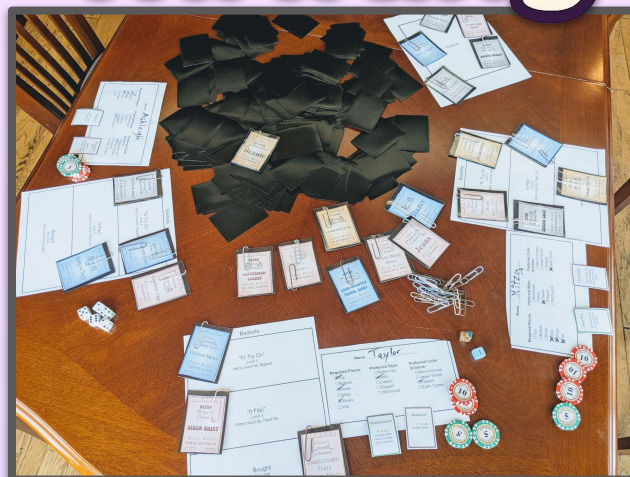# Thrifting

2-8	
8+	
15 min	

Unique Selling Points

- **Quick and Easy.** 5 minutes to learn, 15 minutes to play.
- **Unique and universally appealing theme**. Very few games are themed on a group of teen girls on a shopping spree. Test plays show that players (no matter gender or generation) really connect with the narrative of the game.
- **Delightful role-play.** While the game is a cooperative time-based game with win/lose conditions, test players really get into role playing their characters, the group relationships, and showing off their outfits at the end of the game. It is both funny and endearing.
- **Strategic gameplay:** the core gameplay loop is based on the classic "Secretary Problem" of game theory: how to select the optimal candidates given an infinite stream and limited time and resources. Players are forced to make some difficult decisions.
- **Infinite replayability:** the game comes with several pre–made Scenarios, tweaking the setup and victory conditions. More Scenarios could be sold separately or offered via social media.
- **Incredible marketing opportunity:** The game's small size means a low price point, and the theme, as noted above, is universally and instantly appealing.

Thrifting is a fast, easy, cooperative game where you and your fellow players are a clique of teen girls, hitting up the local thrift store to find amazing outfits for a special night out.

The game has a strong role-play element: players begin by creating a character, defining their preferences, strengths, and weaknesses.

Players select a scenario, which defines various parameters of the game: player budgets, time to play, victory conditions, etc.

During gameplay, players sift through the clothes on the Racks, trying to find the pieces they need to complete their outfit. The quality, Style, and Color Scheme of an item might offer extra "wow" factor, and of course everyone is looking for the elusive half-off items!

Items are "tried on" die roll challenges, drawing in elements of luck, skill, and speed. Players might even try to "Force" an item that doesn't quite fit: will it work, or will it Tear?

Win or lose, the game ends with an engaging (and often hilarious) fashion show as players show off their Outfits.

Components

- Rulebook
- 240 Clothes Cards
- 150 paper clips (to tag clothes properties)
- 12 standard white d6
- 1 red custom d6
- 1 red custom d8
- 10 Strength Cards
- 10 Weakness Cards
- 1 Pad of 200 paper "Player Sheets"
- Per Player (8)
  - Basket Mat
  - $100 in Play Money (min denomination $10)

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