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WAREHOUSE
51
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RULES OF PLAY
PASSPORT
GAME STUDIOS
FUN FORGE

The year is 2038.
After decades of borrowing money from China, Japan, Russia, Brazil, and the rest of the world, the USA finally went bankrupt.
In a last attempt at raising some money, the federal government has decided to auction its most secret treasures: the artifacts and relics gathered during its years of wealth and power, stored in the well guarded Warehouse 51.

GOAL OF THE GAME

Players are extremely rich antique collectors bidding in billions of dollars to buy authentic and powerful relics, some of which seem to be imbued with a strange blessing aura while others bear great danger...

Each collector wants to amass the best collection in order to outshine the others. Yet they have to be careful not to buy counterfeits of the relics, which would tarnish their upstanding reputations. The collector with the most valuable collection, once the auctions are closed, will be declared the winner.

COMPONENTS

- 70 Gold Ingot tokens (each worth 1 billion dollars) 1
- 2 Certificate of Authenticity tokens 2
- 26 Relic cards 3
- 23 Counterfeit cards 4
- 5 Player aids 5
- 6 Pawnbroker tokens 6

SETUP

1. Sort the Relic cards by color, and then shuffle each single-color stack in order to create four face-down decks of Relic cards. Place the four decks in the center of the table, reachable by all players.
2. Place the Pawnbroker tokens and 20 Ingot tokens next to the Relic decks.
3. Each player takes 10 Ingots and 1 player aid.
4. Shuffle all the Counterfeit cards.
   In a 3-player game: Place 2 Counterfeit cards face-down between each pair of players around the table, without anyone seeing what the cards are.
   In a 4- or 5-player game: Place 1 Counterfeit card face-down between each pair of players around the table, without anyone seeing what the cards are.
   Each player then looks at the Counterfeit card(s) on his left and on his right. The remaining Counterfeit cards are set aside as a face-down deck.
5. The youngest player starts the game with the 1st auction.



GAME TURN

The game comprises several auction turns, and ends when all relic cards have been auctioned. Each turn, one Relic card is being auctioned then added to the collection of the highest bidder.

RELICS

CATEGORIES

The relics are divided in four categories corresponding to the four colors of cards: Western Fantasy and Literature (blue), European Mythologies (green), Near and Middle-East (golden), Eastern Cultures (red).

Each relic has a value of 1, 2, or 3 indicated on its card. The value of a category of relics in your collection is the sum of those relics' values.

The categories are not all composed from the same numbers of relics; the player aids display the number of cards of each value in each category.



At the end of the game, each category will be evaluated separately. You earn points by having the highest or second-highest value for that category among all the players.



COUNTERFEITS



Some of the Relics are Counterfeits and do not count as part of the player's collection at the end of the game. Which relics are Counterfeits is indicated by the cards placed between players during the setup.

CERTIFICATE OF AUTHENTICITY

Some blessed relic cards give Certificate of Authenticity tokens to the player that bought the card (Book of Thoth, Gleipnir).

Players can place a Certificate of Authenticity token on a card they suspect to be Counterfeit, before revealing the Counterfeit cards at the end of the game.



If the Counterfeit card of a protected Relic is revealed, the Counterfeit card is ignored and discarded.

BLESSINGS AND CURSES

Relics can either be blessed , cursed , or neutral (no symbol).
Blessed relics have positive effects called "blessings", cursed relics have negative effects called "curses", and neutral relics have no effect.

Blessings or curses take effect from the moment the card enters the player's collection. There are four types of blessing and curse effects, indicated by the following keywords on the relic's card:

- **Immediate**: The effect applies only one time, when the card is bought by the player during an auction. The effect does not apply again if the ownership of the card changes due to some other card effect.
- **Permanent**: The effect lasts for the entire game while the player possesses the card.
- **End of game**: The effect applies at the end of the game, before proceeding to scoring.
- **Scoring**: The effect applies to the final scoring.

All the cards' effects, blessings or curses, MUST be applied except if indicated on the relic card. If it is not possible to apply an effect, this effect is ignored.



AUCTIONS

The player who won the last auction reveals the top relic card from the deck of his choice (Western Fantasy and Literature, European Mythology, Near and Middle-East, Eastern Cultures). There are two types of auctions: Open Auctions and Blind Auctions.

