

Going, Going, GONE!

A Game Designed by Scott Nicholson
host of "Board Games with Scott"

Players: 2-6 Time: 20 minutes Ages: 8+

Overview

Can you keep calm while bids are rising? You are trying to win Items by bidding on five auctions at the same time while the Auctioneer counts down from ten. You bid by dropping your wooden cubes (known as "Bucks") into the transparent Auction Cups next to the Item Cards you desire. The Auctioneer ends the auction by saying "Gone!" and places the paddle over the Auction Cups. If you put the most Bucks in a cup, you win the Items! You can sell a Collection of related Items if you need more Bucks, or keep building them to sell them at the end of the game to win with the most Bucks!

Components

240 Bucks (40 wooden cubes in 6 colors) 5 Bidding Cups
10 "10 Bucks" Chips 49 Item Cards
1 Auction Paddle

Setup

Place the five cups in the middle of the table as shown in the picture. Each cup represents a different auction.

Shuffle the Item Cards to create a face-down deck.

Each player selects a color and takes 25 Bucks of that color. The rest of the Bucks are placed in the upturned box lid to the side.

The youngest player is the first Auctioneer and receives the Auction Paddle.

How To Play

The game is played over 7 Rounds of Auctions.

An Auctioneer conducts one Round of Auctions by following the steps in the "During each Round of Auctions" section, and, when done, passes the Auction Paddle to the next player clockwise, who will conduct the next Round of Auctions. The Auctioneer may also bid in Auctions. *Note: some players will be Auctioneer during more rounds than others.*

During each round of Auctions, all players attempt to win Auctions by dropping the most Bucks in Auction Cups to gain Item Cards. Item Cards are used to create two kinds of **Collections**:

1. Collections of Items of the same **TYPE**, such as Cars or Comics (the pictures on the Item Cards).
2. Collections of Items of the same **COUNTRY**, such as Italian or American (the flags on the Item Cards).

Collections consist of Items of **either** the same TYPE **or** the same COUNTRY, **but never both!**

Both kinds of Collection are **worth the same** based upon the size of the Collection. See "Selling Collections" on the reverse.

Between Rounds, players may sell Collections to get more Bucks. Players reveal which Collections they are selling simultaneously.

After 7 Rounds (which is when all Item Cards have been auctioned), players calculate the value of their Collections, and add this value to the number of Bucks they have remaining. The player with the most Bucks wins!



During each Round of Auctions

1. The Auctioneer deals seven cards face up into alternating lots of one and two cards around the Auction Cups as shown in the image on the other side of this paddle.
2. When all players are ready, the Auctioneer counts down aloud "10, 9, 8, 7, 6, 5, 4, 3, 2, 1," and then says, "GONE!" The Auctioneer chooses the **pace** of the countdown, but it must be a **steady pace**.
3. During this time, all players including the Auctioneer may drop their Bucks into the cups to represent bids on the Items.
4. While saying "GONE!", the Auctioneer places the paddle over the cups to close the bidding.
5. The player with the most Bucks in each cup wins the Item Card(s) for that Auction, and puts his or her Bucks from the Auction Cup into the box lid. All other players get their Bucks back. If an Auction is tied, the Auctioneer wins the tie if he or she was involved, and if not, the winner is the person nearest to the Auctioneer going clockwise. If nobody bids in an Auction, those Item card(s) are placed in the box lid. Players keep their Collections secret.
6. Players may now sell Collections if they need more Bucks. See "Selling Collections" below.
7. To end a Round of Auctions, the Auctioneer paddle is passed to the next player clockwise. This player becomes the Auctioneer for the next Round of Auctions. These steps are repeated for 7 Rounds of Auctions (when all Item Cards have been auctioned).

Selling Collections

At the designated time during each Round of Auctions, players may sell Collections. Collections are Items of the same **TYPE** (like Paintings or Antiques) OR of the same **COUNTRY** (like Japan or England). Players sell Collections according to this chart:

NOTE: If the player has all of their own Bucks and needs more, they exchange 10 of their Bucks cubes for a "10 Bucks" chip, which may be exchanged back for 10 Bucks cubes later if needed. **The "10 Bucks" chips may not be used in Auctions.**

Slightly More Strategic Variant

All player Collections are kept face up, and all sold Collections are sorted and kept face up. After seeing the Items for Auction in each round, players are given time to look at (and comment on) what other players have and what has already been sold before bidding.

Size of Collection	Value in Bucks
1	2
2	6
3	12
4	20
5	30
6	38
7	44

Playtesters: Trisha Adams, Donna Balkan, Stu Bretschneider, Ed Bryan, Cathy Carroll, Joe Casadonte, Laura Deal, Connie Dennis, Donald Dennis, Derek Gallacher, Doug Hoover, Greg Ingles, Philip Johnson, June King, Ron Krantz, Kenneth Lavender, Al Leduc, Rob Leveille, Tamara Lloyd, Ian Mackey, Brett Maguire, Kelly Menzel, Jeremy Morgan, Martha Garcia-Murillo, Andrea Phelps, Jim Scheiderich, Lotte Schüler, Ryan Sturm, Mark Thorson, Ralph Valente, Richard Vernon, and the folks at North Star Games.

Credits

Game Design: Scott Nicholson
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Illustrations: William Bricker (www.kavoc.com)
Graphic Design: William Bricker

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