

DUNGEON BAZAR

Welcome to Mercatorius, valiant Hero!

Choose our city to fill your desire of fame and fortune! Come in and you won't be disappointed.
We are the ones who can satisfy your forbidden dreams.

Here you can find:

- ☒ A dragon's cave, dark, scary, but with all comforts and well-illuminated emergency exits.
- ☒ Smog, a huge and terrifying dragon, but with scales of first level and low-range breath, shy and domesticated, very easy to defeat.
- ☒ An enormous gold treasure, already partitioned and packaged, ready to be taken away.
- ☒ A fully equipped bazaar, where you can buy the best objects of the realm, at a very low cost.
- ☒ A wide parking for horses, mules and other animals (familiar not allowed)

To reach the dragon's cave and the bazaar you have to leave here your equipments,
banned from the city for security reasons, and just follow indications.

COMPONENTS

HEROES

30 cards



EQUIPMENTS

77 cards



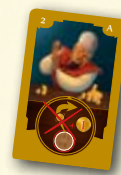
SPELLS

5 cards



MERCHANTS

5 tiles



FAVOUR TOKENS

30 tokens



COINS

sizes 1, 3, 5, 10, 20



MERCHANT PAWNS

in 5 colours



GOBLINS

21 cubes
in 5 colours



EXIT TOKENS

5 tokens
in 5 colours



BABYDRAGON

1 token



OGRE

1 token



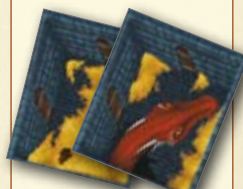
ACCOUNTANT

1 token



DUNGEON ROOMS

9 tiles



ENTRANCE

1 tile



FIRST PLAYER

1 token



Hereafter the components description for a deeper comprehension of the game. But if you are Heroes of 20th level or really hardened, you can skip it right away.

A DUNGEON

The dungeon is formed by 9 Rooms, plus one Entrance. Each Room is characterized by:

- + 2 Doors that may be open or closed,
- + a space for a deck of cards (except the Lair of the Dragon)
- + Some room contains an item (a Favour Token, the Ogre or the Accountant).

The Entrance is where Merchant Pawns enter in the dungeon. On this tile there is the Exit Order space, which influences the Rewards Assignment (phase 4).

L DRAGON TREASURE

It's the space on the table where Coins and Favour tokens are placed.



B EQUIPMENT CARDS
standard and junk



typology price

Every card shows:

- + a **typology**


There are 7 typologies: Clash Weapons, Long Range Weapons, Light Armors, Heavy Armors, Potions, Magic Objects, Familiars.

- + a **price**

There are 11 cards in each typology, with a price that vary from 1 to 11 coins. Equipment Cards are divided, according to their back, in 6 decks (Clash and Long Range Weapons together; Light and Heavy Armors together). In each typology, cards of price 1 and 2 form a separate **junk deck**.

FAVOUR TOKENS

- + They represent the favour that merchants receive from the dragon during the game.
- + They can be collected in the dungeon and they can be spent to make extra actions.



OPEN DOOR

E BABYDRAGON

One of the Favour Token shows on one face Cloudy, the **babydragon**. The player who finds it can make a special action.



