BIDDER BATTLE

HOW TO PLAY

HOW TO PLAY VIDEO

OBJECTIVE

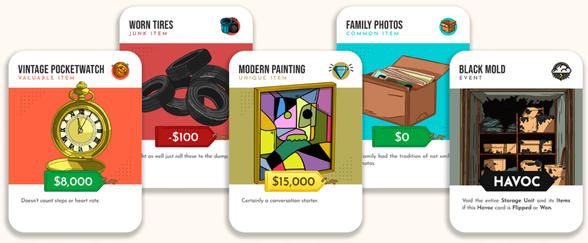
Players bid in auctions to win either *trash* or *treasure* from storage units. **The player that earns the most money by the end of the game is the winner of the Bidder Battle!**

SETTING UP

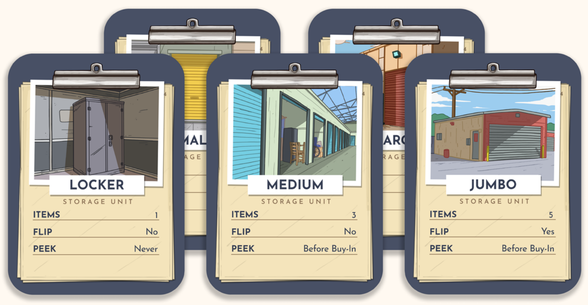
1. Separately shuffle the **Item** and **Storage Unit** decks.
2. Each player gets **$5000**:
   - 9 of the *$500* bills
   - 5 of the *$100* bills
3. Gather 3 to 7 players, and whoever most recently made a purchase will be the starting **Auctioneer**.

WHAT'S IN THE BOX?

1. 56 Item Cards



2. 16 Storage Unit Cards



3. 1 Auctioneer Card

4. 104 Money Cards

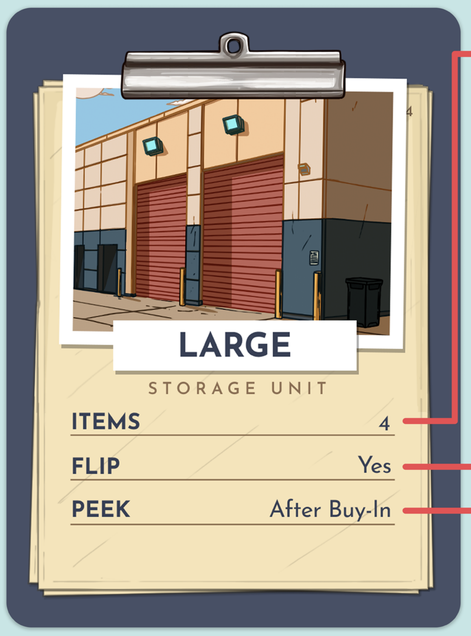
x64

x40

CARDS EXPLAINED

STORAGE UNIT

Storage Units determine the following for an auction:



A. How many **Items** are drawn

B. Whether the Auctioneer should **Flip** 1 Item face-up

C. When players* can take a **Peek** at any 1 face-down Item of their choosing

** If "Before Buy-In", all players can Peek*

** If "After Buy-In", only players who have paid the $100 Buy-In can Peek*

Lay this card in front of whichever player is the **Auctioneer** for the round.
The Auctioneer keeps all payments made during the round.

Each **Item** has a monetary value. Players may use this value as collateral when making payments, but collect no change when doing so.

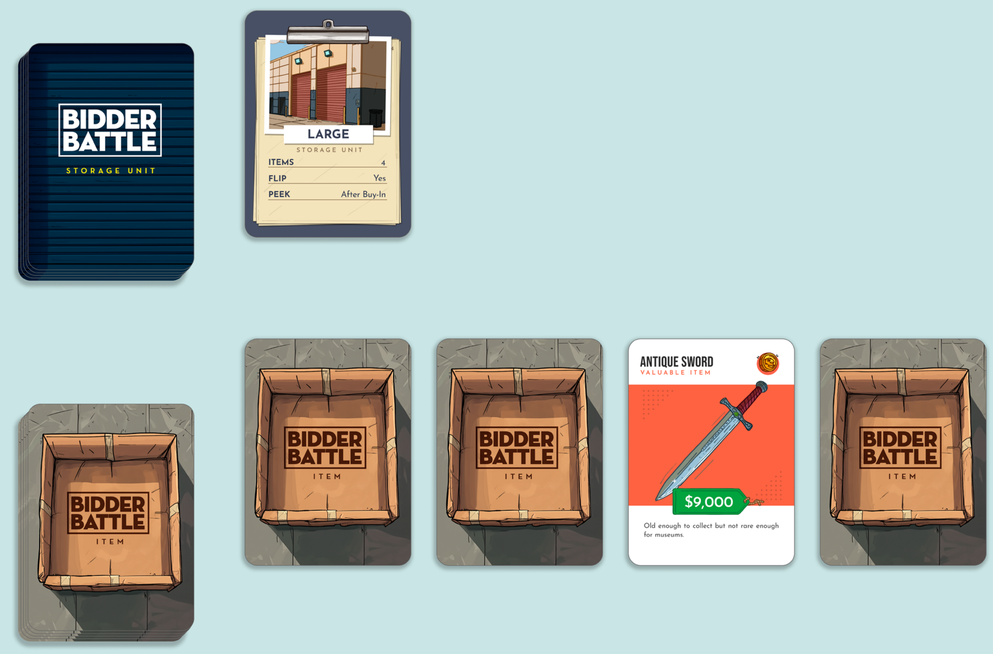
Some Item cards are **Events**. For these cards, players will follow the effect detailed on the card.

THE AUCTION

STARTING THE ROUND

The Auctioneer starts by doing the following:

1. Draw 1 Storage Unit face-up.
2. Draw the Items for the Storage Unit face-down.
3. If the Storage Unit allows for it, flip over any 1 of the face-down Items.
4. At this time, ONLY the Auctioneer will peek at any 1 Item of their choosing.



BUY-IN

Starting on the Auctioneer's left, players will now decide whether they want to Bid in the auction.
To participate in the auction, a player must pay $100 to the Auctioneer as a Buy-In fee.

- If the Storage Unit allows for it, players may peek at any 1 Item *before* or *after* Buy-In.
- The Auctioneer cannot Buy-In or Bid in their own auction.
- After all players have decided, the auction will begin with any players that have paid the Buy-In.
- If no one buys into the auction, discard the entire Storage Unit, and that round is over.

PLACING BIDS

Players that have paid the Buy-In may now Bid in the auction.

- Bidders can bid any amount, in increments of $100
- The Auctioneer encourages and solely accepts player Bids.
- If no player makes an opening Bid, the active Bidder to the left of the Auctioneer automatically Bids $100.

CLOSING THE AUCTION

After players stop Bidding, the Auctioneer begins calling out: *"Going once... going twice... SOLD!"*
The auction is closed upon the word ***Sold***, and payment is collected from the highest Bidder.

- **If paid in full**, the winning Bidder collects the Storage Unit and Items.
  They can keep their winnings a secret unless an Event card requires them to reveal it.
- **If unable to pay**, the winning Bidder pays the Auctioneer a $1000 fine, and the same auction starts over without them. If they cannot afford the fine, they are eliminated from the game.

WINNING THE GAME

The game ends after each player has played as the Auctioneer twice.
The player with the highest total value of Money and Items wins the **Bidder Battle**!