

# Trasteros Locos

CRAZY AUCTIONS

## GAME RULES



Six collectors go to the storage facility aiming to obtain the next collection of their dreams. Those storage rooms hide unbelievable treasures for these authentic professional collectors. To reach the objective won't be easy, they'll need to manage wisely their resources and have a good intuition when a storage room opens. Auctions full of surprises will take them to the glory or the misery in their hunt to get their collection shining over the rest. Become one of them and crown yourself as the king of a incomparable collection.



## Contents:



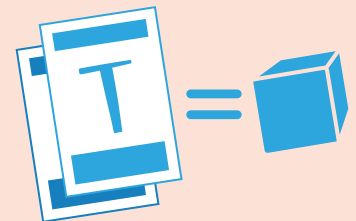
- 104 cards, including:
  - 24 junk cards.
  - 60 collection cards.Every collection will have 10 cards:
  - 1 gold card, 10 points at the end of the game.
  - 2 silver cards, 5 points at the end of the game.
  - 3 bronze cards, 2 points at the end of the game.
  - 4 glass cards, 1 point at the end of the game.
- 6 collector cards.
  - 1 clock collector
  - 1 car collector
  - 1 antique collector
  - 1 art collector
  - 1 sports collector
  - 1 instrument collector
- 5 collector badge cards = 7 points value at the end of the game.
- 6 storage room doors (1,2,3,4,5 and public).
- 2 skeleton cards.
- 1 Winner of the game card.
- 80 cubes:
  - 20 glass cubes.
  - 20 bronze cubes.
  - 20 silver cubes.
  - 20 golden cubes.
- 1 turn marker.
- 6 player screens.



## Cards/Cubes exchange rate values:



- 2 junk cards = 1 glass cube.
- 2 glass cubes/cards = 1 bronze cube.
- 2 bronze cubes/cards = 1 silver cube.
- 2 silver cubes/cards = 1 gold cube.
- 2 gold cards = 1 collector badge card.



### Cube value in bids:

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Gold is always higher than any other amount.  
Silver is always higher than any other bronze and glass amount.  
Bronze is always higher than any other glass amount.



## Game Set up

- Set out a horizontal line of five storage room cards and one public storage room card and place the cubes in 4 different piles according to their value above the storage rooms. Next to the cubes, place a set with the badge collector cards and another with one skeleton card. This will be the discarded cards pile.
- Shuffle all cards except the other skeleton card and put six cards face down under each storage room card. Put the other skeleton card in with the remaining cards and shuffle again and place them face down below the public storage room card.
- Deal a collector card to each player. This card will be kept secret for the duration of the game.
- Every player will get 1 gold cube, 1 silver cube, 1 bronze cube and 3 glass cubes.
- The youngest player will start the game and the order of play will rotate clockwise.



For 3 players game, 5 collections will be used. Previously, remove one collector, their collection and four junk cards from the deck.

- After a complete round of bidding on the 5 storage rooms, the discarded and public room cards will be shuffled and the storage rooms will be filled again.



## In a turn, a player can make ONE ACTION.

- 1 Call for a storage room bid.
- 2 Call for opening of the public storage room.
- 3 Change two of a kind (cubes or cards) for one cube of the next superior value/ for a collector badge card (gold cards).
- 4 Exchange one card for one cube of the same value.
- 5 Protect any card amount by facing them down with a gold cube on top.
- 6 Remove card protection. Put the protected cards back into your hands.
- 7 Declare the end of the game with the word "Collection".

## How to play each action



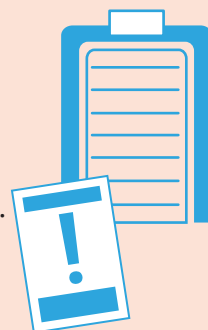
### 1 Call for a storage room bid

On their turn a player can call for a bid on one of the five storage rooms. The storage room door card is removed and the first card of that storage room is revealed.

At that moment, all players can bid for the contents of the storage room. Every player will hide in their hands the cubes they intend to use to bid for the storage room (they may not bid with no cubes) and all players will put their hands at the centre of the table.

Then, everyone will show what they bid at the same time. The player who bid the highest value will get all cards from that junk room and the turn will be over.

