

1 | Components

- 12 Picture cards
- 48 Bid cards (12 per player)

2 | Goal of the Game

Welcome, ladies and gentlemen, to the most exciting, most underhanded, and most expensive art auction of the century! You and the other players are agents representing the world's top galleries, all vying to purchase exquisite works of classic art. Your opponents are armed with hefty bankrolls and deceptive smiles, so you had best be shrewd if you want to amass the most valuable collection of all.

3 | Setup

Shuffle the deck of Picture cards and place it face down on the table. Each player gets a set of 12 Bid cards. You can tell sets apart by their differently colored backs.

Put any unused Bid cards back in the box, you won't need them this game.

4 | Sequence of Play

Just like a real auction there are no 'turns', but rather every round is an opportunity for all players to bid - so don't be shy with your cash!

4.1 | Lot Opening

Take the top card from the deck of Picture cards and place it face up in the middle of the table. This is the current lot up for auction.

4.2 | Bidding

Each player chooses a Bid card from his hand and places it in front of him, face down. This is his Bid for the current lot.

4.3 | Sold!

Once everyone has placed their Bids, all cards are revealed and their values compared. The player with the highest Bid wins the auction. They 'acquire' the current Picture card by placing it face up in front of them. All placed Bids are then discarded face down, and may not be looked at again. A new round begins.

4.4 | Rebidding

If two or more players tie for the highest bid, there will be a rebid! First, all lower Bids are discarded - the players who made them may not rebid. Next, the tied players take their placed Bids back into their hands. Finally, they may bid again as normal. Bids are revealed and their values compared.

If one player has the highest bid, he wins the auction and acquires the Picture. All placed Bids are discarded and a new round begins.

If there is another tie, no one wins the auction. All Bids AND the current Picture card are discarded. A new round begins.

5 | Special Cards

Each player has 2 special Bid cards.

5.1 | Fake

Fake is a Bid card with 0 value. When players reveal their Bids, if at least one of them is Fake, the current picture is worthless! The bidding is over, no one wins, all Bids are discarded (even if there would normally be rebidding), and the current Picture is discarded.

5.2 | Sheik's Arriving

If Sheik's Arriving is revealed as a player's Bid, not only does it count as a Bid with a value of 40 million, it also doubles the value of the player's next Bid. This applies whether the next Bid is a rebid, or if play moves on to a new round.

6 | Gameplay Example

Four players reveal their placed Bid cards: Player 1 placed a 10 Million Bid, Player 2 placed 30 Million, while Player 3 and Player 4 both placed Sheik's Arriving (40 million) and are thus tied for highest bid. The Bid cards placed by Player 1 and Player 2 are discarded, while Player 3 and Player 4 must rebid. They take their placed Bid cards back in their hands and bid again. They choose and place new Bids, then reveal them: Player 3 placed Sheik's Arriving again and Player 4 placed Fake. The value of the Bid card placed by Player 3 (Sheik's Arriving) is doubled, because he already placed it once previously, making it now worth 80 million. The value of Player 4's Bid is doubled too, but it equals 0 million (because 0 multiplied by 2 is still 0). However, Player 3 doesn't win the auction, because the lot is turned out to be a fake. So Player 3 and Player 4 discard their placed Bid cards as well as the Picture card. Nevertheless, the value of the next Bid card placed by Player 3 will be doubled, since he played Sheik's Arriving for a second time. This will apply to his Bid next round.

6 | Winner of the Game

The game ends after the last Picture card is acquired. Tally up the final scores!

Picture cards have a number of collector points on them, scored by the player who acquired them.

Players gain additional collector points for completing sets! Every set of 3 Pictures with the same background color is worth 5 extra points.

The player with the most collector points is the winner. In case of tie, the winner is a player with the most valuable picture - what a true connoisseur!



1 | Components

- 18 Head cards
- 18 Torso cards
- 18 legs cards
- 2 block tokens
- 1 rulebook

2 | Goal of the Game

Ah, there you are, my 2 - 4 assistants! I, the famous Dr Alfred Blender, require your presence in the genetics laboratory IMMEDIATELY. As you can see, I have accidentally mixed up all the creatures I was experimenting on, resulting in some truly abominable creations. It's up to you to put them back together for me! I don't want you working cooperatively, mind you, as that would simply be far too sensible. Instead, as a reward, the assistant who does the best job will NOT be used as a subject in my NEXT experiment, ha ha! NOW GET TO WORK!

