



Secondhand

Designed and Written by Roko Peros
Players 2 – 4 • Duration: 45 minutes

Overview

Set in the early 1990s, each player takes the role of a competitive vendor who must hunt down collections of secondhand goods in order to have the most attractive offerings in the flea market by the end of the week. Players will acquire these goods by selling unwanted items, bargaining at yard sales, searching thrift shops for half price deals, and even digging through their own attics to put together collections in one of the four specialty areas showcased.

Components

- 1 **Game Board**
- 104 **Item Cards** (4 different categories with 26 each; 14 items worth \$2, 8 items worth \$4, 4 items worth \$6)
- 18 **Table Bonus Cards**
- 12 **Wallet Cards** (3 per player color; black, orange, yellow, & blue)
- 1 **Negotiation Dice** (6 sided)
- 50 **Cash Tokens** (Valued \$1 each)
- 32 **Victory Price Tags** (8 per player color; black, orange, yellow, & blue)
- 1 **Dry Erase Marker**

How to Win

The goal of the game is to have the most collections in the flea market at the end of the game. The end of the game is triggered once 15 collections have been submitted to the flea market.

Board Game Setup

- 1) Shuffle the entire deck of 104 item cards and place the stack on the **Attic**.
- 2) Take the top three cards and turn them face up on the designated spots at the **Yard Sale**.
- 3) Take the next 2 cards from the deck and turn them face up on the designated spots for the **Thrift Shop**.
- 4) Shuffle the 18 Table Bonus Cards and remove 3 randomly. These will not be used and can be returned to the box. Take the remaining 15 and place them face down in a stack easily reachable by all players.
- 5) Place the supply of \$1 coins in a pile easily reachable by all players.
- 6) Place the dry erase marker near the board easily reachable by all players.

Player Setup

- 1) Give each player three wallet cards associated with their player color.
- 2) Give each player 8 victory tags associated with their player color.
- 3) Deal each player 3 item cards face down from the top of the **Attic**. This will be each players starting hand. They are free to look at their own cards.

NOTE: The players do not start with any cash in their wallets. They must make use of their starting hands to obtain coins in order to purchase items from the **Yard Sale**, **Thrift Shop** or **Classifieds**.

Player Turn

Each turn will consist of two phases. These will occur in the following order:

- 1) **Collect**
- 2) **Sell**

Collect Phase

The Collect Phase will always take place during the first half of a player's turn. During this phase, the player **MAY** perform exactly **ONE** of the following actions:

- 1) **Rummage the Attic** – At this location, the player may search their own attic by drawing the top item card and adding it to their hand for free.
- 2) **Yard Sale Hagggle** – At this location the player can roll a die to negotiate an overall price for 1 to 3 item cards not exceeding a total value of \$6. The player **MUST** announce the specific items targeted to the other players prior to rolling the negotiation die. If the player rolled a value that is higher than the total face value of the items being purchased, the player pays total face value of the items.

NOTE: *Keep in mind, the player **MUST** possess enough cash to pay full price for the items should the haggle not roll their way.*

- 3) **Thrift Shop Purchase** – At this location, two items are available for half price. The player may purchase one or both items, given they have enough cash to afford them.
- 4) **Classifieds Purchase** – At this location, two single cards are on offer for purchase. The player is allowed to purchase **ONLY ONE** of the two items. The older item will be half price while the newest is available at full price.
- 5) **Collect Action Table Bonus Card** – If a Bonus Card says “Collect Action” on it, it may be used instead of a player's normal collection action. The player would perform the action written on the card and move to the selling phase of their turn.
- 6) **Pass** – A player may choose not to purchase or collect items.

Sell Phase

The sell phase will always take place after the Collect Phase has been completed. During the Sell Phase of a player's turn, they **MAY** perform exactly **ONE** of the following actions:

- 1) **Sell From Hand** – The player may sell a single item from their hand to the Classifieds section of the board. They will then retrieve the full value in cash for that item. **NOTE:** This action may only be performed if the player has an empty wallet card available. *(See section on Selling Items)*
- 2) **Submit Collection** – The player may submit a collection of items to a table at the flea market as long as the collection of items are the same category and have a total value of at least \$10. *(See the Flea Market section of the rules for more detail)*
- 3) **Sell Action Table Bonus Card** – If a Bonus Card says “Sell Action” on it, it may be used instead of a player's normal sell action. The player would perform the action written on the card and end their turn.
- 4) **Pass** – A player may choose not to sell or submit any items

End of Turn

At the end of every turn, the player **MUST** ensure they have no more than 7 cards in hand. If the player has more than 7 after the Sell Phase has been completed, they must discard down to 7 by removing the card(s) of their choice and placing them in a discard pile.

