

3-6 8+ 20'

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Welcome to the Peanut Club! As famous collectors, you are invited to a prestigious auction sale taking place at the crossroads of eclectic universes. In these universes, three currencies are accepted: Million dollars, Camels and Peanuts. Collectors will strive to leave the sale with the most beautiful collection of rare objects.

Setup



Place the Currency card pile (**1**) at the center of the table. One after the other, players will draw two cards from that pile, until they have at least a total value of 35 (30 for a 6 player game) by adding up the values of the cards they have in their hand (regardless of the currency types). Once a player reaches or exceeds 35 by drawing two new cards, they then stop drawing. Put aside the remaining Currency cards.

Shuffle the three Currency Value cards (**2**) and place them visible to everyone on one side of the playing area. Place them randomly one above the other so that the arrows indicate which currency is worth more or less than another one.

Shuffle the Collector cards (**3**) face down. Randomly, each player draws one, and keeps it face down after looking at it. Then, each player takes 5 Power tokens (**4**) of a same color, and places them in front of them, the face with the name of the power have to be visible.

Shuffle thoroughly the Object cards (**5**), and place this Object pile at the center of the table.

NB : You should have a number showed at the back of the first card. If there is a double arrow, shuffle the Object pile again.

The Auction may begin!

Round sequence

At each round, an object set will be auctioned. The number showed at the back of the top card of the Object pile indicates how many Object will compose the set for this round. So, reveal as many Object cards (ex: *if the top card shows "3", reveal the 3 first cards of the Object pile*). As soon as the Objects are revealed, the round can start.

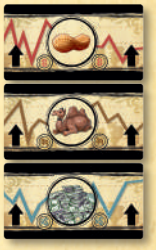
During a round, all players play at the same time. This is a "speaking" auction sale, where **every player can make offers as they want to, as long as their offer exceeds the previous one**. A player doesn't have to show the card they would use to pay their offer, a simple announcement is enough. On the other hand, you are not allowed to make an offer you can't honor for the sole purpose of raising the auctions.

The three Currencies

Players have cards of three currency types. Those currencies are not equivalent in terms of value: the three Currency Value cards displayed on a side of the playing area indicate which currency is worth more than another.

A single card from a currency with a higher value is worth more than any number of cards from another currency with a lower value. Auctions can therefore rise in a particular type of currency, then be beaten by an announcement with a lower amount but a higher currency value.

For example: if Camels are worth more than Million Dollars and the last announcement made is "12 Million Dollars", if a player makes an offer at "1 Camel", their offer will be higher then.



Object Cards

Each object set features incredible and unique objects that collectors are eager to acquire. Each object card shows the **two symbols** of the categories to which it belongs.

 LUXURY

 EXOTIC

 FURNITURE

 MODERN

 CLASSICAL

 CURIOSITY

 PIECE OF ART

 ANTIQUE

However, two Object cards only show a single symbol . It is a "Joker" symbol. At the end of the game, a "Joker" symbol may be replaced by **any other symbol the player chooses**.

Those symbols must be combined with each other to score points at the end of the game (see after p.4).

Power tokens

Each player has **5 different Power tokens**.
They may use their tokens at any time (although two of them are intended to be used when paying for an auction, as shown below).

When a player uses a token, they announce out loud the power in question, then flip their token face down, to indicate that it has been used. Each token has a unique use.

Nevertheless, in the Object pile is a card with a double arrow. When this card whows up, every player immediately flip face up all their tokens that had been used, thus making them available again.



Crash



Playing this token, you may **take one Currency Value card and place it back where they wish in the Currency Value column.** The auction then restart from zero.

Niet



Playing this token, you may place it on a Currency Value card. **This Currency no longer can be used at this round**. The auction then restart from zero.

NB: it is not allowed to place a "Niet" token on the three Currencies. One of them must remain available.

"À la Carte"



Playing this token, the auction restart from zero and the player must make a new offer adding "À la carte" (for example: "3 Camels À la carte"). Until the end of the round, **every player's cards are considered to have a value of "1".**
Ex: by announcing "3 Peanuts À la carte", a player says that they are ready to pay 3 Peanut cards (whatever their real values are).

Convert



Play this token at the time of paying for a won auction. **You may use cards of any currency to honor your offer**.

Abracadabra



Play this token at the time of payinf for a won auction. You may **double the value of one of your cards used to pay**.

It is possible to use several Power tokens in the same auction and to "combine" them in a certain measure.

For example: you can play a "Convert" to use cards from several currencies to pay for a won "À la carte" auction. You can also double the value of a card to help pay for an "À la carte" auction: this card is therefore worth "2" instead of "1", etc.

End of the round

When an offer is not followed, or other players hesitate, one player can declaim the formula "Going once, going twice… Sold!". This should be done at a reasonable pace. No need to declaim "Sold!" as quickly as possible to hope winning the auction. Player must always have the opportunity to go up on an auction. The formula used here is only pronounced to close the announcements, and sometimes to "wake up" players who have trouble making a decision.

The player winning the auction pay the proper amount and discard Currency cards from their hand to do so. Note that the Peanut Club does not give change. If the value of the discarded cards exceeds the offer, the difference is lost.

Then the player place face up, in front of him and visible by everyone, all the Object cards of the set newly acquired. A new round can then begin.

End of the game

If all Object cards from the Object pile have been sold, or every player have no more Currency card(s) in their hands, the game ends. Each player will score points according to the following rules (place the cards as shown on the example in order to count your points more conveniently):

- A player earns **3 points** for each **series of three identical symbols** among their Object cards.
- A player earns **1 extra point** for each **Luxury** or **Antique** symbol shown among their Object cards.
- A player earns **1 extra point** for each symbol matching their **Collector card**.

The player with the most points wins! In case of a tie, the player with the most Object cards wins. In case of new tie, the players share the victory.



Endgame example: This player owns one complete series of three Modern symbols (+3 pts), 2 Piece of Art symbols (matching their collector, +2 pts), 1 Antique symbol (+1 pt) and two Luxury symbols that they choose to combine with the "Joker" symbol giving them a third Luxury Symbol (+3 pts for Luxury bonus, +3 pts for the Luxury series). So, this player scores 3+2+1+6 = 12 points!

Lumberjacks [Studio] - Les Bûcherons
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Thanks you to playtesters, the GRAL and a special thanks to Laurent Buson!

A question? Something to share? Contact us at: info@lumberjacks-studio.com
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