

# The Thrifty Collector

by Rachel Bruner

## COMPONENTS

54 Cards (6 suits with 9 cards each)  
Order of Play & Trading Chart Cards  
2 Dice  
1 Cube

Print and Play  
Version 2.3  
1 Player  
Ages 8+  
15-20 Minutes

## OVERVIEW AND GOAL

As a thrifty collector you hunt for collectible items, searching second hand stores, yard sales, flea markets, auctions, and online sources. Your goal is to gather and sell as many complete sets as possible. Increase your rank by finding, trading, and selling valuable collections. How successful are your thrifting and collecting skills?

## SETUP

Set the Order of Play and Trading Chart cards in front of you. Place the cube on Action One. Set aside the dice. Deal five cards to your hand and six face up to create the Market.

## HAND LIMIT

You can never take more than 10 cards into your hand.

## HOW TO PLAY

Gameplay has four steps: Three player actions and Open Trade. After you take an action, move the cube down. After your third action move down to Open Trade.

## ACTION OPTIONS

For each action choose one of four options. If possible, you may perform any option for each action.

- Attempt a trade
- Discard and draw cards
- Sell a collection
- Use two actions to draw a card

### Attempt a Trade

Select one or more cards from your hand and place them horizontally on any Open (vertical) card in the Market. Compare the value of your card(s) (if more than one add them together) to the Market card's value. If they're not the same, determine how far above or below your card's value is to that of the Market card.

If your card value is higher, you have a good chance of making a successful trade. If lower, your odds go down. Card numbers are: 1, 2, 3, 4, or 5.

Use the Trading Chart to determine the number of dice you will use and the number you must roll (on any dice) to be successful in your trade. Example 1: You attempt to trade a 3 from your hand for a 4 in the Market. Your card is -1 below the other card. You get one die and must roll a 4, 5, or 6 to succeed. Example 2: You use two 3s from your hand and attempt to trade for a 5.  $3+3 = 6$  which is +1 above 5. You get two dice and must roll at least one 4, 5, or 6 to succeed.

If the trade fails, return your card(s) to your hand. Rotate the Market card 90 degrees. This card is no longer Open but is now Closed (horizontal). You cannot attempt another trade for Closed cards during the same round.

If the trade succeeds, swap cards, taking the card from the Market into your hand and leaving the card from your hand in its place. Keep this card in horizontal rotation as it is Closed and cannot be traded back during



Trading Chart	
+4	Success
+3	2 - 6
+2	3 - 6
+1	4 - 6
0	3 - 6
-1	4 - 6
-2	5 - 6
-3	6
-4	Fail
Roll	2 Dice
Roll	1 Die

Order of Play	
<input checked="" type="checkbox"/>	Action One
<input type="checkbox"/>	Action Two
<input type="checkbox"/>	Action Three
<input type="checkbox"/>	Open Trade
Set	2 3 4 5
Draw	1 2 3

Trading Chart			
Card Value		1 Result Needed	
Above	+4	Success!	Roll 2 Dice
	+3	2 - 6	
	+2	3 - 6	
	+1	4 - 6	
Equal	0	3 - 6	Roll 1 Die
Below	-1	4 - 6	
	-2	5 - 6	
	-3	6	
	-4	Fail!	

this round. If you used more than one card from your hand choose one to place in the Market and discard the rest.

### Discard a Card

As an action you may discard one card and choose one result:

1. Draw cards equal to the value of the discarded card. Example: If you discard a 3 you may draw up to three cards, or until the hand limit of 10 is reached. OR
2. Discard Market card(s). You may discard up to the value of the discarded card. Fill empty spots from the draw pile. Ex: You discard a 2 and choose to discard two Market cards in spots 3 and 5. You then take two new cards from the draw pile and place them in spots 3 and 5.

Note: You cannot look through the discard pile and cards can never be removed from it.

### Sell a Collection

To sell a set of cards you must have a minimum of two different cards from the same collection. The set cannot have duplicates of the same card number. There is a maximum of five different cards in each collection. Place the collection of cards you are selling face up in front of you. Once a collection is sold you cannot add more cards to it. The value of the sale will be scored at the end of the game. Selling another collection takes a separate action. You may sell the same type of collection more than once, i.e. two sold sets of the Cowboy collection.

Next, draw cards based on the number of cards sold: 2 or 3 cards sold = draw 1; 4 cards sold = draw 2; 5 cards sold = draw 3. Example: You sell a set of three cards from the Cowboy collection. You place the cards on the table in front of you and draw 1 card. In a later action you sell five unique Butterflies and draw 3 new cards.

**Double Collection Cards:** The #4 cards are special as they can be used in two different collections, as indicated by the collection symbols in the top left corner. However, you can only use one 4 card in each sold collection.

### Use Two Actions to Draw a Card

If available in the same round, you may use two actions to draw one card. Move the tracking cube down two spaces.

Note: If you do not wish to perform an action, you may skip to Open Trade.

## OPEN TRADE

For the last step of the round Open Trade activates. Roll two dice. If the numbers are the same reroll one die until it is different. Each die value corresponds with one of the six face up cards in the Market. Discard these two cards and replace their empty spots with cards from the draw pile. Rotate any Closed (horizontal) cards to Open (vertical) and move the tracking cube up to Action One.

## END GAME

Continue playing until the draw deck is depleted. If depleted during Open Trade there will be one more round of actions. You may finish any remaining actions, if possible. After your third action the game ends.

## SCORING

Cards in hand have no value. Add the values of all cards in each sold collection. Add 5 bonus points for each complete collection of five unique items. A full sold set is  $1+2+3+4+5 = 15 + 5 \text{ (bonus)} = 20 \text{ points}$ .

## LEVEL OF DIFFICULTY

Hard: Before setup, randomly remove three cards from the deck. Extra Hard: Remove six cards.

### HOW THRIFTY WERE YOU?

< 59	Meager Beaver
60 - 79	Passable Peddler
80 - 99	Successful Saver
100 +	Thrifty Trader

### COLLECTIONS

 Framed Art	 Stamps
 Cowboy	 Shoes
 Butterflies	 Jewelry

### Many Thanks To:

Martin Gonzalvez  
Drew Bowling  
Jessica Eccles  
Thomas More

©2018 Rachel Bruner  
This game may be printed  
for personal use.