3 | Cards

The creatures are divided into three strictly scientific categories:

- Humans (blue)
- Animals (green)
- Monsters (red)

There are 18 creatures in total, and it takes 3 cards to make a complete creature - you will need its Head, Torso and Legs.

4 | Setup

Shuffle the cards and divide them into face down piles of Heads, Torsos and Legs. Take a card from each pile and place it face up in the middle of the table to create a strange creature.

Create three creatures like this in total.

Each player then takes one Head, Torso and Leg card from the appropriate pile into their own hand.

5 | Taking a Turn

Choose who goes first by rolling a dice, or counting who has the most toes, or however you like.

5.1 | Blocking

Let's say you're going first (because you have 23 toes). On your turn, the first thing that happens is, the other players get to place 'block' tokens on face up body parts of their choice, to prevent you from picking them up. Block token placement happens in the following ways:

2 player game: The other player places both block tokens.

3 player game: The other players place 1 block token each.

4 player game: The other players have a frenzied argument about where to place the block tokens.

5.2 | Acquire Parts

Once the other players have blocked you, you can remove a block token by discarding two cards from your hand into the discard pile. You may only remove 1 token this way.

Note: Once the discard pile is created, any player may inspect it whenever they wish.

Next, you may name a color (blue, red or green), and take all face up cards which match that color into your hand.

All empty slots are then refilled with body parts from the appropriate piles. If ever a pile runs out, shuffle the discards and deal a random card of the appropriate type (i.e. legs for a leg slot) into the empty slot.

You may then try to take a card from another player. Hand two of your cards to the player of your choice, then name something specific they must give you in return - for example, 'Give me the Legs of a Kangaroo!'. If the other player does not have the card you name, well, that was a bad guess and too bad - they still get to keep the cards you handed over! If they do have the named card, however, they must give it to you.

5.3 | Create

Finally, if you have a complete creature in your hand (a matching Head, Torso and Legs), you may place it, fully formed, in front of you. You may only create 1 creature per turn.

Play then passes to the next player, and this whole gory process starts again.

6 | Game End and Victory

Once all three piles deplete, the game will finish at the end of the current round (i.e. once all players have had an equal number of turns). Dr Blender will now name, as his best assistant, whoever created the most creatures! If there is a tie, then whoever created the most monsters (red cards) wins! If monsters are tied, whoever created the most animals (green cards) wins. And if animals are tied too, well then ... it's a tie!



Trust me!

GAME RULES



1 | Components

- There are 60 cards, including:
- 44 Animal cards (4 of each type)
 - 3 Invisible Man! Special cards
 - 3 Not Enough! Special cards
 - 3 I Believe! Special cards
 - 3 Tornado! Special cards
 - 3 Creature wild cards
 - 1 Elephant card

2 | Goal of the Game

Trust Me is a card game for 3 to 6 players inspired by the classic Believe It or Not. Your goal is simply to get rid of all your cards before anyone else!

3 | Setup

- Shuffle the deck and deal each player the same number of cards.
- Choose the first player in any way you like.
- Some cards have a number (4+, 5+), indicating you should only use them if there are that many players in the game. If there are not enough players, remove these cards from the game.

4 | Sequence of Play

The first player puts between 1 and 5 cards face down in a stack in the middle of the table. He then claims them to be a type of animal, i.e. '4 pigs' or '1 cat', etc. This may, however, be a total lie, as the player is allowed to put down any combination of cards he wants.

The next player then has two choices. He can either say 'I believe it', or 'I don't believe it'.

If he says 'I believe it', he may then also put 1 to 5 cards on top of the stack, although he **MUST** claim them to be the same type of animal as was originally claimed.

If he instead says 'I don't believe it', he may then reveal one of the cards put down by the previous player. If the card is not the claimed animal, the previous player must pick up the entire stack into his hand. If the card is the claimed animal, the non-believing player must pick up the stack.

