

# ANTIQUES

A game for 3-5 players. Each round lasts between 5 and 10 minutes.

*Designed by Jacky Cheong, Thomas Martin, Shiquan Zhang*

In this party game of bidding and improvisation, every player is an **EXPERT ANTIQUES DEALER**, handling the **SALE** and **ACQUISITION** of **VALUABLE ITEMS** for their **MYSTERIOUS BACKERS**!

## SETUP:

You will need:

- Videoconference software.
- A bunch of objects within easy reach.
- A pen and paper.

Decide how many rounds you want to play (three is a good number.)

On the first round, the youngest player goes first.

Every player starts the game with 10 **COINS** from their **BACKERS**. **COINS** are used to bid on **ANTIQUES**.

## GOAL:

The player with the most points at the end of the game will be crowned the **BEST ANTIQUES DEALER**! Points can be gained by:

- **BUYING ANTIQUES** - every **ANTIQUE** you buy is worth 1 point.
- **SELLING WELL** - at the end of each round, the player whose item received the **HIGHEST BID** gets 1 point. In the event of a tie, a point is awarded to both players.
- **HAVING THE MOST COINS** - at the end of the game, the player with the most **COINS** left over gets 1 point.

## HOW TO PLAY:

In each round, every player takes one turn.

## HOW TO TAKE YOUR TURN

### FIND AN ANTIQUE:

Grab an object within easy reach (don't think too hard about it) - this is your **ANTIQUE**!

### PRESENT YOUR ANTIQUE:

Present the **ANTIQUE** 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?*

The first player in a round uses their **ANTIQUE** to **SET THE THEME** - all other objects this round must be somehow connected to this **THEME**.

### AUCTION THE ANTIQUE:

Manage an **OPEN AUCTION** for the antique, starting with a bid equal to the current round. In any order, players (including yourself!) may increase the bid by any amount (but not over their maximum **COINS**). When the bidding stops, you can close the **AUCTION** with a "going, going, gone!" and award the **ANTIQUE** to the highest bidder.

The highest bidder deducts their bid from their total **COINS**. No **COINS** are ever exchanged between players - the money belongs to the **BACKERS**, after all.

If no bids are made, the presenting player must buy the item for the starting bid. If they don't have enough coins to buy it, then the antique is unsold and removed from the game.

## **ENDING THE ROUND / CONTINUING PLAY:**

Once every player has finished their turn, the following happens:

- The player whose antique received the highest bid this round gets 1 point.
- Every player receives COINS from their BACKERS equal to 5 x the current round (5 at the end of the first round, 10 at the end of the second, etc). No coins are awarded at the end of the final round.
- If this is the end of the final round, the player with the most COINS left over receives 1 point.

The next round begins with the next player in sequence FINDING and PRESENTING a new ANTIQUE (with a new THEME), and so on.

## **ENDING THE GAME:**

Total each player's points and - drumroll - declare the BEST ANTIQUES DEALER! (In the event of a tie, the player with the most coins left wins. In the event of a further tie, the player with the least amount of points decides the winner.)

*Playtesters: Arthur Audren de Kerdrel, Trini Ting, Valeria Voronkova, Luke Head, Hannah Erridge, Jack Dean, Sam Clark, Nefitiri Boles.*