

# XX AUCTION WEB



## INTRODUCTION

Thank you for accepting this e-vite to create an account on Auction Web! We pride ourselves as the world's first and only "anything goes" auction marketplace, where property titles can be bought at large public auction sales! Are you prepared to compete against other organizations from around the world? Your trial membership entitles you to 14 LitCoin credits to get you started. A winner will be determined over 3 rounds with the most Victory Points.

Best of luck and remember our motto: No refunds!

## COMPONENTS

1) 1 Rulebook

2) 30 Property Cards

(12 Technology Cards, 12 Landmark Cards, and 6 Food Cards)



3) 70 Litcoin Cards (5 sets of 14 cards)



4) 20 Victory Points Tokens



5) 5 Reference Cards



## SET UP

Give each player a set of 14 Litcoin cards. Players shuffle these decks individually and draw 7 cards for their opening hand. Players should keep their decks nearby and maintain individual face-up discard piles. Players may look at their cards but should take care not to show them to each other.

- Sort the Property cards, also referred to as Properties, into 3 piles based on their round number on their backs.
- Shuffle each pile separately and deal a number of face up Properties to the center from Round 1 pile based on the number of players. Check the table below.
- The player with the next closest birthday goes first, with play proceeding clockwise.
- 3-player setup will look like below:

Players	2	3	4	5
Properties	4	4	5	6



## Instructions

Each round consists of a Bidding Phase and a Cleanup Phase. During a bidding phase, you can either Bid or Pass. If a player passes, he or she is skipped for the rest of the round.

In subsequent rounds, the player with the most Litcoin cards goes first. If there is a tie, the player with the most Victory Points will go first. If there is a tie in Victory Point, the tied player closest to the left of the previous first player will go first this round.

After playing 3 rounds, the game ends and the player with the most Victory Points is the winner. If there is a tie, the player who owns more properties is the winner.

## Bidding Phase

During your Bidding Phase, bid on the Property Cards you want by placing a LitCoin Card of your choice face-down on the Property Card. You may only bid one at a time. If there is no Litcoin card on that property: Congratulations, you are the highest bidder!

If there was already another player's Litcoin card on the Property card: privately compare the two cards only revealing them to yourself. The lower Litcoin card is sent to its owner's discard pile and the higher card is placed face-down on the Property Card. If Litcoin cards are tied, discard your Litcoin card you just bid. Whenever the card you just played is discarded (because it either lost or tied), will trigger its Lowball ability only if you are the bidder on your turn. (see Litcoin Cards details on next page). Discarded Litcoins are put in their owners discard piles face up. Players can only look through their own discard piles.

## Litcoin Cards



**Ledger Balance - 2 (Lowball)**  
Randomly look at one Litcoin card from any player. Either put it back in their hand or discard and draw a new Litcoin card. (2 Cards)



**Stocks Buyback - 3 (Lowball)**  
Change the position of any two Lit coin cards on a board. (2 Cards)



**Hack a private key - 4 (Lowball)**  
Look at any face-down Litcoin card. (2 Cards)



**Data Mining - 5 (Lowball)**  
Ask a player of your choice to show their highest Litcoin card in their hand to you. 0 being the lowest and 6 being the highest. (2 Cards)



**Extortion - 0 (Effect)**  
Automatically wins against the 6 (Litcoin Cash). Earn one extra Victory Point if you win a property with an Extortion. (2 Cards)



**Encryption - 1 (Effect)**  
This Litcoin card cannot be outbid by 3 & 4 (Stocks Buyback & Ledger Balance). (2 Cards)



**LitCoin Cash - 6 (Effect)**  
Automatically loses against the 0 (Extortion). (2 Cards)

## Example Round

It is a three-player game, so there are 4 Properties out: T20 Dispensary, Octopus VR Dating Service, Pachiko and Upper Yard. Addie begins the round by placing a 1 on the Pachiko. Bryon really wants Upper Yard for the next round, so he plays his highest card(5). Connie plays a 3 on T20 Dispensary.

Addie goes again, playing her 3 on Upper Yard. She secretly compares hers and Bryon's cards (3 and 5). Her card is discarded and she triggers her Lowball ability, switching Bryon and Connie's cards.

Bryon plays a 2 on Octopus VR Dating Service. Addie plays a 5 on Upper Yard. This beats Connie's card (3) that is there (since it was switched with Bryan's card 5). Connie does not get the lowball ability since it was not her turn.



Connie realizes the possibility that 1 (the special ability of the 1 is that it 1 cannot be replaced by 3 and 4) could be on Pachiko and decides to play 2 on Pachiko, which knocks Addie's 1 off of Pachiko. Connie passes, Addie, and Bryon also pass.



At the end of the round, Addie wins Upper Yard. Bryon wins the other two Properties and Connie wins Pachiko. Each player draws 5 Litcoin cards from their decks, and at this time, 4 new Properties are dealt from Round 2 pile since they are starting the second round.



