

3~5PLAYERS / AGE8+ / PLAY TIME 15-20

This is a secret auction house. Your owner gave you a request to participate as a buyer at this auction house.

All that is exhibited is a rarity gem. However, since the funds received from the owner are limited, it is not possible to bid on a random basis.

Which is a most accomplish buyer to buy rarer products and can respond to owner's requests?

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• 18 ITEM CARDS [6 types 3 rarity each] • 50 MONEY CARDS [5 colors 10 cards each]





• 10 OWNERS' REQUEST CARDS







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Divide the set of MONEY CARDS into players. Sets are divided by different colors with same amounts of moneys. Give out the number of participating players and check if there are 10 cards in your hand.

Shuffle all *ITEM CARDS* face down and place them at the center of the table as a deck.

Distribute 2 OWNERS' REQUEST CARDS to each player face down. Make sure that the cards you have are not visible to other players. Choose one of your dealt cards to keep. A card which you did not choose will be returned to the box.

Distribute **3 AUCTION CHIPS** to each player, and you are ready to start the game!



For 3-4 players, MONEY CARDS and AUCTION CHIPS that were not dealt are not used during the game.

### HOW TO PLAY

Flip the top card on the deck facing up, and the auction is start!

This auction is a *simultaneous bidding*. Choose a Money Card (or cards) in your hand and put it face down before yourself. After confirming the bids of all the players, open all at once, and the player who has bid the highest becomes the winning bidder and receives the item.

Rarity of the item(Victory points)

However, the number of Money Cards used for bidding depends on the Item Card. Players must bid with the same number of Money Cards as the specified number of bids at the top right of the Item Card.



There are 6 types of Item Cards, each with a different rarity and specified bid quantity.



You must bid as long as you have a bidding Money Card in your hand, but you can pass the auction by using Auction Chip. (See back side of this manual)

The winning bidder accepts the item and places it *on top of the* Money Card used for the winning bid.

The player who did not win the bid does not return the Money Card used for bidding to his hand, but puts it face down as a pile of bidded Money Cards.



Bidded Money Cards

Money Cards used for the winnina bid



Money Cards in your hand

When the winning bidder receives the item, open the next Item Card from the deck and move on to a next auction.

### IF THE HIGHEST BIDS ARE THE SAME

If more than one player has the same maximum bid for a product, the player with the next highest bid will win.

If the bid value is the same for the runner-up and the successful bidder is not the only one, the product will be discarded. Items that have been discarded will not be relisted during the game.

#### WHEN THE MONEY CARD RUNS OUT

If you repeat the bidding, the number of money cards in your hand will decrease.

If you have used up all your Money Cards, or if you have fewer Money Cards in your hand than the number of bids listed on the next product, you will be able to *collect all of your bidded* Money Cards in your hand and bid again.

# HOW TO USE AUCTION CHIPS

3 Auction chips distributed to each player have two uses.

## 1) PASS of auction

In this auction, you must bid as long as you have Money Card to bid. However, by using this tip, *you can pass the bid* for the item.



The timing to use it is from when the bidding of the item starts until the Money Card is opened.

### 2) RECOVERY of bidd Manny cards

Bid money cards cannot be returned to your hand immediately. Only when the hand runs out or there is not enough hand for the specified number of bids will be returned from bidded Money Card pile.

However, by using one Auction Chip, *you can collect all the bidded Money Cards* even if you have enough Money Cards in your hand to bid.

Money Cards used for winning bids cannot be collected by Auction Chips. Auction Chips will be used up. It will not be collected again during the game.

# END OF THE GAME

Players who have exhausted their Money Cards during the game and are *unable to bid* will not be able to participate in further auctions.

Even if Money Cards remain, if you do not have enough hands for the specified number of bids for the product and you can not collect from the bidded Money Cards pile, you will not be able to participate in the future.

The game ends when there are *no more Item cards* or *only one player can participate* in the auction.

If multiple players leave the same amount of money cards in their hands and no bidders are found even after bidding, the game will end because all subsequent products will discard.

# VICTORY POINT CALCULATION

Sum the number of  $\bigstar$  of Item Cards that have won. Next, open a OWNERS' REQUEST CARD, and if the order has been answered, add more victory points. The player with the most points wins the game.

In the case of a tie, the player who answerd the owner's request wins. If they are still tied, the winner is the one with the most successful products. If the number of successful bids is the same, draw a tie and share the victory!

# DETAIL OF THE OWNER'S REQUEST CARDS

# $\Box$ [5 victory points if you leave the most Money cards at the end]



If the total number of the Money Cards in your hand and the bidded Money Cards is the highest compared to other players, you will get 5 victory points. If other players have the same total, those players will get 5 victory points awarded. Money cards used for successful bids are not included.

### [3 victory points for up to 3 types of successful items]



You can get 3 victory points if there are up to 3 types of winning items out of 6 types of Item Cards. You won't get victory points when you won the 4th kind.

#### [4 victory points if there are more than 4 types of items]



If there are more than 4 types of the winning items out of 6 types of items, 4 victory points will be obtained. If you have less than 3 types, you will not get.

# $\Box$ [4 victory points if you won the least number of $\bigstar$ 3 item]



Counts at the end of the game. Compared to other players, you will get 4 victory points if the number of  $\bigstar$ 3 items is the least. Even if you did not make a successful bid for any of the  $\bigstar$ 3 items, it will be "0" and counted as the minimum. You can also get victory points if you have more than one smallest player.

### □ [4 victory points if you have won the most ★1 items]



Counts at the end of the game. Compared to other players, you will get 4 victory points if you beat the most items of  $\bigstar$ 1. You can also get vicory points if another player has same number.

# $\Box$ [4 victory points when the sum of $\bigstar$ of the winning items is a multiple of 4]



Add 5 items and get 4 victory points only when the total is a multiple of 4.

# [4 victory points if you do not use the Auction Chip]



If you keep all Auction Chips at hand until the end of the game without passing or collecting used Money Cards, you will get 4 victory points. You won't get victory points if you use even one chip.

## ☐ [4 victory points if only ★2 items are awarded]



You can get 4 victory points when there are only 2 items of  $\bigstar$ 2 items that you auctioned. You won't get victory points when you win only one item or 3 or more items.

[5 victory points for winning 2 or more types of items two by two]



If you win 2 or more products with 2 kinds, you will get 5 victory points. If there is only 1 product with 2 kinds or if there are 2 products with 1 kind, you will not get a victory point.

# □[3 victory points if ★1-3 items are awarded at least 1 item each]



If you make a successful bid for 1 or more items of  $\bigstar$ 1,  $\bigstar$ 2,  $\bigstar$ 3, you will get 3 victory points. Victory points do not increase even if 2 or more items are arranged.



Print … 萬印堂(MANINDOU) Game design / Illust … 凪庵(@nagian) Test play / Special thanks … Member of Goraku-Shuzou

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