Whenever any player picks up the stack, play then moves to the next player, and it will be up to them to start a new stack.

If ever a player puts his last card/s on the stack, the next player must say 'I don't believe it'. If they then reveal a card that is not the claimed animal, the previous player must pick up the stack as usual. If the non-believing player reveals the claimed animal, the previous player is out of the game. However, in this circumstance, the non-believing player does not have to pick up the stack. Rather, the stack is discarded from the game entirely.

IMPORTANT: If a player has 4 identical animals in his hand at any point in the game, he must discard them face up in such a way that they remain in view to all players for the rest of the game.

5 | Creature Wild Cards



If ever a Creature card is revealed, the player who placed it on the stack declares which animal it should be considered. The Creature is then permanently discarded.

6 | Special Cards

- Things to remember about Special cards:
- Special cards all have grey backgrounds.
 - They can only be played if there is already a stack on the table.
 - They are played at the beginning of a player's turn.
 - You cannot start the stack by claiming you are discarding Special cards. You can only claim Animal cards.
 - You can, however, discard Special cards on the stack when you are lying about what you are putting down.
 - Only 1 Special card can be played per turn.
 - Special cards are discarded permanently after use.

6.1 | Invisible Man!



Play this to skip your turn entirely. Play moves to the next player. *Note: You cannot play Invisible Man! to force another player to decide whether he believes or doesn't believe a claim about cards he placed on the stack himself.*

6.2 | Not Enough!



Every player, including the one who played Not Enough!, places any 1 card under the stack, face down. Play then resumes as normal.

6.3 | I Believe!



Play this and reveal one of the cards placed by the previous player. If this card is indeed the claimed animal, the previous player must pick up the stack. If this card is not the claimed animal, you must pick up the stack.

6.4 | Tornado!



The other players must place a card face down in front of them. You then choose which one of these cards to reveal. If it is not the claimed animal, the player with the revealed card picks up the stack. If the revealed card is the same as the claimed animal, you must pick up the stack.

7 | The Elephant



The Elephant is not considered an Animal card (i.e. it cannot be claimed to start the stack), and has no special powers. It is, essentially, dead weight. If the player starts his turn with only the Elephant in his hand and there is no stack, he automatically loses. He bought an elephant.

8 | Example of Play

Player 1 starts the stack. He puts down 4 cards and claims them to be '4 cats'. Player 2 says 'I believe it'. Player 2 then puts down 2 cards and claims them to be '2 cats'. Player 3 decides to play Not Enough! All three players choose a card from their hands to put face down at the bottom of the stack. After that, Player 3 can make her decision as normal. She says 'I don't believe it', and reveals 1 of the cards placed previously by Player 2. It is revealed to be a dog! Player 2 has to pick up the stack, and play moves to Player 3. Player 3 has to start a new stack. She puts down 2 cards and says '2 cats'.

9 | Winning and Game Variants

Normal game: The game is played until only one player has cards left, which makes him the LOSER! Everyone else wins!

Fast game: The player who gets rid of all his cards first wins.



GAME RULES

1 | Components

- 1 Gemstone punch card
- 4 Dwarf player tokens
- 63 cards:
 - 24 yellow Dwarf cards
 - 18 red Dwarf cards
 - 12 green Dwarf cards
 - 6 blue Dwarf cards
 - 1 Tavern card
 - 1 Lift card
 - 1 Crew card

2 | Goal of the Game

Greetings, brave adventurer! No doubt you've heard tales of the abandoned mine that brims with gemstones? It's said to be a deep and dangerous place! Going down mines after treasure is surely a dwarf's speciality, so rather than risk your own neck, why don't you head to the local tavern and recruit a crew of the wee buggers? The only problem is, the other players have had the same idea! The race is on to hire the best dwarves and collect the most valuable gems.