CLOSED DOOR



C SPELL CARDS
annual and seasonal

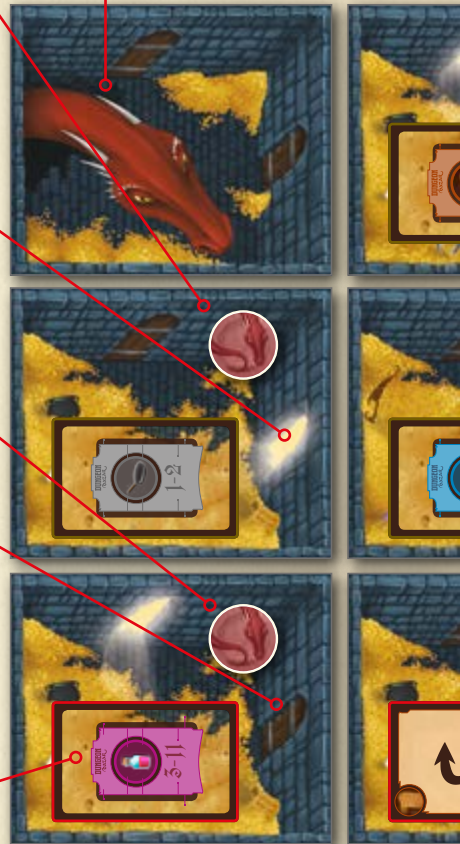


There are 5 different **Spell cards**.

- + One is **Annual**, meaning it is present in the Dungeon during all the game.
- + Three are **Seasonal**, they form a deck and only one of them is present in the Dungeon every season.

ENTRANCE

LAIR OF THE DRAGON



ANNUAL SPELL

FIRST PLAYER



H BASIC EQUIPMENT

STARTING WEALTH
20 coins



SETUP:

A. Randomly place the 9 Dungeon Rooms in a 3x3 grid. Rooms must have the same orientation.

B. Separate and shuffle Equipment cards and form 6 decks based on their backs. All cards with the same back goes into the same deck.

C. Take a card from each deck, take one Seasonal Spell card and the Annual Spell card, shuffle them and randomly place one of them face down in each room (except the Lair of the Dragon). Other cards must be placed over these in the related room.

D. Turn the Annual Spell card face up.

E. Take the Babydragon token and mix it with 3 Favour tokens. Place one Favour token face down in each room that shows the related symbol.

F. Place the Ogre and the Accountant tokens in the rooms that show the related symbols.

G. Separate and shuffle Hero cards in 3 decks according to their back, and place them face down next to the Dungeon.

H. Give to each player (you can use Bim Bum Bam or any other method to decide) a Merchant Tile, the Merchant Pawn, the Goblins and the Exit token of the related colour, 20 Coins, 1 Favour token.

I. Each player places in front of himself his Merchant tile with the chosen face up.

L. Place remaining Coins and Favour tokens on the table in the Dragon Treasure.



F THE OGRE AND THE ACCOUNTANT

These two tokens are present in two rooms. Each one has a special power.

SEASONAL SPELL

G HEROES
level 1, 2 e 3



Every Hero card shows:
 + Level (1,2,3), meaning the round when the hero will arrive at the marketplace.
 + Coins owned by the hero.
 + List of the equipments hero wants to buy.

EQUIPMENT CARD

MERCHANTS AND GOBLINS

+ The Merchant pawn moves inside the dungeon
 + The Goblins cubes are left inside the Dungeon to ask for rewards.



TILE, PAWN, GOBLINS AND TOKENS



I MERCHANT TILES



Each Merchant tile has two faces with a different power: at the beginning of the game every player has to decide the power he wants to use the whole game. Each tile has also a value which breaks some ties.

PREFACE

Come in, hero! What are you waiting for? Uh, but you are not a hero! What are you saying? You are a foreign merchant looking for riches? So you heard that one of the booth of Mercatorius is vacant... Run to Angry Boar tavern and ask for Burp. But hurry up, you must register your request to the new merchant's selling license assignment!



Burp: Dear merchants, welcome to the announcement for the vacant booth assignment.

Mercatorius has clients from all over the realm, and you surely know that Dragon Trader Inc. is the leading company in heroic equipments commerce. We have millions of requests by merchants who want to join us. Our policy is to put you to the test with a year-long not remunerated stage, where you have to show all your abilities. At the end of this trial period, only the most capable merchant will be hired!

1. **Burp:** Why only three seasons? Well, Mercatorius is built on a high mountain, as you can see. When winter comes, abundant snows and a deep cold discourage heroes to come here. So the only thing we can do is suspend our activities and stay at home to enjoy the fruits of our business.

