



**3-6 PLAYERS · AGES 10+ · 30+ MINUTES**

The annual For Sale Autorama is a showcase of 30 unique vehicles, from classic cars to custom rides! Collectors, investors and general automobile enthusiasts alike are sure to find incredible deals at the auction! The best auto aficionados will be able to turn these hot rods into big profits!

### COMPONENTS

- 30 Advisor cards (numbered 1-30)
- 30 Vehicle cards (numbered 1-30)
- 30 Check cards (2 of each numbered 0, 2-15)
- 12 \$5,000 Cash tokens
- 60 \$1,000 Cash tokens



Vehicle Card



Check Card



Cash Tokens



Advisor Card

- Value
- Background
- Color and icon indicates when an Advisor's ability takes effect
- Ability

## OBJECT

Players attempt to hire savvy advisors (without spending too much), who then assist in finding valuable vehicles, that the players will then try to sell for a profit. Whoever has earned the most money at the end of the game wins!

## SETUP

To set up the game, separate the cards by type (Advisor, Vehicle and Check) and shuffle each deck. Set aside the Vehicle and Check decks for now. Place the Advisor cards facedown as the initial draw deck.

When playing with **3 players, remove 6 random cards from each of the 3 decks** and return them to the box without looking at them. **With 4 players, remove 2 cards from each deck.**

**With 3-4 players, give each player \$28,000 starting money. With 5-6 players, give each player \$20,000 starting money.** You can stack your money to keep the total amount of money you have hidden.

## GAMEPLAY

*For Sale:* *Autorama* is played over 3 phases: the **Hiring Advisors** phase, the **Buying Vehicles** phase and the **Selling Vehicles** phase.

### PHASE 1: HIRING ADVISORS

Advisor cards have two functions. In Phase 2, players use Advisor cards to acquire vehicles. The higher the value of the Advisor, the more valuable the Vehicle. However, each Advisor also provides the player a small advantage during one of the three game Phases, or at the end of the game. See *Advisor Abilities* for details on each Advisor.

Draw and place faceup on the table a number of Advisor cards equal to the number of players. These Advisors will now be auctioned. The player who most recently purchased a vehicle starts and places any amount of money in front of them as their bid (if needed, players may make change with the supply at any time).

Play continues clockwise around the table. The next player must decide whether they will bid or pass. If they bid, the bid amount must be more than the previous bid. Bidding continues around the table for as many times as needed until all but one player has passed.

If a player passes, they take the Advisor on the table with the lowest value. They also take back half of their bid (rounded down).

The rest of the money is paid to the supply. The next player to pass will do the same, taking the lowest value Advisor still on the table. After all players but one have passed, **the remaining bidding player takes the highest valued Advisor card, but pays the full amount of their bid to the bank.**

**NOTE: It is not necessary to bid anything to gain the least valuable Advisor. You can pass, pay nothing and secure the least valuable Advisor at no cost.**



*Example: Isaac bid first this round with \$3,000, then Becky followed up with \$4,000. Chloe decides to pass, paying nothing and taking the lowest card, the Mechanic. Isaac is next and also passes, taking back \$1,000 of his bid and taking the Controller card. Becky is the last player left, so she has to pay the full \$4,000 she bid, and take the Fleet Manager card.*

Players put the Advisors they purchase facedown in front of them. The player who took the most valuable Advisor then turns over the next set of Advisor cards (one per player) for auction and continues play by bidding or passing. This continues until all of the Advisors have been hired, ending Phase 1. Unused cash is kept by the players and will be worth their face value at the end of the game.

## PHASE 2: BUYING VEHICLES

All players now take the Advisors they hired into their hands. The player who took the last Advisor card begins the first round of Buying Vehicles. They draw and place one faceup Vehicle card per player.

They then place 1 Advisor card from their hand **faceup** in front of themselves as their bid. There is no passing in this round. Play continues clockwise with each other player also playing an Advisor card faceup.

After everyone has played a card, the player with the highest valued Advisor takes the Vehicle with the highest value, followed by the player with the second highest Advisor taking the second highest Vehicle card, and so on.

Purchased vehicles are placed facedown in front of the player who purchased them. The player who received the most valuable Vehicle turns over the next set of Vehicle cards and then plays the first Advisor card. This continues until all of the Vehicle cards have been sold.

**Note: Keep your Advisor cards with a teal or gray background faceup next to you after you play them. You will be able to use teal cards in Phase 3, and gray cards at the end of the game.**



*Example: Chloe is first to play this round, and reveals the 9, 12, and 30 Vehicle cards. She plays her 29 General Manager. Isaac plays his 21 Lawyer, then Becky plays her 15 Fleet Manager, deciding to also pay \$3,000 to raise its value to 33. This means Becky gets the 30 Vehicle card! Chloe then takes the 12 Vehicle card, and since her General Manager did not receive the most valuable Vehicle this round, she also gains \$4,000 from the supply. Finally Isaac takes the 9 Vehicle card, and makes sure to keep his 21 Lawyer by him so he can use its ability in Phase 3 later on.*

## PHASE 3: SELLING VEHICLES

It's time to sell your Vehicle cards and earn some money! In this Phase, the Vehicle cards are sold for Check cards. All players now take their Vehicle cards into their hands. As in the first two Phases, the same number of Check cards as there are players are drawn and placed faceup.

