

ANTIQUES GAME RULES

Every player is an ANTIQUES DEALER, competing to be THE BEST ANTIQUES DEALER.

The player with the most victory points at the end of the game will be crowned the BEST ANTIQUES DEALER, and there are three ways to get victory points:

1. BUYING ANTIQUES - every ANTIQUE is worth 1 victory point.
2. SELLING WELL - at the end of each round, the player whose item received the HIGHEST BID gets 1 victory point. In the event of a tie, no points are awarded.
3. HAVING THE MOST MONEY - at the end of the game, the player with the most coins gets 1 victory point.

In the event of two or more players having an equal amount of victory points at the end of the game, the player with the most coins left wins. If victory points and coins are equal then we have a tie.

BEGINNING THE GAME:

Choose THREE NEARBY OBJECTS (TWO if there are more than 4 players). These are your ANTIQUES to present!

Every player starts with TEN COINS. Coins can be used to bid on ANTIQUES.

Tracking the amount of COINS and ANTIQUES pen and paper is recommended!

The youngest player goes first, and play proceeds in a direction of their choosing.

PRESENTING:

Hold up one of your ANTIQUES to the camera and describe it! You can be as imaginative as you like, but here are a few pointers: Where did it come from, when was it made, what was its purpose, who used to own it, etc etc. *(If you don't have a camera, you will just have to be more descriptive!)*

The other dealers must listen carefully, because the antiques *they* present MUST BE LINKED TO THIS INITIAL ITEM.

Example:

Player A: This is a horseshoe from the horse that carried the body of King Henry VIII. It is covered in medieval dirt.

Player B: I have the iron belt buckle that restrained King Henry VIII's gigantic stomach.

And so on...

VALUATING:

Now, the ANTIQUING COMMUNITY (the players) will vote on the item's initial valuation. The player presenting counts down from 3, and on 1 everyone puts up to the camera either:

1. a number of fingers no more than the current round, or...
2. a closed fist - a value of 0.

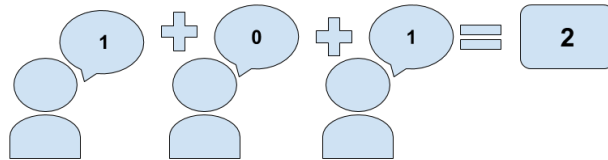
Add these numbers up to get the ANTIQUE'S STARTING BID.

Example:

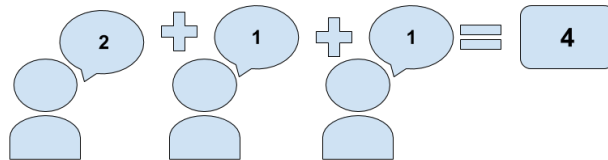
In a game of three players, in round one, items can have a starting bid value of between 0 (three 0s) and 3 (three 1s). In round two, between 0 (three 0s) and 6 (three 2s). In round three, between 0 (three 0s) and 9 (three 3s).

Making the starting bid

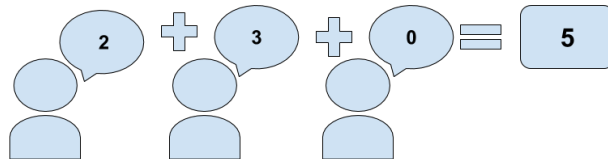
Round 1



Round 2



Round 3



AUCTIONING:

The presenting player manages an OPEN AUCTION for the antique, opening at the STARTING BID. In any order, players (including the presenting player) may increase the bid by any amount. The player with the highest bid at the end of the auction buys the antique.

“Going once! Going twice! SOLD to the lady in the blue hat!”

If there are no bids above the starting bid, the presenting player must buy the item for that amount. If they cannot afford to (the starting bid is higher than the amount of money they have), the antique remains unsold and is removed from the game.

ENDING THE ROUND:

Once every player has presented and auctioned their ANTIQUE, the following happens:

1. Every player receives 5 coins (your backers are excited for the next round!).
2. The player whose antique received the highest bid gains 1 victory point.

CONTINUING PLAY:

The next round begins with the next player in sequence presenting a new antique with a new theme, and so on. Play lasts for three rounds, unless there are more than four players, in which case two rounds are recommended.

ENDING THE GAME:

At the end of the final round, the player whose antique received the highest bid gains 1 victory point as usual. (Players do not receive any bonus coins, however.) The player with the most coins now receives 1 victory point.

Victory points are totalled and the BEST ANTIQUES DEALER is declared!

TIPS

A pen and paper can be used to keep track of:

1. Your current coins.
2. How many antiques you've bought.
3. Any victory points you've gained from receiving the highest bid in a round.