- **If the card drawn does not display a closed fist symbol, the players hold an Open Auction**. Starting with the player on the left of the player who drew the card, each player can either "Pass" or "Bid" for this item. If a player passes, he can no longer bid for this item. If a player bids, he MUST bid higher than the previous bid. This continues around and around the table until all players but one pass. Once the bidding is over, the highest bidder wins the auction. The auction winner gives the Ingots that he bid to the player on his left, takes the relic card and places it face-up in front of him.

Note: A player can never bid more than he owns.

- **If the card drawn displays a closed fist symbol, the players hold a Blind Auction**. (All the cards with a closed fist symbol are weapons.) Simultaneously, each player chooses the number of Ingots he wants to bid and takes them in his closed fist. Once all players have chosen, they simultaneously open their hands to reveal their bids. The highest bidder wins the auction, gives the Ingots that he bid to the player on his left, takes the relic card and places it face-up in front of him. In case of a tie, the winner of the auction is the first tied player clockwise, starting with the player who revealed the auction card.



If no one bids on a card, it is discarded from the game and the winner of the previous auction reveals a new Relic card.

PAWNBROKER

At any time, even during an auction, a player with 5 ingots or less left may "Pawn" one of his relic cards.

When a player decides to pawn a Relic, he places a Pawnbroker token on the Relic's card and receives 5 ingots from the Pawnbroker reserve.



If there are no ingots left in the Pawnbroker reserve, players can no longer pawn their relics. While at the Pawnbroker, curse effects still apply, but blessings lose their effect.

END OF THE GAME

The game ends after the last relic card has been auctioned.

1. Each player, clockwise from the player who won the last auction, has the opportunity to buy back any cards he pawned at the pawnbroker. You must pay 10 ingots for each card you want to get back. Any pawned relic that has not been bought back does not count for scoring; however, any curse effect it provides still applies.
2. Any players owning cards with Certificate of Authenticity tokens can assign these tokens to the Relics they suspect to be Counterfeits, following the same turn order.
3. Reveal all the Counterfeit cards on the table. Discard the corresponding relic cards from the players' collections; they will not count for final scoring. Once a cursed or blessed Relic card is discarded, it loses its effect. The owner of the Unicorn's Horn can cancel a Counterfeit card, if the Unicorn's Horn itself is not a Counterfeit.
4. The players then proceed to scoring.

SCORING

Players score points for having the best collection of each Relic category, for complete sets of relics, and for their remaining ingots.

INGOTS

Each player earns points for his remaining ingot tokens. Each group of 5 ingots scores 1 point.

Tip: For a convenient way of calculating scores, each player keeps one ingot for each group of five he owns, and places the rest of his ingots in the center of the table. Then these ingots can be given to players to score their majorities and sets.

COMPLETE SETS

Each set of four different-colored cards you have scores 5 points; 2 complete sets score 10 points; etc.

Example: You have 4 Fantasy and Literature cards, 2 European Mythologies cards, 3 Near and Middle-East cards, and 2 Far-East cards; thus, you have 2 complete sets, and score 10 points for them.

MAJORITY

Total the values of Western Fantasy and Literature Relics (blue) in your collection. Remember, the value of a category is the total value of all the relics of this category in your collection. Once all players have determined the total value of their Relics of this category, the player with the highest category value scores the points for 1st place in that category (see table below). The player with the second-highest value scores the points for 2nd place in that category.

After resolving the Western Fantasy and Literature category, repeat the process for each of the other three categories, following the order on the player aids from left to right.
Ties are broken as follows:

- The owner of the Yata no Kagami wins all ties
- The owner of the Shirt of Nessus loses all ties.

Note: If a player has both the Yata no Kagami and the Shirt of Nessus, their effects cancel each other.

- If there's still a tie:
  - If two players are tied they both earn the points of the lower place. Example: Two players are tied for first place in the European Mythology collection, so they both earn the points for 2nd place (5 pts). Two players are tied for 2nd place, so they score no points because there is no reward for 3rd place.
  - If more than two players are tied for either 1st or 2nd place, none of them earn points.

	Western Fantasy and Literature (blue)	European Mythologies (green)	Near and Middle-East (golden)	Eastern Cultures (red)
1st	8 pts	7 pts	6 pts	5 pts
2nd	6 pts	5 pts	4 pts	3 pts

The player with the highest final score wins the game. If there is a tie, the tied player with the Yata no Kagami (if any) wins the tie, and the tied player with the Shirt of Nessus loses the tie. If the tie persists, the tied players share the victory.

CREDITS

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