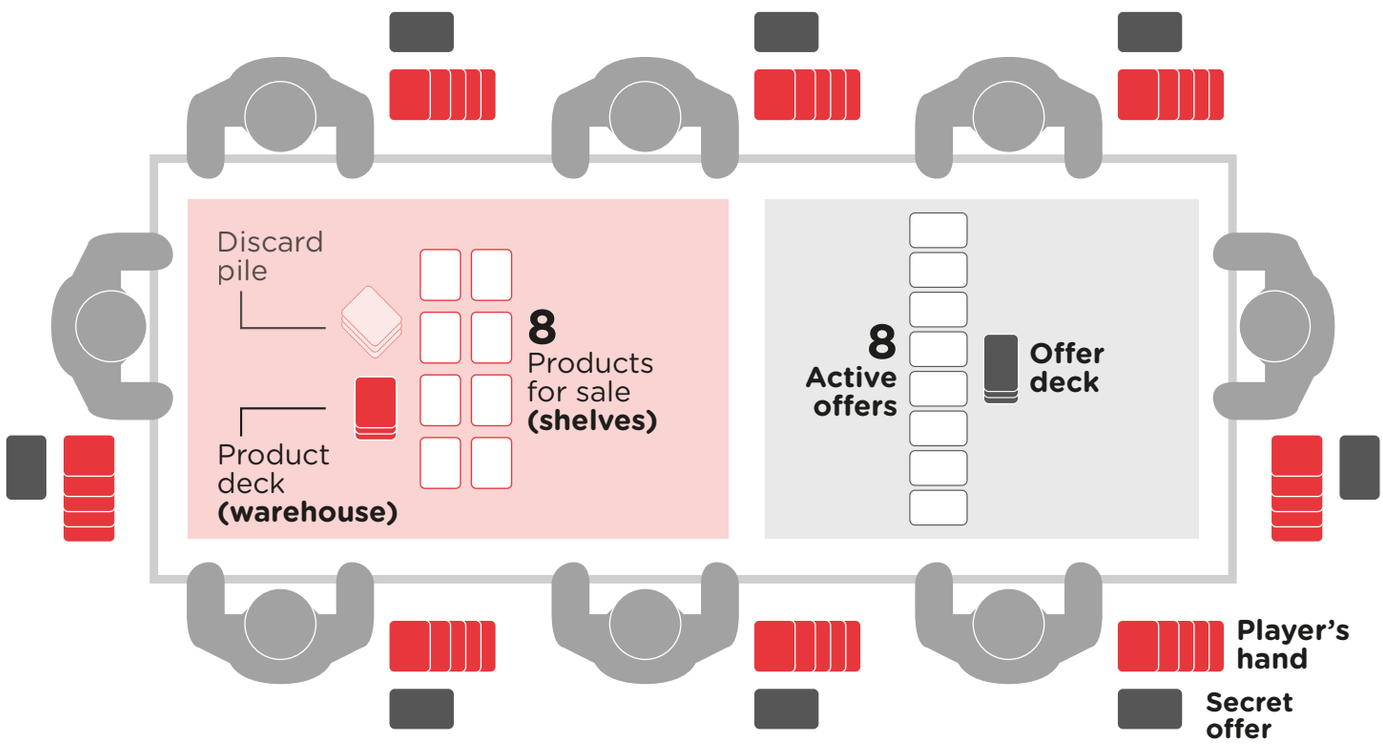
EXAMPLE:
SETUP FOR 2-4 PLAYERS



EXAMPLE:
SETUP FOR 5-6 PLAYERS



EXAMPLE:
SETUP FOR 7-8 PLAYERS



During the game, players will acquire and discard products in order to complete offers.

Keep the following general rules in mind:

- Each player must always have **5 product cards in hand and one secret offer.**
- The number of products on the shelves and active offers depends on the number of players.
- Each time a player takes a product card from the shelves, it must be **immediately refilled** from the warehouse.
- Each time a player completes an offer, the **active offers must be refilled.**

OBJECTIVE OF THE GAME

The objective is to **accumulate the highest number of offer points** by the end of the game by completing **active offers** and **secret offers**.

GAME MECHANICS

The game begins with the player who most recently went to the supermarket. From that moment on, the turn passes to the player on their right, and so on.

During the game, each player must always have **five product cards in hand** and at least **one secret offer.**

On their turn, a player must perform one single action from the available options. **Skipping a turn is not allowed.**

Once the chosen action has been completed, the turn ends.

At the end of each turn, it is mandatory to check that both the shelves and the active offers have the correct number of cards, replenishing them from their respective decks if necessary.

CHOOSE ONE OF THE FOUR ACTIONS ON YOUR TURN:

1. SWAP PRODUCTS

Discard **one or two product cards** from your hand to the discard pile.

Next, draw from the shelves, **one card at a time, the same number of cards you discarded**, refilling each card immediately from the warehouse.

You may draw **only one special card per turn**.

Example: *If you discard two product cards, first draw one card from the shelves and replenish it from the warehouse. Then draw the second card and replenish again.*

2. USE A SPECIAL CARD

Place the **special card** face up on the table so the rest of the players can see it and perform the indicated action*.

Once the action has been carried out, place the card in the **discard pile**. If after using it you have fewer than five cards in your hand, draw product cards from the shelves until you have five again.