All cubes used for each player in a bid will be returned to the cube piles. If there is a draw in the highest bid, there will be a new bid between those players. The bids will continue until there is a winner or no one bids after a tie. If there is no winner, all cards from that storage room will be revealed. Every player will have the option to buy a card for a cube of that value or greater, or to take one junk card for free from those cards revealed. The player whose turn it is will start and gameplay will rotate clockwise. When everyone has had the chance to buy a card (or taken a junk card), the turn will be over.



#### ● Skeleton card.

If the skeleton card appears to the winner of a storage room, the skeleton card and all their unprotected cards (except collector badge cards) will be discarded. All discarded cards and public storage room cards will be shuffled together and left in the public storage room.

If the first revealed card is a skeleton card, all cards from that storage room will be discarded. All discarded cards and public storage rooms cards will be shuffled together and left in the public storage room. The turn will be over.

If the skeleton card appears after no player won a bid, all players will lose their unprotected cards (except badge collector cards) and will be shuffled together with the discarded pile to be left in the public storage room. The turn will be over.

### 2 Call for the opening the public storage room.

On their turn a player can call for opening the public storage room. The public storage room door will be removed and every player will





take the top card from that deck. The player whose turn it is will be the first, following the players to their left. When everyone takes a card, the turn will be over.

### ● Skeleton card.

If one of the players takes the skeleton card, the skeleton and all their unprotected cards (except collector badge cards) will be discarded. All discarded cards and public storage room cards will be shuffled together and left in the public storage room.

### 3 Exchange 2 of a kind (cards or cubes) for a higher value cube or a collector badge card.

The player can exchange 2 junk cards for a glass cube.

The player can exchange 2 glass cubes, bronze or silver for one of the next value up.

The player can exchange 2 glass cards, bronze or silver for a cube of the next value up.

The player can exchange 2 gold cards for one collector badge card.

Note: A turn can be used to exchange two of the same kind, not for multiple changes.

### 4 Exchange a card.

The player may show one of their cards and exchange it for the corresponding value cube. The card will be placed in the discarded cards pile.

### 5 Protect cards.

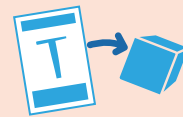
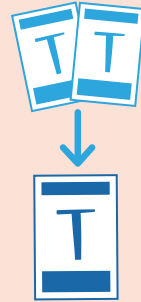
A turn can be used to protect one card or a group of cards. Those cards will be set face down in one pile with a gold cube on the top. That cube won't be able to be used while the cards are protected.

### 6 Remove card protection.

A turn can be also used to remove the protection from a pile of protected cards. The player will keep the gold cube.

### 7 Call for the end of the game.

On a turn a player can call for the end of the game by announcing the word "Collection". This will be considered as an action, so it is



the only action the player can do in that turn.

### **When can a player call for the end of a game?**

This option will be only available after a complete round of bidding on the five storage rooms.

To be considered a collection, the player must have at least 5 cards of their collection type. For example, 5 Art cards of any value make a collection

## Winner of the game.



The player with the most points will win the game. Points are valid only if they are the cards from the collector's own collection or collector badge cards. Cards from other collections in protected piles will be deducted from that player's score. When a player calls for the end of the game, that player will be the first to count their points, and then the rest of players will count their points one by one to their left.



### ● Tie breakers:

Player with more collector badge cards.

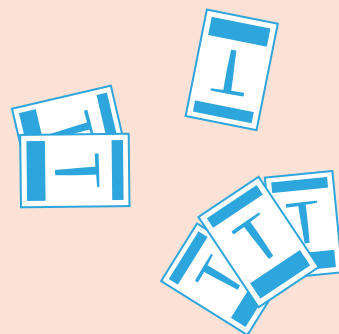
Player with more gold cards (from their collection).

Player with more silver cards (from their collection).

Player with more bronze cards (from their collection).

Player with more glass cards (from their collection).

Last player to have their first turn.



### ■ Situations.

If there are not enough cards to fill all storage rooms, the storage rooms that cannot be filled with 6 cards will be left empty and the rest of cards will go to the public storage room.

If in a call for opening the public storage room all cards have been drawn, regardless of the fact that every player has taken a card, then the turn will be over. The discarded pile will be shuffled and left in the public storage room.

If there are no cards in the discarded pile, the public storage room will be left empty and that option will be not available until it will be filled again (after a complete round of storage room biddings or a skeleton card appears).