

# The Auction House

Game Prototyping – Fall 2022

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## Abstract

*Auction House* is a two to four-player bidding game in which all players blind bid to items by special rules and the player who is the highest bidding will win the item. All players must bid each round, each bidding must be equal to or bigger than the original price. Each player has a total of 4,000 points for bidding on 7 items. Each item has its own price and value, and the player with the highest total value at the end wins.

## Materials

### Tactical sheet

Each player has a recording sheet to record the information that only can be watched by players themselves and the host.

Total Points: 4000				Remaining Points	Value
Bidding Rounds	First	Second	Third		
1					
2					
3					
4					
5					
6					
7					
The End	End Game Bouns: 2 Value				
	500 Points ○				

### Auction items

The items could be customized, it is best to have 3D items that can be touched so that the realism of the game can be enhanced. Any 7 items will do and need to make each of the 7 items correspond to a set price and value. Here I will use my 7 items as an example.

**Item 1:** Price: 100; Value: 1



**Item 2:** Price: 100; Value: 1



**Item 3:** Price: 200; Value: 2



**Item 4:** Price: 300; Value: 3



**Item 5:** Price: 400; Value: 4



**Item 6:** Price: 400; Value: 4



**Item 7:** Price: 500; Value: 5

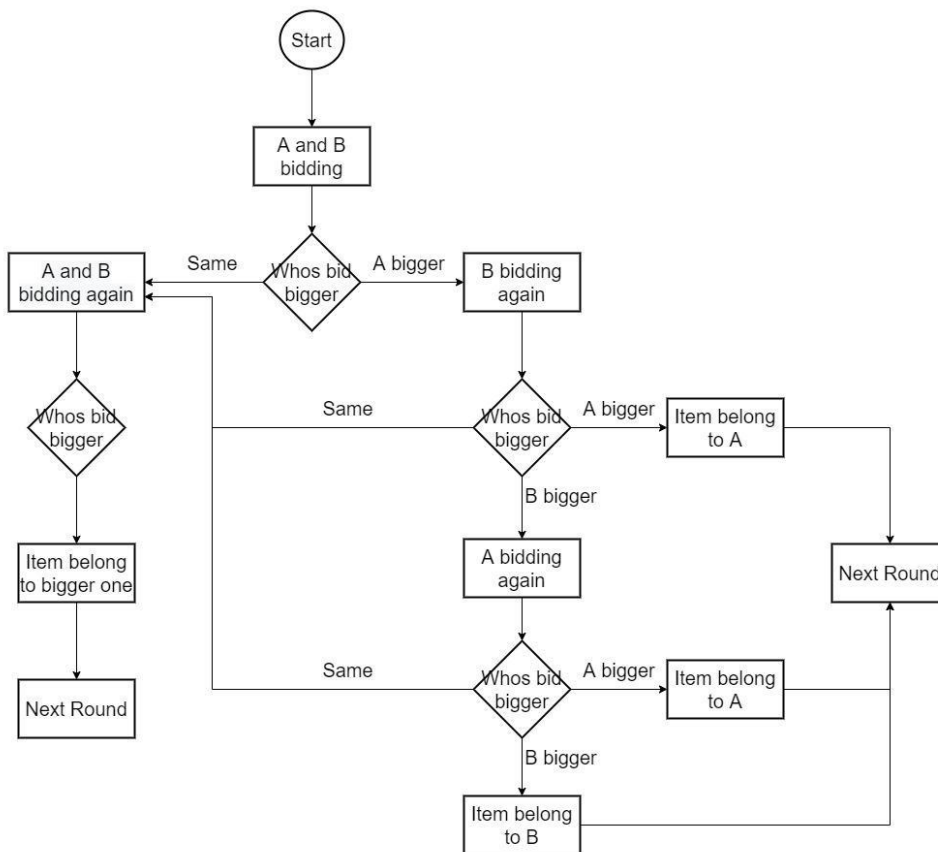


## Rules

### Auction process

1. Each player makes one bid, and the host will leave the card of the player with the highest bid (assuming that Player A's bid is highest)
2. Player B can choose to bid again or not to.
  - A. If player B bid again
    - i. New bid exceeds Player A's bid
      - a. Host will leave the card of player B
      - b. Player A can choose to bid again or not to
        - a) If Player A bid again (goes to A, and if new bid exceeds player B's bid, player A will win the item, player B cannot bid again)
        - b) If player A does not bid again (goes to B)
    - ii. New bid does not exceed Player A's bid
      - a. Player A will win the bidding for the item
      - b. The price used by A for betting will be deducted from A's total points
  - B. If player B does not bid again
    - i. Player A will win the bidding for the item
    - ii. The price used by A for betting will be deducted from A's total points
3. Repeat the process until all items were bid off or both players are left with less points than the original price of the item
4. If two or more players' bidding is the same and the bidding is the highest, the players who have the same bidding will bid again, other players cannot bid.

Bidding sequence:



### Supplementary Rules

1. Each player has only one additional opportunity to bid for each round
2. Hosts will auction off items from item 1 to item 7. The next item will not be auctioned until after the auction of one item has ended.
3. Players only know bids of themselves, only the host knows all player's bid
4. Only players know the remaining points of themselves

### Victory conditions

1. Player with the highest total value at the end wins
2. For players with the same value, whoever has the most points remaining wins
3. **Winner will get all the items!**

### End Game Bonus

For the players who have less total value, they have a chance (only once) to cost 500 points to purchase 2 values to add into their total value. **This action only happens when the total value difference is 2.**

### Last

**Enjoy guessing and build your strategy to get all the items (win the game)!**