Then, each player will choose 1 Vehicle card to place facedown. Once all players have their facedown Vehicle card ready, everyone reveals their Vehicle card **simultaneously**. The player who played the most valuable Vehicle card takes the highest valued Check card. The player who played the second most valuable Vehicle card takes the second highest valued Check card, and so on. Used Vehicle cards are then removed from the game.



*Example: In this round of Phase 3, the available Checks are for \$13,000, \$7,000, and \$0. Chloe, Isaac, and Becky all select a Vehicle card in private, then reveal them simultaneously. Becky played a 15, Isaac played a 23, and Chloe played a 14. Chloe doesn't want to get stuck with the \$0 Check, and uses one of her Mechanic Advisors to get the second-lowest (\$7,000) Check instead, and discards the Mechanic. Isaac gets to take the \$13,000 Check, and Becky must take the \$0 Check.*

## GAME END

The game ends when each player has sold all of their Vehicle cards. Players add up their Check cards, remaining Cash tokens, and any scoring bonuses from their Advisors. The player with the most money wins! If tied, the tied player with the most remaining money in Cash tokens wins. If still tied, the players share the victory.

## ADVISOR ABILITIES

All Advisor abilities apply to either **Phase 1 (Blue)**, **Phase 2 (Red)**, **Phase 3 (Teal)**, or **Game End Scoring (Gray)**.

**Sales Associate (1-3):** When you take a Sales Associate Advisor, instead of getting back half of your bid, you take back the entire bid.

**Consultant (4-6):** When you take a Consultant, you receive \$1,000 from the player to your right as long as they possess \$1,000 or more.

**Mechanic (7-9):** If you offered the lowest Vehicle card after they are all revealed, use the Mechanic to take the second lowest-valued Check card instead of the lowest. Discard the Mechanic card after use.

*Example: The Check cards available are \$15,000, \$10,000, and \$4,000. You played a Vehicle card of value 6, while the other Vehicles played were 25 and 27. Before the Check cards are taken, you use your Mechanic card to take the \$10,000 Check card instead of the \$4,000, and the 25 value Vehicle now receives the \$4,000 Check card instead.*

**Controller (10-12):** At Game End, your lowest valued Check card is worth 10/11/\$12,000. If you have multiple Controllers, each must be used on a different Check card.

*Example: At the end of the game you have Check cards \$0, \$5,000, \$7,000, and \$10,000, plus you have 2 Controllers. The first Controller (10) changes the \$0 Check card into \$10,000, and the second Controller (12) changes the \$5,000 Check card into \$12,000.*

**Fleet Manager (13-15):** When you play a Fleet Manager, you may pay \$3,000 in Cash to increase its value to 31/32/33. You must decide to pay or not before the next player plays an Advisor.

**Sales Director (16-18):** If the Sales Director acquires a Vehicle card of 16/17/18 or more, you immediately receive \$3,000 in Cash from the supply.

**Lawyer (19-21):** You may use a Lawyer to play 2 facedown Vehicle cards instead of 1. Immediately after all the cards are revealed, take one of the Vehicle cards back into your hand. If multiple players use a Lawyer in the same round, the player who used the lowest value Lawyer has to take back their Vehicle card first.

**Restoration Specialist (22-24):** Choose one Check card between \$2,000 and \$9,000 and double its value. If you have multiple Restoration Specialists, each must be applied to a different Check card.

*Example: At the end of the game you have Check cards worth \$0, \$2,000, \$8,000, and \$12,000, plus you have 2 Restoration Specialists. One of the Restoration Specialists doubles the \$2,000 Check card to be worth \$4,000, and the other doubles the \$8,000 Check card to be worth \$16,000.*

**Financial Advisor (25-27):** For each remaining \$1,000 in Cash tokens you have, score an additional \$1,000 at the end of the game. If you have 2 Financial Advisors, each remaining \$1,000 gives you \$2,000, and having 3 Financial Advisors means each remaining \$1,000 you have in Cash tokens earns an additional \$3,000.

*Example: At the end of the game you have \$2,000 in Cash tokens left over, and you have all 3 Financial Advisors. That means you get a bonus of \$6,000 (3 x \$2,000) in addition to the \$2,000 in Cash you have.*

**General Manager (28-30):** If the General Manager does not receive the most valuable Vehicle card on the table, you immediately receive \$4,000 in Cash from the supply.

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