2. **Burp:** First merchants' ability is the study of client's needs. Heroes are quiet simple. They are completely dumb, in fact they have this crazy idea about enter into a dragon's cave. Then all of them have their favourite equipments, and they want them at any cost. They can't help it. I once saw a hero snub a cheap devastating sword and buy an expensive but old and mangy goat, only because the only thing he wanted was a familiar.

Merchant: But... why are you saying all this bad things about heeroes who come here to save you from this dragon threat?

Burp: You're right. But, you know, i saw a lot of heroes and some of them was really foolish. Anyway, our profession is to earn money, we don't care about heroes' stories. You will learn to foresee what they want, and most of all how money they have, in order to completely empty their pock... ehm... to optimize the sales.

RULES

Dungeon Bazar is played in 3 rounds called Seasons. Each Season is divided in 6 Phases.



PHASE 1 - HEROES ARRIVE

Draw Hero Cards from the deck corresponding to the Season and place them face up next to the Dungeon. The number of cards depends on the number of players.

2 players = 2 cards	4 players = 3 cards
3 players = 2 cards	5 players = 3 cards

Now draw another Hero card to determine the Entrance position. Look at the first equipment on the card. Place the Entrance next to the room that contains that equipment. Place the Entrance with the face related to the number of players up. If you have to choose where to put the Entrance next to a corner room, place it next to an open door.

Remember that you have to move the Entrance each Season.

EXAMPLE: You have drawn the first level Hero with 14 Coins; his first request is a Potion. The Potions deck is at the center of the Dungeon so you have to look at his second request: it's a Heavy Armor. The Heavy Armor room is in the left bottom corner and in this room the door on the right is closed. So you must place the Entrance under this room. (Entrance must be placed with the same orientation of other rooms)



Place Coins on each Hero Cards from the Treasure. Each card shows the amount of coins.

Turn the first Seasonal Spell Card face up.



PHASE 2 - OFFERING TO THE DRAGON

Each player chooses a number of coins to offer, takes it in his hand and reveals it together with other players, contemporaneously.

The player who made the highest offering pays the coins he offered to the Treasure, receives a Favour token and the First Player token; other players don't pay anything.

If two or more players offered the same amount of coins, the player with the Merchant tile with the lowest number wins the offering.

EXAMPLE: Anna, Pauline and Falko are doing a 3 players game. Anna offered 2 Coins, Falko and Pauline offered 4 Coins. Falko has the Merchant tile with value 1, Pauline the Merchant with value 4. So Falko will pay 4 Coins to the Treasure and he will receive 1 Favour token and the First Player token. Pauline and Anna place their Coins back in front of them.

PHASE 3 - THE DUNGEON

Starting from the First Player and following clockwise, players do their action round. Rounds continue until all players exit the Dungeon.

During his round, each player has two possibilities:

A) Make actions B) Leave the Dungeon

Make actions:

Each round a player can make up to 3 actions.

There are 7 kinds of action. A player can combine actions how he wants, even repeating the same action, if possible.

Move the Merchant: The player moves his Merchant from a room to another through an Open Door.

Place a Goblin: The player places one of his Goblin cubes in the room where his Merchant stands. If he has no more Goblins, he cannot do this action. It's not mandatory to place all the Goblins.

Open a closed door: The player places his Merchant on the door, preparing to move to adjacent room with the next action.

ATTENTION If a player does this action as a final action in his round, his Merchant remains on the door. He has to move his Merchant as the first action of the next round (he can decide to move into one of the two adjacent rooms). A Merchant opens a door for himself only; other Merchant who want to open the same door must move next to him.



