

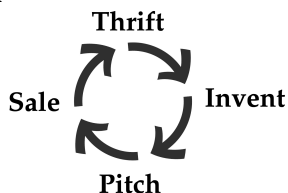


Setup

1. Shuffle and place the Quality, Item, and Buyer cards into respective decks within reach of all players.
2. Each player receives 1 bag and 2 matching Bizarre cards. One Bizarre card remains in front of each player throughout the game. The other Bizarre card will be used with the bag.
3. The player who haggled most recently is the first Buyer and flips one of their Bizarre cards to show its Buyer side. All other players start as Inventors.

Round Overview

Each round begins with Thrift, followed by Invent, Pitch, and Sale.



Thrift

1. The Buyer draws the top 2 Buyer cards, and creates their identity by combining one word from each card. This card combination is then placed visibly in front of the Buyer for all Inventors to see.
2. Each Inventor may discard any cards from their hand to the central discard pile (If this is the first round, skip this step).
3. Each Inventor draws Quality and Item cards to maintain a hand of 7 cards that contains at least 1 Quality card and at least 1 Item card.

Note: If any Quality, Item, or Buyer cards run out, shuffle the discard pile and create new draw piles as needed.

Invent

1. Each Inventor secretly creates 1 Quality Item (QI) to sell to the Buyer. A QI is a pairing of 1 Quality card and 1 Item card from one's hand.
2. Each Inventor inserts their Quality Item into their bag and places their bag in front of themselves, with one of their Bizarre cards symbol side up on top of the bag.

3. Once all bags are filled with QIs and topped with Bizarre cards, all Inventors close their eyes. The Buyer redistributes the bags to Inventors one at a time, each bag with a QI inside and a Bizarre card on top. Ensure the following:

- The Bizarre card on top of a bag does not match the Bizarre card in front of an Inventor.
- After a bag is moved to a new Inventor, flip over the bag so that its Bizarre card is hidden and remains underneath the bag.

Pitch

1. All Inventors open their eyes. Beginning on the Buyer's left and proceeding clockwise, each Inventor in turn looks at the QI in their bag, and then performs a pitch in 30 seconds or less, describing how this QI is the best QI for the Buyer. During pitches:

- Do not flip over any Bizarre cards.
- An Inventor can only look at the QI in their bag when it is their turn to pitch.
- After a pitch is completed, the pitched QI is positioned visibly in front of the Inventor who pitched it.

Sale

1. The Buyer chooses 1 QI, and the players who invented and pitched this winning QI each receive 1 of its cards, which are displayed face up beside each player as Victory Cards.
2. All Bizarre cards are then flipped to their symbol side and returned to their respective Inventors.
3. QIs not chosen and this round's 2 Buyer cards are all placed in the central discard pile.
4. The Buyer flips a Bizarre card of the player to their left to show that card's Buyer side. The next round's Buyer has now been chosen.

End Game

Play ends once each player has been the Buyer twice. The player(s) with the most Victory Cards wins.