

Change has come to Arcane Alley...

The wind howls, the emerald moon rises, and Madame Moonstruck has come to town with her traveling market to peddle her forbidden moon-chanted goods.

Quick Start Guide

Familiar with *Arcane Alley*? Here's a quick rundown of everything new in *Moonstruck Market* and how it all fits into the existing game phases.

New Wizards

Adds two new wizards to choose from.

New Items and a New Deck

Adds new moon items to mix with old items for a new combined deck.

The Market

Adds the **market** to the play area. Players can spend  to buy an item as their turn's draw action instead of drawing from the deck or discard.

Moon Phases

Adds the **moon die** to track the active moon phase (●, ○, □), which advances on the starting player's turn and when moon sets are sold.

New Ways to Make Sets

Adds two new kinds of sets that can be sold:

- **Moon Set:** a stack containing three revealed moon items with the same moon icon, while that icon matches the active moon phase (●, ○, ⊕). A **moon set** sells for the ● value of the cheapest item in the **moon set**.
 - **Mixed Set:** a stack containing three revealed copies of the same item type (such as *Older Wands* + *Automated Wands*, or *Hypnotic Toads* + *Talking Toads*).

New Item Effects

Adds two new item effects:



When Moonstruck: modifies a moon item's effect if the effect activates while its moon icon matches the active moon phase (, , ).



When Expended (Optional): a player may choose to activate this effect during their turn by discarding the item from their **stash** as their play/discard action (**Step B**) and placing it on top of the **discard**, sideways. **Note:** An expended (sideways) item cannot be drawn from the **discard** and expended on the same turn (but can be played or discarded normally).

