

AUCTIONEERS!



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

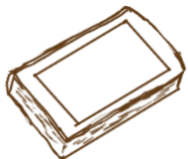
*Designed by Jacky Cheong,
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In this party game of bidding and improvisation, every player is an EXPERT AUCTIONEER, handling the SALE and ACQUISITION of VALUABLE ANTIQUES for their MYSTERIOUS BACKERS!

Gloves on, gavels at the ready, folks - it's time to THROW DOWN at the ANTIQUES ROADHOUSE!

Your BACKERS have entrusted you with their private collection to sell, as well as a supply of COINS that increases each round.

BID LOW, SELL HIGH! You could become the WORLD'S GREATEST AUCTIONEER!



You will need:

- Videoconference software.
- Some everyday objects.
- A pen and paper.



Decide how many rounds everybody wants to play (three is a good number.)

Choose a number of objects equal to the number of rounds - this is the PILE OF ANTIQUES you will PRESENT AND SELL!

Draw some columns with your pen and paper for keeping track of COINS, ANTIQUES, POINTS, and the HIGHEST BID your ANTIQUE receives.



Here's an example!

Coins	Antiques	Points
10 8 11 4	 	+1

Highest Bids: \$, 7

Every player starts the game with 10 COINS marked on their sheet.

SETUP:



GOAL:

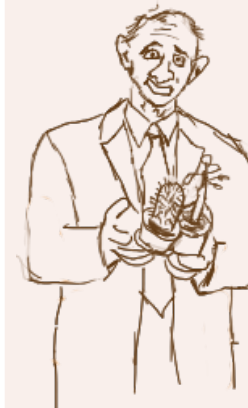
The player with the most points at the end of the game will be crowned the WORLD'S GREATEST AUCTIONEER!



Points can be gained by:

- BUYING ANTIQUES - every ANTIQUE you buy is worth +1 point at the end of the game.
- SELLING WELL - at the end of each round, the player(s) whose ANTIQUE(S) received the HIGHEST BID get +1 point.
- 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. A turn consists of:

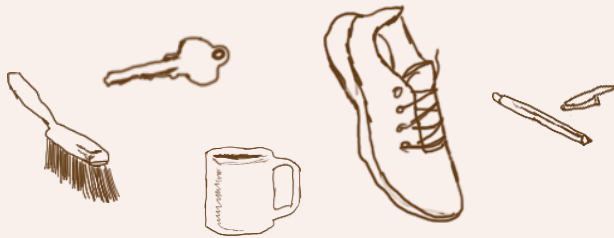
- CHOOSING,
- PRESENTING, and
- AUCTIONING an ANTIQUE.

On the first round, the youngest player goes first, and decides on the order of play.

ON YOUR TURN YOU MUST:

CHOOSE AN ANTIQUE:

Select an ANTIQUE from your pile!



PRESENT THE ANTIQUE:

Now present your 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?*

(Try to keep it under 1 minute!)

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

"A rare find - one pair of genuine Etruscan maracas, 5th Century BC!"

"Cha cha cha!"

"Next in the collection of Etruscan instruments is this... flute?"

"It's definitely not my cheese grater..."



AUCTION THE ANTIQUE:

You must now manage an OPEN AUCTION for the ANTIQUE.

Start by declaring the opening bid. The opening bid is always equal to the current round (1 COIN for round one, 2 COINS for round two etc).



In any order, any player may increase the bid by any amount, but no more than your remaining COINS. (As the AUCTIONEER, you CAN BID on your own ANTIQUE!)

When the bidding stops, close the AUCTION with a "going once, going twice, sold!"

The HIGHEST BIDDER must now:

- Deduct the value of their bid from their total COINS.
- Mark one ANTIQUE on their sheet.

The AUCTIONEER (you) must now:

- Make a note of the HIGHEST BID your ANTIQUE received.
- DO NOT add any COINS to your total - COINS are never exchanged between players.

If no bids are made, the AUCTIONEER (you) must buy the item for the starting bid. If you do not 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 receives +1 POINT, and marks it on their sheet.
- 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.)

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

ENDING THE GAME:

Players receive +1 POINT for each ANTIQUE on their sheet. The player with the most COINS left over also receives +1 POINT, and marks it on their sheet.

Now, compare each player's POINTS and - *drumroll please* - declare the player with the most POINTS the WORLD'S GREATEST AUCTIONEER!

(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.)

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