3. Burp: *Just before you go into the cave to recover equipments to sell...*

Merchant: *Recover? What do you mean? They are dead heroes' equipments, aren't they?*

Burp: *Listen! Don't interrupt me all time! You won't learn anything this way. I told you I saw a lot of dumb heroes... Anyway, to avoid confusion inside the cave, you will have to pay to decide who goes in first.*

Merchant: *And who receives this money?*

Burp: *A part is for the organization, a part is for... well, don't you really want to be divorced by Him while you are wandering around His dungeon?*

4. Burp: *There are lots of things to do inside the dungeon beyond recover equipments... You may meet interesting creatures and find useful stuff. But the most important thing is to be quick and leave the dungeon before you annoy the Boss.. ehm, before the night comes.*

5. Burp: *Our company supplies you with a complete furniture of Goblins. Goblins are lazy, stupid and they don't count much when they have to ask for rewards. But they have two big properties: they are really cheap and they are so small that you can carry them with you without realizing it.*

6. Burp: *As soon as we will find the keys, we will give them to you. Meanwhile, do with what you've got. There is always a little mess inside the dungeon.*

7. Burp: *You can always do some little odd jobs to please the Boss... ehm, to get some additional recognition. Polish some old coin, rearrange the hero skulls collection, clean the pavement from crusted blood.*

Merchant: *Are you saying that we have to keep good relations with the dragon?*

Burp: *If you want to work here... Ah, one last thing. Hidden somewhere inside the cave you may find Cloudy, a lively and rubberneck babydragon. He always get lost and the Presid... ehm, the beast appreciates who brings him back to his nest.*

Merchant: *Do we even help him preserving the breeding??*

Burp: *Yes... and new heroes will come... and our business will never end!*

8. Burp: *Being on the President's books is priceless...*

Merchant: *President??*

9. Merchant: *But... if we found the baby, can't we use him to help us in our dungeon's operations?*

Burp: *I must discourage you. There was someone who tried once to open a door. The baby crashed on it and the door fell down on him.*

Merchant: *Ahahah, cool! And then?*

Burp: *Why do you think we have a vacant booth?*

10. Burp: *The Accountant is very meticulous, if you try to cheat him...*

11. Burp: *The Ogre is stupid as the Goblins. But he is big and fast, he can bring a Goblin hooked on, and he can raise his voice when he's asking for rewards. It doesn't take much to convince him.*

Collect a Favour token: The player takes a Favour token from the room where his Merchant stands and places it in front of himself.

ATTENTION If he finds the Babydragon token he grabbed Cloudy: if he brings it in the Lair of the Dragon during this Season, he will have an immediate reward. If he doesn't bring it, the player will lose it at the end of the Season. Babydragon token can't be used as a normal Favour token.

Burp 7

SPECIAL ACTIONS

Ask for Dragon's Help is an action that doesn't count in the 3 action each player has in their round. The player spends one of his Favour tokens and puts it back in the Treasure. He can do 2 additional actions immediately. It can be done only once in a round (you can't spend 2 Favour token to do 4 extra actions).

ATTENTION: You can't do this action in a round where you have collected a Favour token, and you can't collect Favour token with one additional action. During the same round you can collect a Favour token OR spend it.

Burp 8

Bring Babydragon Back

This action can be made only by one player in a Season. If the player who found Cloudy is in the Lair of the Dragon room, he can leave here the Babydragon token face up to receive 3 Coins and a Favour token as reward.

Burp 9

Bribe the Accountant

This action can be made only by one player in a Season. If a Merchant is in the room where the Accountant stands, he can take the token and place it in front of himself to receive a number of Coins equal to the number of Favour tokens he owns in that moment.

Burp 10

Recruit the Ogre

This action can be made only by one player in a Season. If a Merchant is in the room where the Ogre stands, he can spend 1 Favour token to take the Ogre token and place it in a room of his choice (even the same room where it is now), then he places one of his Goblins over the Ogre token. The Ogre counts as 2 Goblins during rewards assignment (phase 4).

