# Garage Sale v0.1.2

Designed by Dan Manfredini
3 to 5 Players
30-40 Minutes

## Overview

It's summertime and that means it's garage sale season! It's time to get rid of your old junk and buy some new junk. In *Garage Sale,* players simultaneously put up items for sale and negotiate to buy them from each other. The goal is to collect sets of items while maintaining cash flow. The catch is that once you feel you are done collecting a particular set, you can't go back and add to it!

## Components

- 108 Item Cards (6 Item Types x 3 Value Types x 6)
-   4 Neighborhood Cards
-   5 Reference Cards (Scoring Summary / Phases of Turn)
-  20 Coins

**Item Types:**



| Furniture | Toy | Miscellaneous | Decoration | Accessory | Technology |
| (Brown / Chair) | (Red / Bear) | (Orange / Box) | (Green / Vase) | (Blue / Hat) | (Purple / Record) |

**Value Types:**



| Dollar | Coin | Star |

## Setting Up

1. Shuffle the item cards and make a face down deck.
2. Put the coins in a pile called the bank.
3. Put the neighborhood cards in a stack in number order. The addresses of those cards should be 100, 200, 300, and 400 with the 100 address on top.
4. Each player takes **one** coin and draws **five** cards for his starting hand.
5. Each player takes **one** random reference card.
6. The players with the largest "house number" on his reference card is the starting player. The starting player takes the top neighborhood card (100) and puts it sign side up in front of him.

## Playing the Game

The game is played over four rounds as indicated by the four neighborhood cards. In each round, each player will have one turn as the active player - the neighborhood card will be placed in front of that player for that turn. On a turn, the following phases are performed in order:

1. **Offer**     (All players participate)
2. **Negotiate** (All players participate)
3. **Storage**   (Active player only)
4. **Income**    (Active player only)

## Offer

Starting with the active player then proceeding clockwise, each player chooses one item card from his hand and plays it face-up on the table. This item is what the player is offering in his "garage sale." For fun, a player may choose to describe the item he is putting up for sale.

Optionally, instead of playing a card from his hand, a player may pay two coins to the bank to take the top card off the deck to use as his offering.

A player <u>must</u> offer a card even if he has no intention of selling the item.

*Example: Christopher is the active player. He chooses an item card from his hand and places it in front of him face-up. He might say "I have a slightly used bike for sale" for fun. The next player clockwise is Valerie and she decides to pay two coins to the bank to take the top card of the deck and use that as her offering. It is a dresser. This continues until all players have placed a card.*

## Negotiate

Simultaneously, each player may negotiate to buy one or more of the face-up item cards on the table from its owner. A player may negotiate with dollars (face-down cards from his hand), coins, and his face-up item card. When a deal is struck, the buyer and seller exchange cards and coins. The "dollar" cards and face-up item cards are put into their new owner's hands.

One offered item (face-up card) must be involved in each negotiation – no trading cards directly from hands, etc.

**Caveat Emptor:** During deal making you cannot show other players the face of your "dollar" cards. You may hint or outright declare to another player that it will be something that they want (example: "It's furniture") though you don't have to be truthful. Once the deal is struck, there is no going back. Buyer Beware!

*Example: In the offer phase, Christopher put down a bike for sale. When the negotiate phase begins, Valerie offers him one dollar for it. He accepts and she gives him one face-down card from her hand (representing a dollar) and she takes the bike card and puts it in her hand. Christopher puts the "dollar" card into his hand.*

*Example: Valerie has a necklace for sale. Christopher offers her one dollar for it. She rejects that offer and says she wants a bit more. Kelly jumps in and offers one dollar and one coin. Valerie accepts her offer. Kelly gives Valerie one coin and one card from her hand (the dollar).*

*Example: Kelly has a hat for sale. Dan has a book for sale. He offers her an exchange of his book for her hat. She agrees and takes the book and put it in her hand. He takes the hat and puts it in his hand.*

*Example: Jon has a doll for sale. Dan has only two dollars and thinks the doll is only worth one and a half dollars. He makes an offer to Jon and Jon agrees. Since Dan pays with two dollar cards, Jon gives him "change" of one coin.*

*Example: In another garage sale, Dan and Jon struck a deal. Dan is offering his computer and a "dollar" and Jon is offering comic book and a "dollar". Items are exchanged simultaneously. Similarly, Dan could have first bought the comic book for a dollar, then Jon could have bought the computer for a dollar. Choosing the method is mostly based on the trust of the parties involved.*

Once all players agree that they are done with their negotiations, the active player flips the neighborhood card to the closed side. The "garage sale" is now closed. Unsold offered items (face-up cards) are returned to the seller's hand (even those bought with coins).

## Storage

The active player <u>must</u> reveal one or more cards (of any type) from his hand for storage. These cards will be added face-up to the top of his storage pile. The cards he adds to his storage pile will affect his income this turn as well as his scoring at the end of the game.

Note that only the active player can do this – the other players will have to wait until their turn as active player.

The top card of each player's storage pile is visible to all players. A player, however, may privately look through his personal storage pile at any time, but not change the order of the cards.

## Income

The active player will receive income in the form of cards and coins. The income is based on the symbols (dollar sign and coin) on both the neighborhood card **and** the cards stored <u>this turn</u>.

- For each dollar sign symbol, the active player draws one card from the deck.
- For each coin symbol, the active player takes one coin from the bank.

If there are no cards in the deck, then no more cards can be drawn. If there are no coins remaining in the supply, you can use other tokens. There is no limit to the number of coins.

*Example: Christopher adds three cards to his storage pile. The stored cards have one coin symbol, one dollar sign symbol, and one star symbol. The neighborhood card has one coin symbol and one dollar sign symbol. Therefore, he draws two cards (for the two dollar sign symbols) and takes two coins (for the two coin symbols).*

After the income phase, the neighborhood card is turned back to the sign side and is passed clockwise to the next player. That player is now the active player. When each player has had a turn with the same neighborhood card, it is discarded, and the next one is used.

## Game End

When the final (fourth) neighborhood card has been used by all players, the game is nearly finished. Note that each player will have had the same number of turns as the active player.

Each player will put the remaining cards from his hand on top of his storage pile in any order. No coins or cards are taken by adding these cards.

## Final Scoring

Each player will calculate his score. The order of the cards in a storage pile is important. The largest continuous run of one or more cards of an item type scores according to the number of cards in that run. At this point, players should discard non-scoring runs.

If there are more than one runs of the same color of the same length, that player may choose which one to keep and then discard the others.

*Example: A storage pile has the following cards starting from the top: orange, orange, orange, blue, blue, orange, green. There is a run of three orange cards, a run of two blue cards, a run of one orange card, and a run of one green card. The run of three orange cards is the largest orange run, so therefore the run of one orange card is discarded. The run of two blue and the run of one green are both the largest in their colors so they will remain to score.*

### Standard Points
- Each card in a scored run is worth 1 point.
- Each card with a star in a scored run is worth 1 additional point.
- Each two coin <u>tokens</u> is worth 1 point.

### Bonus Points
- For each scoring run that contains at least three cards, the player receives three additional points.

*Example:  A storage pile has the following cards starting from the top: orange (star), orange, orange, purple (star), blue (star), blue, blue, blue, orange (star), green, green (star). The small orange run is discarded. There are ten scoring cards (+10 points) and four stars (+4 points). There are two runs with at least three cards (+6 points). The player has three coins (+1 Point). The total score for that player is 21 points.*



The player with the most points wins! In case of a tie, the leading player with the most coins is the winner. If there is still a tie, those players share a victory.

## Credits