3 | Setup

- Place the Tavern card and the Lift card on the table. The Lift should be 'raised' (early morning side up).
- Place Gemstone tokens and the Crew card next to the Lift.
- Shuffle the rest of the deck.
- Take 5 cards from the deck and place them face up on the table to form Row 1.
- Take another 5 cards and place them face up under Row 1 to form Row 2. (Row 2 will eventually move up and become Row 1. Effectively, Row 2 allows players to see what is coming.)
- Each player chooses a player token.
- Player with the longest beard goes first. If no one has a beard, player with the hairiest toes goes first. If no one has hairy toes, choose in another way!
- Clockwise, starting with Player 1, all players place their player tokens on the Turn Track (on the Tavern card) to show the turn order.
- *Note: If there are 4 players in the game, Player 4 gets +2 treasure points at the beginning of the game.*

4 | Game Turns

There are two phases each turn. Players enter the Decisions Phase in the order they sit on the Turn Track.

4.1 | Decisions Phase

- Take your token from the Turn Track and place it in one of the following ways:
- On a dwarf of any color on the Tavern card. This means you will claim all dwarves of that color from Row 1 during the Actions Phase.
 - On the Lift card, to send a crew of dwarves down the mine. You can only do this if the Lift is unoccupied, and if you actually have a crew in your hand. In other words, the Lift card cannot be occupied just to block other players from using it.
 - Back onto the Turn Track, to occupy the first available slot. A player who is currently first on the Turn Track can choose to stay there (for the next turn) as his decision.

4.2 | Actions Phase

- The first action is always performed by the player on the Lift card. He:
- Openly discards a crew of dwarves from his hand, sending them down the mine to collect the appropriate Gemstone (see below).
 - Flips over the Lift to show it has been used.
 - Places his player token on the last vacant position on the Turn Track. (This means that if you went first in the Action Phase this turn, you will likely be last in the Decisions phase next turn, and vice versa.)

After that, players take actions in the same order as the dwarves they claimed on the Tavern card. The order of colors is yellow, red, green, blue. So, in that order, each player:

- Picks up the color of dwarves they claimed from Row 1.
- Then, if the Lift has not been used this turn, the player has the option of using it to go down the mine and collect Gemstones. If he does so, the Lift is flipped over and cannot be used again this turn.
- Places his player token on the last vacant position on the Turn Track.

A player who chose to place his token on the Turn Track in the Decisions Phase will take no action during the Actions Phase.

5 | Gemstones and the Crew card

The Crew card shows which crews of dwarves will find which type of Gemstone if you send them down the mine. For example, 4 yellow Dwarves and 3 red Dwarves will find you a diamond worth 27 treasure points. Once a crew of Dwarves has gone down the mine, discard them.

Note: You can only send one crew of dwarves to fetch one Gemstone every time you use the Lift.

6 | Gameplay Example

There are three players in the game. In Row 1 there are two yellow Dwarf cards, two green Dwarf cards, and one blue Dwarf card. In the Decisions Phase, Player 1 moves his player token from the first slot on the Turn Track (on the Tavern card) to claim green dwarves (also on the Tavern card). Player 2 claims blue dwarves on the Tavern card, and Player 3 claims yellow dwarves. Next, during the Actions Phase, the first player to act is the one who selected yellow dwarves (Player 3). Player 3 picks up the yellow Dwarf cards from Row 1 and has the option of using the Lift to mine a Gemstone. After that he places his player token on the last vacant slot of the Turn Track (in this example it will be slot number 3, as there are only 3 players in the game). Then Player 1 picks up the green Dwarf cards. He has the option of using the lift only if it has not been used by Player 3 already. Then Player 1 places his player token on the last available slot on the Turn Track (slot number 2). Finally, Player 2, who selected blue dwarves, takes the blue Dwarf card and subsequently moves his player token on the first position of the Turn Track.

7 | Preparing for the Next Turn

- Any dwarves left in Row 1 are discarded.
- Row 2 moves up to become Row 1.
- 5 new cards are drawn to make a new Row 2.
- If necessary, the Lift card is flipped back up (the Lift is raised) and can be used again.

8 | Last Turn Special Rule

The game goes for exactly 12 rounds. You will know when it is the last round because there will be no cards in Row 2! During this last turn, all players can use the Lift during their Actions Phase, regardless of whether others have already used it.

9 | Winning the Game

Players calculate how many treasure points their gems are worth, and the most points wins. Remember, if there are 4 players in the game, Player 4 gets +2 treasure points. If there is a tie, whoever has the most Gemstones wins. If it is still a tie, whoever is the shortest wins.

