

Game Components

1. 42 (67) Objective Cards
 - a. 21 Sell Objectives
 - b. 20 Common Buy Objectives
 - c. 25 Personal Buy Objectives
 - d. 1 End Game Bonus
2. 126 Item cards
3. 1 Market
4. First Player Token (Yard Sale sign)

Game Setup

1. Shuffle the **Item** cards and give each player 10 cards, face down.
2. With the remaining Item cards, form a deck and place it next to the **Market** in the middle of the play area, and draw 5 cards to start the **Market**.
 - a. *If playing with 2 players, draw 10 cards, 2 for each price slot to form the **Market**.*
3. Each player will place **5** Items from their hand face up into their yard - the play area in front of them. These items are the first items up for sale.
4. Shuffle the **Personal Goal** cards and give each player 1, face down. With the remaining **Personal Goal** cards, form a deck and place it near the **Market**.
5. Shuffle the **Buy** objective cards and place 3 near the **Market**.
6. Shuffle the **Sell** objective cards and place 3 near the **Market**.
7. Place the **Estate Sale** end game bonus card near the Market.
8. Starting Cash
 - a. 2-players: Each player starts with \$120
 - b. 3-players: Each player starts with \$110
 - c. 4-players: Each player starts with \$100
9. The player who last visited a yard sale goes first

Game Objective

Players will take turns buying and selling items to earn points and complete objectives. The player with the most points at the end of the game wins!

How to Play

Active Player Instructions

Sell Phase

You start your turn as a **Seller**.

1. Draw a card from the deck
2. Set up your yard sale - If you don't already have 5 **Items** face up in your yard, place up to 5 **Items**.
 - a. You may swap items in your yard with items from your hand, but you may not change the number of items available in your yard.
3. Sell items - Other players can now make offers and negotiate to purchase the **Items** in your yard sale.

- a. After a sale, check if any of the **Sell** objectives were met.

Action Phase

After the **Sell Phase**, regardless if you sold any **Items** or not, you may take 1 of the *optional* actions:

1. Buy from the **Market**
 - a. You may purchase any number of cards from the **Market**, paying their cost, and placing them directly in your **Storage Unit**.
 - b. Cards purchased from the **Market** may count towards **Personal** and **Buy** objectives.
2. Sell to the **Market**
 - a. You may sell any number of cards from your **Yard Sale** or **Storage Unit** to the **Market**. You may not sell **Items** in your hand.
 - b. Selling cards to the Market yields the face-value of the Item's point value. *For example, the market will pay \$2 for a 2-point card, \$4 for a 4-point card, etc.*
 - c. Selling cards to the market also can count for **Sell** objectives.
3. Pay for **Storage**
 - a. Pay \$10 per item to move **Items** currently in your yard sale to your **Storage Unit**.
 - i. A player may not pay for **Storage** for an **Item** in their hand.
 - b. Cards placed into **Storage** may count towards **Personal** and **Buy** objectives.

After all actions have been taken, discard the item(s) under the \$5 slot in the **Market**, if the slot still has an **Item**. Then slide all remaining items down, filling in the empty slots with new cards. Add **Sell** objectives as needed so that 3 of each are available for the next round of play.

Lastly, the active player may discard **Items** from their **Storage Unit** to complete one or more of the 3 face up **Buy** objectives and/or their **Personal** objective. Players will place the newly acquired objective card in their **Storage Unit**. If a player completed a **Personal** objective, they will draw a new one.

Play then proceeds to the next player in clockwise order.

Non-Active Player Instructions

Sell Phase

During the **Sell Phase**, all non-active players are **Buyers**. **Buyers** can make offers to purchase **Items** from the **Seller** (active player). Competing offers are allowed and encouraged. Multiple **Items** may be purchased by a single **Buyer**, as well as multiple **Buyers** can purchase from the **Seller**.

After an **Item** is purchased, the **Buyer** will place the purchased **Item(s)** in their **Storage Unit**.

End Game

The game will end immediately when one player has completed 5 **Buy** objectives (Personal + Common), or if a player finishes their Yard Sale by emptying all **Items** from their yard and hand. Award the **Estate Sale** bonus objectives only if someone has 0 **Items** remaining. It is possible for no players to earn Estate Sale bonus.

All players with **Items** still in their yard or hand, including the player who accomplished 5 objectives, must pay for a **Junk Removal Service** to remove all remaining items. Each player will pay the Market \$5 per item for every item left in their yard or still in their hand. If a player does not have enough cash to cover the cost of the junk removal then they will pay as much as they can afford.

Scoring

Add the points from the cards in your **Storage Unit** (victory pile). **Completed Personal** objectives + **Buy** objectives + **Sell** objectives + **Item** cards + any leftover cash, 1 point per \$2.

The player with the most points wins. If there is a tie, the player with the most completed personal objectives wins. If there is still a tie, the player with the most cash wins. And if there is still a tie, the player with most combined Buy and Sell objectives wins. In the rare event there is still a tie, the players will share the victory.

Additional Rules & Clarifications

The Market

The Market has five slots for cards: \$5, \$5, \$10, \$15, and \$20

The cards in the Market are available for purchase by the active player. Players may purchase as many cards from the Market as they like, paying the total cost to the Market. At the end of each player's turn, if there is a card in either of the \$5 slots, it is discarded. Then all remaining cards slide over and new cards are drawn to refill the remaining empty slots.

Cards purchased from the **Market** may count towards **Personal** and **Buy** objectives.

Personal, Buy, Sell Objectives

To complete a **Personal** or **Buy** objective, a player must have all of the **Items** required as stated on the card. An **Item** card can only apply to one objective type; a player cannot claim the same **Item** for credit on multiple objectives.

Multiple **Sell** objectives can be earned in a single sale, however, to earn multiple **Sell** objectives of the same color, the **Seller** must sell to different players. In a 2-player game, a **Seller** can claim multiple Sell objectives, even if they are the same color, when selling to their opponent. **Sell** objectives can also be accomplished by selling **Items** to the **Market**.

*Example: There are two **Sell Electronics** and one **Sell DIY** objectives currently face up. Player A, the **Seller**, sells two **Electronic Items** to Player B. They can now claim only one of the **Sell Electronics** objectives. Next they sell another **Electronics Item** and one **DIY Item** to*

*Player C. Now they can claim the second **Sell Electronics** objectives and the **Sell DIY** objective.*

*Two-player game example: There are two **Sell Electronics** and one **Sell DIY** objectives currently face up. Player A, the **Seller**, sells two **Electronic Items** to Player B. They can claim both **Sell Electronics** objectives.*