Burp 11

EXAMPLE: Pauline moves her Merchant from the Entrance into the adjacent room (first action), collects a Favour token (second action), places a Goblin on the Potions deck in that room. She can't spend Favour tokens in this round. Next round Pauline opens a closed room by placing her Merchant over it (first action), moves her Merchant into adjacent room (second action), bribes the Accountant and receives 2 Coins because she owns 2 Favour tokens (third action). Now she decides to ask for Dragon's help: she spends 1 Favour token, moves her Merchant through an open door (first extra action), then places one Goblin in that room (second extra action). In that room there is a Favour token, but she can't collect it (instead of placing a Goblin) because she has spent a Favour token during this round.

Leave the Dungeon

Leave the Dungeon is always free. The first player who does it receives 1 Coin from the Treasure.

The player places his Exit token in the first Exit Order free space.

Next player have to decide to leave the Dungeon or pay to Treasure the number of Coins visible on the first Exit Order free space and do another action round.

EXAMPLE: Anna leaves the Dungeon, receives 1 Coin and places her Exit token in the first place of Exit Order. Pauline decides to spend 1 Coin to make another round of actions. Falko decides to leave the Dungeon and places his Exit token on the second space of Exit Order. Now Pauline have to decide to leave the Dungeon or spend 2 Coins for each round of actions she will do.



Burp 12

PHASE 4 - REWARDS ASSIGNMENT

During this phase players receive rewards for their Merchants and Goblins in the Dungeon.

For each room you have to determine the *Choice Order* between players, then the reward related to that room is assigned.

Choice Order is determined by the amount of Goblins each player has in a room. The Merchant counts as 2 Goblins. The Ogre counts as 2 Goblins (plus the one over it). In case of a tie, you have to follow the Exit Order: who left first is first.

The first reward is assigned in the Lair of the Dragon. The player who is first in the *Choice Order* of this room receives a number of Coins equal to the number of Favour tokens he owns plus 2. Every other player in the room receives a number of Coins equal to the number of Favour tokens he owns.

Burp 13

Then rewards are assigned in the rooms with Equipment cards. For each of the 6 rooms all participating players receive a card as follows.

The player who is first in the *Choice Order* in that room draws a number of cards equal to the number of participating players plus 1, he keeps 1 card of his choice, then passes the others to the next player in the *Choice Order*. That player keeps 1 card of his choice and passes the others and so on. Last player keeps 1 card then puts the remaining card face down in a Discard pile on the table. (If a player is alone in a room, he draws 2 cards, keeps 1 and discards the other)

12. Burp: *I know that you would like to stay inside this comfortable dungeon as long as you can, but remember that heroes are nearly arrived to the marketplace and they are looking forward to spend their money. Surely you don't want to be the last to exhibit your merchandise!*

13. Burp: *We don't have numbers to regulate the lines, yet. So the policy to manage rewards assignment is still an old system: who arrives first, takes first. If you disagree, you can always opt for a fight: the more you are, the best you get.*



14. Merchant: *Why does the dungeon is always full with equipments? Aren't they damaged? How can we sell them easily?*

Burp: *Listen, time has come to tell you the truth about your valiant heroes... Have you ever seen a hero leave the dungeon? I mean, alive? Only a fool can believe in defeating a grown up dragon! Equipments are fixed by the Dwarves of our Recover Industry. Heroes never realize that they are secondhand merchandise, they can't wait to fight.*

15 Burp: *In our Magical Marketing Office you will always find someone to help you. They are all high level wizards who can prepare you spells and potions to enchant those foolish heroes.*

Merchant: *You have offices inside the Dungeon?? There is something you are not saying..*

Burp: *How many questions! Haven't you understand it yet?*

16. Burp: *The basic rule is: no matter how glorious and rich heroes are, they are tight-fisted.*

17. Burp: *The President is always glad when you sell poor quality equipments.*

Merchant: *But who is this President? It seems he is getting along with the dragon!*