If the player negotiated and purchased items from the yard sale or thrift store, replenish that location from the attic at the end of the players turn.

If the attic item stack becomes empty, replenish it with all item cards from a shuffled discard pile.

Selling Items

Wallet Cards

Each player has 3 wallet cards which will serve as placeholders for their available cash. Each of these wallet cards can hold up to a maximum of \$6 and can hold the cash obtained from the sale of exactly **ONE** item. When selling an item, it will be placed in the Classifieds section of the board and the full cash value of the item will be retrieved from the pile of \$1 cash chips and placed onto a single wallet card. You **CANNOT** spread the cash from the sale of an item among multiple wallet cards.

NOTE: If a wallet card still contains ANY cash on it from a previous sale, it cannot be used for another sale until ALL the cash from that wallet has been spent. In this way, it is important to manage the availability of your wallet cards during your Collect Phase so that you will have available wallet cards during the Sell Phase.

Classifieds

In the classifieds there are two locations: Full Price and Half Price. As discussed above, when a player sells an item it will go directly into the Classifieds section.

If the Full Price area is **empty**, the item being sold will be placed directly into the Full Price location of the Classifieds area and no further action is needed.

However, if there is **already an item** present in the Full Price location and the Half Price location is empty:
i) Move the existing Full Price item to the Half Price location, then ii) Add the new item being sold to the Full Price area.

If items are already present in **BOTH** locations: i) Move the Half Price item to the discard pile, ii) Move the Full Price item to the Half Price location, and iii) Add the new item being sold to the Full Price location

Flea Market

Submitting a collection to a flea market table is the way in which players will secure majorities in the flea market and thus Victory Tags. In order to submit a collection, it must meet certain criteria.

- 1) The collection **MUST** contain only a single category of items:
Clothing (Red) Toys (Green) Electronics (Purple) Households (Gold)
- 2) The collection **MUST** be equal to \$10 or more in value.
- 3) If all available spots for a particular category are full, it is then permitted to perform a Buyout by

exceeding the value of any existing collection. In this case the new collection being submitted must **EXCEED** the one being replaced by at least \$1. You may perform a Buyout of your own collection.

When submitting a collection to an empty table, the player must:

- 1) Select an empty flea market table of their choice matching the category of their collection.
- 2) Place the collection face up on the flea market table.
- 3) Place the players Victory Tag on top of the collection with the total collection value written in.
- 4) Collect a Table Bonus Card from the top of the stack.

When Buying Out an occupied table, the player must:

NOTE: A table buyout can only occur if all tables of the desired category are fully occupied.

- 1) Select an occupied flea market table of their choice that is lower than the new collection being submitted.
- 2) Return the Victory Tag on top of the collection to the original player.
- 3) Place all items from the replaced collection on top of the discard pile.
- 4) Place a new Victory Tag for the new players on top of the collection with the new total.
- 5) The player who had his collection removed **MUST** then draw a Table Bonus card.

Table Bonus Cards

Table Bonus Cards are obtained when a player is **EITHER** the **FIRST** player to submit a collection to an empty table at the flea market **OR** is the **LOSING** player in a Table Buyout.

Table Bonus cards will have one of the following: a Collect Action, Sell Action, or Special Wild Item. These cards can be kept secret and do **NOT** count towards a players hand limit. The card must be discarded in a special pile only for Bonus Cards once used.

The Special Wild Item Bonus Cards can be used with either category \$6 items for additional bonus combinations. See individual cards for details.

NOTE: The *Thief on the Loose* bonus card can only be used to take collectable item cards, not bonus cards.

End of Game

The end game condition is triggered when the final Table Bonus Card has been drawn, indicating Saturday is finally here and the Flea Market is ready to open. All players will finish the current round and play one additional round.

The winner is determined by the player with the most Victory Tags in the Flea Market. If there is a tie use the following tie breaker conditions:

- 1) If there's a tie, the player that has the largest value when adding their top 3 collections wins.
- 2) If still tied, the player with the most cash in their wallet cards wins.
- 3) If still tied, the player with the largest value when adding all their items in hand wins.

Reference Page

Item Card

Example - Calculating a Collection

x2 Toy Plane + x1 Toy Cars = (\$2 x3 Bonus) = \$8
 x1 Model Train = \$4
 x1 Ride On Car = \$6
 Total Secondhand collection value = \$18

x3 \$2 item cards with same value in same category = Collection Bonus = \$8

x1 \$4 Value Item Card

x1 \$6 Valued Item Card

Total Collection Value = \$18