## Cleanup Phase (End of the round)

The round ends after everyone has passed or if any player uses their last card. Players collect any Property Cards that have one of their LitCoin cards on it. Discard all face-down LitCoins. Discard any Property cards that were not won. Start a new round by drawing and placing new Property Cards into the middle. Draw from the pile whose number matches the current round.

Then each player may draw up to 5 Litcoin cards. Players may only ever have a maximum of 7 Litcoin cards in hand, if you have more than 7 cards in your hand, you must discard the excess. When your Litcoin draw deck runs out, reshuffle discard pile and continue.

## End of the Game

After three rounds, the game ends and the player with the most Victory Points is the winner. In case of a tie in Victory Points, the Player with the most Property Cards is the winner. In case of a tie in both the Victory Points and Property Cards, both players are winners.

## Advanced Draft Variation

Deal 2 Property cards randomly to each player at the beginning of every round. They must discard 1 Property card of their choice and keep 1 Property card to be played that round. Pick the remaining Property card(s) from the deck. Let the player sitting next to your left shuffle your deck.

## Property Cards Guide

Here are details about how each type of card works. You can only use your Property cards ability on your own turn after you acquire the Property card. After you use your Property card ability, turn your Property card face down to indicate it has been used to your opponents.

 Technology cards type does not offer a lot of points, but it offers property abilities that can give you an advantage in the later rounds. Some Property Cards 'abilities refresh every round.

 Landmark cards offer extra Victory points if you can complete its required combination cards. You will still gain Extra Victory points If you own two identical Property Cards.

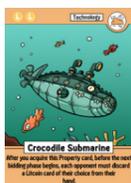
 Food cards usually offer the most points, but it usually has a disadvantage to the owner of the property.

 Property cards with this symbol do not have a property type.

 Victory points can be found on the top left corner of each card. Gains in Victory Points come from owning Property Cards with corresponding Victory Points.



Technology Cards : 0 - 1 Victory Point



### Crocodile Submarine

After you acquire this Property card, before the next bidding phase begins, each opponent must discard a Litcoin card of their choice from their hand.

(1 Victory Point)



### UFO

During the cleanup phase, upon acquiring this Property, you may swap it for any player's Property card from previous round. You may use the new Property card's ability.

(This property's ability triggers first during the next cleanup phase)

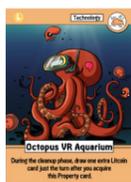
(2 Victory Points)



### Litcoin ATM

During the bidding phase, change the position of any two Litcoin cards on a board once per game.

(1 Victory Point)



### Octopus VR Aquarium

During the cleanup phase, draw one extra Litcoin card just the turn after you acquire this Property card.

(If you have more than 7 cards in your hand, you must discard the excess)

(1 Victory Point)



### Pachinko

During the bidding phase, look at a face-down Litcoin card once per round. (This property's ability refreshes every round)

(1 Victory Point)



Food Cards : 3 - 4 Victory Points



### Fake Vegan Bakery

No effect!

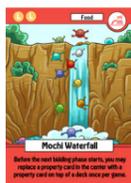
(3 Victory Points)



### Near Meat Burger

At the start of the bidding phase, reveal your hand of Litcoins to all players.

(3 Victory Points)



### Mochi Waterfall

Before the next bidding phase starts, you may replace a property card in the center with a property card on top of a deck once per game.

(2 Victory Point)



### Wasabi Ice Cream Parlor

Gain 2 extra Victory Points if you own exactly 2 Landmark Properties at the end of the game.

(2 Victory Points)



### Avocado Island

Discard one of your Property cards when acquired. If you have none, discard the next acquired Property Card.

(4 Victory Points)



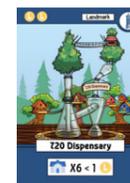
### Kombucha Boba

While you own this Property, whenever you bid with an Encryption(1) LitCoin card, you must place it face-up.

(3 Victory Points)



Landmark Cards: 1 - 2 Victory Points



### 720 Dispensary

Gain 1 extra Victory Point if you own less than 6 Property Cards at the end of the game.

(2 Victory Points)



### Half & Half House

Gain 1 extra Victory Point for each technology property you own at the end of the game, including this one. Ex: If you own 3 Technology cards, you gain 3 extra points.

(2 Victory Points)



### Mount Poppie

Gain 1 extra Victory Points if you own exactly 1 Food Property card at the end of the game.

(2 Victory Points)



### Plastic Free Harbor

Gain 2 extra Victory Points if you own at least one Property card from 3 different property types at the end of the game.

(1 Victory Point)

Others : 1 Victory Point



### Burmese Tricycle

Use as any Property type at the end of the game.

(1 Victory Point)



### Upper Yard

Gain 2 extra Victory Points if you own 2 identical property cards at the end of the game. Upper Yard doesn't have a property type.

(2 Victory Points)

## Commonly Overlooked Rules

In subsequent rounds, the player with the most Litcoin cards goes first.

Each player may draw up to 5 Litcoin cards, and may only ever have a maximum of 7 Litcoin cards in hand.

The card you just played is discarded (because it either lost or tied), will trigger its Lowball ability only on your turn.