Burp: *What do you think? Would it be possible for us doing this business and prosper just outside the dragon's cave without his active cooperation? You are here for this, aren't you?*

EXAMPLE: In the Potions room there are Pauline with 1 Goblin and the Ogre, Falko with 1 Goblin and the Merchant, Anna with 1 Goblin. Exit Order is: Falko, Anna, Pauline. So Choice Order in this room is Falko first, Pauline second, Anna last. Falko draws 4 cards, chooses 1 and passes the 3 remaining to Pauline; she chooses 1 and passes the 2 remaining to Anna; she chooses 1 and places the remaining card face down in the discard pile.



Burp 14

Then rewards are assigned in the Spell cards rooms, first the Annual card, then the Seasonal.

Only the first player in the Choice Order in each room receives the Spell card. Other participating players (if there are) receive 2 Coins from the Treasure.

Burp 15

PHASE 5 - SELL

All players place all the Equipment cards they have in front of them.

Players who have a Spell card play it now following the rules of each card. Annual card must be played first.

Starting from the Hero on the left, heroes buy equipments following their List. They buy the cheapest equipment displayed by the Merchants.

Burp 16

For each Hero accomplish following steps in order:

1. Check first Equipment required on card top. If there is no equipment of that typology displayed by Merchants go to step 4).
2. The player who owns the cheapest card of that typology takes a number of Coins equal to the card value from the Hero, then places the card in the discard pile.
3. If the sold card is a Junk, he receives a Favour token from the Treasure as well.

Burp 17

4. Check next Equipment required.



EXAMPLE: Second level Hero with 14 Coins wants a Clash Weapon, a Magic Object and then a Potion. Both Pauline and Anna exhibit a Clash Weapon; Hero buys the cheapest from Anna for 5 Coins. All players exhibit a Magic Object; Hero buys the cheapest from Falko for 4 Coins. Only Pauline has a Potions and she sells it at its price.



Repeat these steps until there are no more Coins left on the Hero or there are no more displayed cards of the typologies he requires.

ATTENTION If a Hero has not enough Coins to buy a displayed card, the player who own that card can decide to sell it with a discount, taking all Coins left, or not to sell it. If he doesn't sell it, the player who owns the cheapest card after the player who gave up can sell it with a discount, and so on until the Hero buys an equipment or all players give up.

EXAMPLE: Second level Hero with 14 Coins has already bought two Equipments and now he wants a Potion, but he has only 3 Coins left. Anna has the 5 Coins Potion and Pauline the 8 Coins one. Anna decides not to sell her Potion with a discount so the selling right passes to Pauline: she decides to sell her Potions for 3 Coins.



After all Heroes have completed their purchases, players who still have unsold Equipment cards in front of them, place the cards in the discard pile and receive 2 Coins from the Treasure for each discarded card.

Burp 18

PHASE 6 - END OF THE SEASON

Remove from the game the Hero cards and the Seasonal Spell card played in the current Season. Replace (if used) the Annual Spell card back in its room. Replace the Ogre and Accountant tokens back in their rooms. Replace 3 Favour tokens and the Babydragon token back in the Dungeon, following the setup rules. Each player takes back his Goblins in front of himself and place his Merchant back in the Entrance.

Burp 19

18 Burp: *Burp: As you can see, heroes are not very good in managing their money and planning their purchases. Good for us...*

19 Burp: *Another little task for the Dwarves of our Recover Industry... What you don't sell now will be useful in a couple of years... Nothing goes to waste.*



20 Burp: The winner will be awarded with a contract (a short-term one, obviously) as a professional merchant in our company... Dragonspeed!!

- THE END -



END OF THE GAME

Game ends at the end of third Season.

The player with more Favour tokens receives 5 Coins from the Treasure. If a tie occurs, all players receive 5 Coins. The player with less Favour token loses 3 Coins. The player with more Coins wins the game and is hired as a merchant employed in Dungeon Bazar.

