

Going Going Gone!
Recommended for 4+ players.

Pieces List
35 item cards
Purple, blue and yellow tokens

Goal
Sell and trade unique items with your opponents to form collections and make the most money.

Setup
Shuffle the deck of cards and deal three cards to every player. Make piles of the purple, blue and yellow tokens next to the deck. These tokens represent money: purple is worth \$1, blue is \$5 and yellow is worth \$10. Every player starts with 10 purple, 5 blue and 2 yellow tokens. The player to the left of the dealer goes first and play continues clockwise.

Gameplay
At the beginning of his or her turn, the player draws one card from the deck and adds it to their hand. After this action, there are several things they can do:

- Sell item cards: player announces they are putting an item up for bidding. An interested buyer puts out an initial sum using the money tokens and bidding continues from there, until the seller accepts a bid or chooses to keep the item. Bidders may use their money tokens and/or cards to bargain with the seller.
- Items may be sold in any combination the player wishes.
- The seller does not have to sell the card to the highest bidder.
- If the seller does not receive a satisfactory bid, they do not have to sell the item.
- If no one bids on the item, the seller must keep it.
- There is no limit to the amount of items a player can sell on their turn.

— Put items in their storefront: players are only allowed to have five cards in their hand at a time. All other cards must either be sold or displayed on the table in front of them, called their "storefront." There is no limit to the amount of cards that can be displayed in the storefront. Storing an item card here does not mean the player intends to or has to sell it.

— Pass: players do not have to take any action on their turn after drawing a card.

Once the player announces they are finished with their turn, play progresses to the left.

Liquidation
Once the final card has been drawn from the deck and that player has finished their turn, there is one final round where players can sell items.

After this final round, players "liquidate" their items for cash. To liquidate, players count the number of cards in one of their collections, then use the guide on the bottom of the card to determine how much money, as a whole, their collection is worth. Players only receive this amount once for each collection, not per each card. Players liquidate the rest of their collections using this method.

The player who has the most money at the end of the game wins!

Item Collections
Items are worth much more money when they are part of collections. A collection's value increases dramatically when a player owns at least half of the collection, and is worth even more if a player owns the entire collection.

Sample card



The following is a list of collections and the amount of items in each collection:

- New Zealand – 1
- Twins – 2
- Kidneys – 2
- Large and Unusual Vehicles – 3
- Possessed Items – 5
- Obscure Movie Props – 5
- Silverware – 7
- Coins – 10