Note: *some special cards are played outside your turn and* ***do not consume an action****, such as* ***¡Al ladrón!*** *and* ***Abuela que se cuela****. Read each card carefully.*

3. CHANGE YOUR SECRET OFFER

You may use your turn to ***change your secret offer***.
Discard your current offer (it can no longer be completed) and ***draw a new one*** from the offer deck.

4. CHECKOUT!

Show the product cards from your hand that fulfill **one single offer,** either **active or secret**.

If everything is correct, **the offer is yours.**
Keep it face up next to you for final scoring and discard the used products to the discard pile.

Next, draw from the warehouse (without looking at the cards) as many product cards as you used in your purchase, until you return ***to five cards in hand.***

GAMES MODES

***Oferta* offers three game modes,** depending on the time you have available.

“WEEKLY SHOPPING” MODE | 35–50 MIN.

The game ends when the **offer deck runs out**, even if there are still active offers on the table.

This is the ideal mode for longer, more strategic games.

“SHOPPING LIST” MODE | 20–35 MIN.

The game ends immediately when **one player reaches 25 offer points.**

“EXPRESS” MODE | 10–20 MIN.

The game ends when the **warehouse deck runs out.**

WINNER

Regardless of the selected game mode, the player ***who has accumulated the most offer points*** at the end of the game wins.

So... everyone count your collected offers!

CARD TYPES AND CLARIFICATIONS

PRODUCTS AND OFFERS CARDS

PRODUCTS: there are fourteen different products, such as eggs, bread, water, chocolate, soap, etc. **Some appear more frequently than others**, which is important when planning your strategy.

PRODUCT SECTIONS: products are divided into five sections: **frescos, bebidas, droguería, dulces,** and **lácteos.**
Each product is clearly identified by the **color of the card border**.

TO COMPLETE AN OFFER, you must meet the specific conditions shown on the card.

In section offers, you may combine different products as long as they belong to the same section (Beverages, Fresh, Household, Sweets, or Dairy).

In all other offers, you must collect **the exact products shown on the card.**

SPECIAL CARDS

These cards are mixed in with the products. When a player has one in their hand, they may use it whenever they see fit. After use, it must be placed in the discard pile. If not used, it may also be discarded like any other product.

SUPER-CAMBIAZO: on your turn, swap your entire hand of cards with another player's hand. In short, you swap shopping carts.

After the exchange, the other player will have **one fewer card** and must draw **one card from the warehouse** to return to five cards in hand.

CAMBIAZO: on your turn, **swap one product card** from your hand with **one product card** from another player.

Give one of your cards **face down** and take **one of theirs without looking at it.** The other player adds the received card to their hand. Then draw **one card from the shelves** to return to five cards in hand.

ROBA–CUPONES: on your turn, **take one active offer** from the table and place it face up next to your secret offer. Only you may complete this additional offer.
Important: if you do not complete this offer by the end of the game, **its value will be subtracted** from your final score.

Then draw one card from the shelves to return to five cards in hand and replenish the active offers.

CAZADOR DE PRODUCTOS: on your turn, **choose one product card** from the **discard pile** and **add it to your hand**.
You may not choose special cards, **only products.**

ABUELA QUE SE CUELA: this card is played **outside your turn**, at any time during the game.

If, due to gameplay effects, an offer appears that you can complete, you may **interrupt the current player's turn**, reveal this card, and **checkout** to complete the offer.

After completing the offer, replenish the used products by drawing from the **warehouse** and, because you used this card, **draw one card from the shelves** to return to five cards in hand.

¡AL LADRÓN!: this card is played **outside your turn** and **does not consume an action.** Accuse another player of stealing in the supermarket. Security will detain them, and **they will not be able to play their next turn.**

Immediately draw one card from the shelves to return to five cards in hand.

ACTIVE OFFERS

Active offers are available to all players.
When a player **checks out** and completes an offer, they must keep it and **place it face up** next to them.
We recommend placing completed offers vertically, with the offer points visible, so all players can easily see the accumulated points.

If at any point there is a **general deadlock** and no one seems able to complete the **active offers**, any player may propose **renewing them**. If all **players agree**, the current active offers are discarded and **new ones are drawn** from the deck.

This action **does not consume any player's turn.**

SECRET OFFER

Each player has **a secret offer** that **only they may complete.**

When a player **completes their secret offer**, they must reveal it to the other players, **keep it for final scoring,** and then **draw a new secret offer** from the offer deck.

CARD: ¡CERRADO!

When this card appears as an **active offer,** the **supermarket closes** and all players must **discard their product** hands and draw **five new product cards** from the product deck (warehouse).
Once its effect has been resolved, the ***¡Cerrado!*** card is discarded.

If, on the other hand, ***¡Cerrado!*** appears as a secret offer, the card has no effect. It is discarded immediately and the player draws a new secret offer.

REFILLING THE PRODUCT DECK

If during the game the product deck (warehouse) runs out, or if it is not possible to fully replenish the shelves, take all the cards from the discard pile, shuffle them, and use them as the new product deck (warehouse).

This procedure is **not performed** when playing in **Express Mode.**

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Visit the official website and watch the game's tutorial video, with subtitles available in multiple languages.

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