If a tie occurs, draw a card from Bim Bum Bam to determine the winner, or play another game.



MERCHANT TILES POWERS

Viking

1/A Receive 1 extra Coin (from the Hero) for each sold equipment card. (phase 5)

1/B You can Leave the Dungeon whenever you want during your action round. (phase 2)

Arab

2/A Receive 2 extra Coins for each unsold equipment card. (phase 5)

2/B For you there is no distinction between Clash and Long Range Weapons and between Light and Heavy Armors (you can sell a Light Armor to a Hero who wants a Heavy Armor). In case of equipments of the same value displayed by another merchant, you have the sell priority. (phase 5)

English

3/A You have an extra Goblin. (setup)

3/B You start with 7 extra Coins. (setup)

Indian

4/A When another player places a Goblin in a room where you have a Goblin or your Merchant, that player gives you 1 Coin. (phase 3)

4/B You start with 1 extra Favour token. (setup)

Chinese

5/A You can pay 1 Coin instead of an action to Open a Closed Door. (phase 3)

5/B After rewards are assigned, you choose and take 1 Equipment card from the discard pile. (phase 4)



1/A

1/B



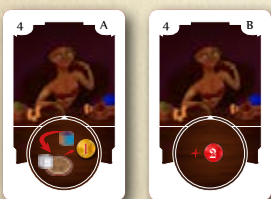
2/A

2/B



3/A

3/B



4/A

4/B



5-A

5-B

SPELL CARDS EFFECTS

A: Charme

The player who received this card places it over an Equipment card deck (except the Junks) in a room. During phase 5 every time a Hero wants to buy that Equipment typology, he will buy the more expensive displayed card. If this card is placed over one of the two mixed deck Weapons and Armors, its effects will apply to both Equipments.

B: Invisibility

The player who received this card places it over an Equipment card deck (except the Junks) in a room. During phase 5 every time a Hero wants to buy that Equipment typology, he will not be able to buy it and will pass directly to the next Equipment on his List. If this card is placed over one of the two mixed deck Weapons and Armors, its effects will apply to both Equipments.

C: Confusion

The player who received this card places it over one of the present Hero cards. During phase 5 that Hero will buy Equipments in a reverse order, meaning that you have to read his List from bottom to top.

D: Persuasion

The player who received this card places it in front of his Merchant Sheet. During phase 5 he will receive 3 extra Coins (from the Hero) for each sold Equipment card.


E: Disappearance

The player who received this card places it in front of his Merchant Sheet. During phase 5 he will receive all Coins left on Hero cards after they have completed their purchases.

GAMES WITH 5 PLAYERS

Give 3 Goblins to each player instead of 4.

GAMES WITH 2 OR 3 PLAYERS

During the setup remove from the game Hero cards signed with this symbol 

CREDITS

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Greetings: special thanks to all players who tested the game in its various versions, particularly to the players of Burg Event 2014 in Stahleck, players of Modena Play 14, players of GiocAosta 14, hard gamers of Fermo and those brave visitors of the Cranio Creations cave.

A. Mark and Ting, our division supervisors, make a miraculous advertising spell! It makes heroes go crazy after some fashionable equipments, so they spend a fortune to have them.

B. Wizard Bureau Crat is our red tape master. Equipment so-and-so can't be sold because of the code 32-bis of the magic trading agreement of the business division conference of the who knows county... Nobody can ever understand a thing.

C. Magician Whirl is a beginner; but he can make a confusion spell on today heroes at least.

D. May Cup is the best in aesthetic spells. The equipments she enchants look really irresistible! And even those stingy heroes pay some more gold to have them!

E. Robben can prepare a good disappearance spell. If you cast it onto heroes' pockets, you can surely earn something... No, no, I don't think you can say it's a robbery! And heroes won't tell anybody...



A



B



C



D



E

DUNGEON Bazaar



CRANIO
CREATIONS

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