Thrifting

2-8   **8+**   **15 min**

Introduction

In the game of **Thrifting**, you and your fellow players are a group of teen girls hitting up the local Thrift Shop to put together some amazing outfits for a night on the town.

You are short on time, even shorter on money, but if you can all cooperate (and Nadine would _hurry up_ in that dressing room!) you can emerge as the best-dressed girls in town!

Components

- Rulebook
- 240 Item Cards
- 160 paperclips (to mark Item Cards)
- 12 standard white d6
- 2 sets of "Tagging Dice": each set has:
    - 1 custom D6
    - 1 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)

Key Concepts: Item Cards, Marking, and Locations

Anatomy of an Item Card

Each card in Thrifting represents an Item of clothing to purchase.

All Items have the following three Properties:

Piece	Style	Color Scheme:
• Hat	• Classic	• Earth Tones
• Top	• Elegant	• Monochrome
• Bottom	• Whimsical	• Pastels
• Shoes	• Retro	• Jewel Tones
• Dress	• Bohemian	
• Wrap		

These are indicated in the top three lines on each card. The Item also has a name, just for visualization and quick reference,

Finally, each Item includes details for the "Dressing Room": a dice-based challenge players must pass to see if the item Works for them (more details on this below).

Sample Item Card:
1. *Color Scheme*
2. *Style*
3. *Piece*
4. *(also reflected in the card color)*
5. *Item Name*
6. *Dressing Room challenge details*
7. *Pricing tabs*
8. *50% off tab*
9. *"Torn" tab*
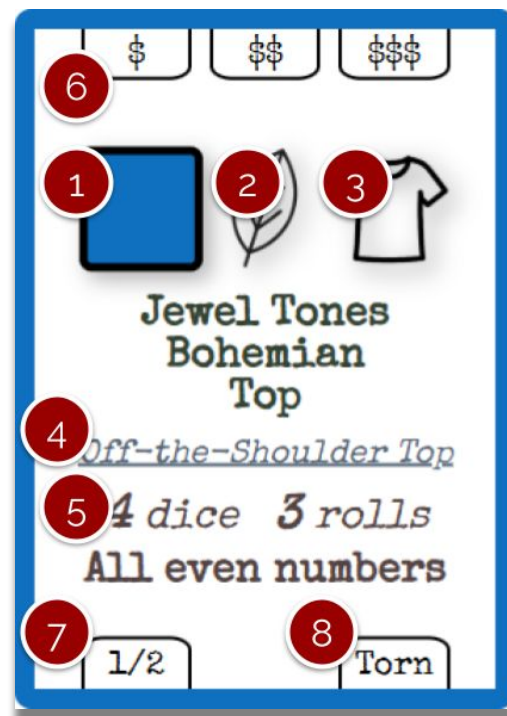
Marking an Item Card

Over time an Item card may be marked by adding paperclips aligned with a tab on the card

An Item may be "Tagged" or "Untagged".

All Items start Untagged: no one knows the price or quality of the item.

Once an Item is "Tagged" (more on how this happens later), we add a clip to one of the top tabs to indicate the Quality, which tells us both the price and the "Wow Factor" (measured in ⭐).

The mapping from Quality to price and Wow factory will be set by the Scenario you select.

An item might also be on sale for 50% off, or Torn (again, more on how we get there later): these states are also marked with a paperclip on the appropriate tabs a the bottom.

Lisa tried too hard to make these Classic Jeans "work" for her, and now they are Torn!

| $$ | $$$ |

Earth Tones
Classic
Bottom

Jeans

6 *dice* **5** *rolls*

Straight o 5

1/2   Torn
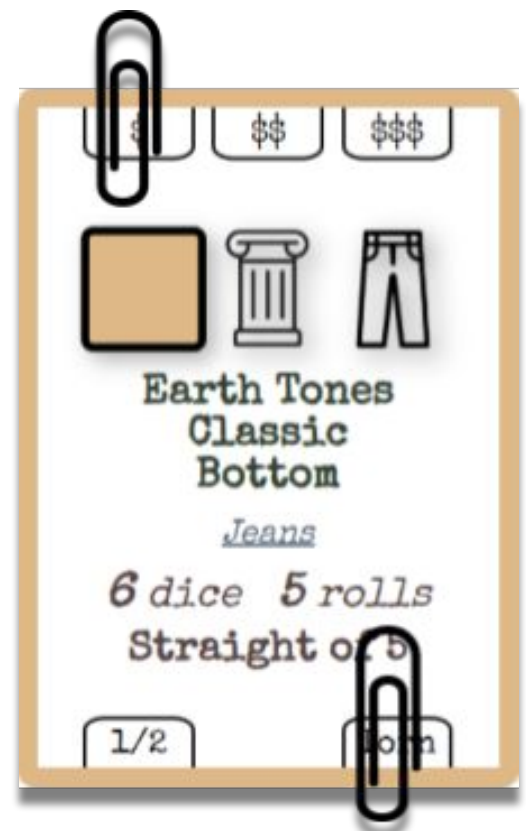
Locations

At any given time an Item card is in exactly one of these locations:

1. Racks

All Items start on the Racks, a giant unsorted pile of cards in the middle of the table. If an Item is Untagged (no clips) it must be face-down, Tagged Items can be face up.

Within these rules, players may organize the Racks if they'd like: sorting the cards by Piece, or placing an Item close to a friend who may be interested.

2. "In Consideration"

Each player may have at most one Item "In Consideration": the Item card is held in their hand as they decide whether or not they are interested, and perhaps Tag the Item.

4. "To Try On" Bag

Each player has a "To Try On" Bag, with a maximum capacity of 3 Items. This is where a player holds Tagged Items they want to take into the Dressing Room to see if they Work.
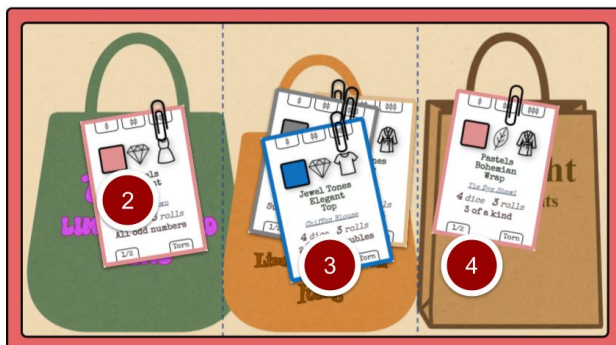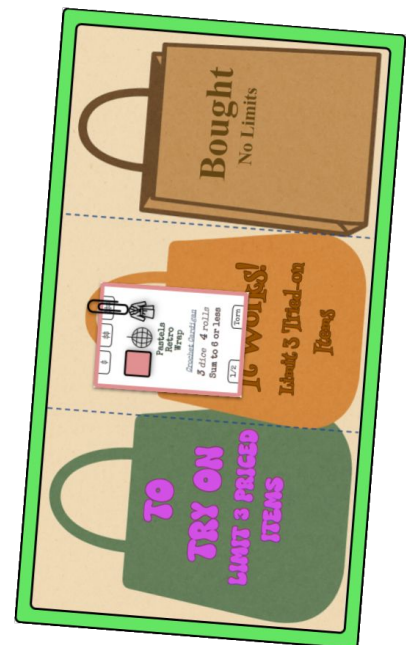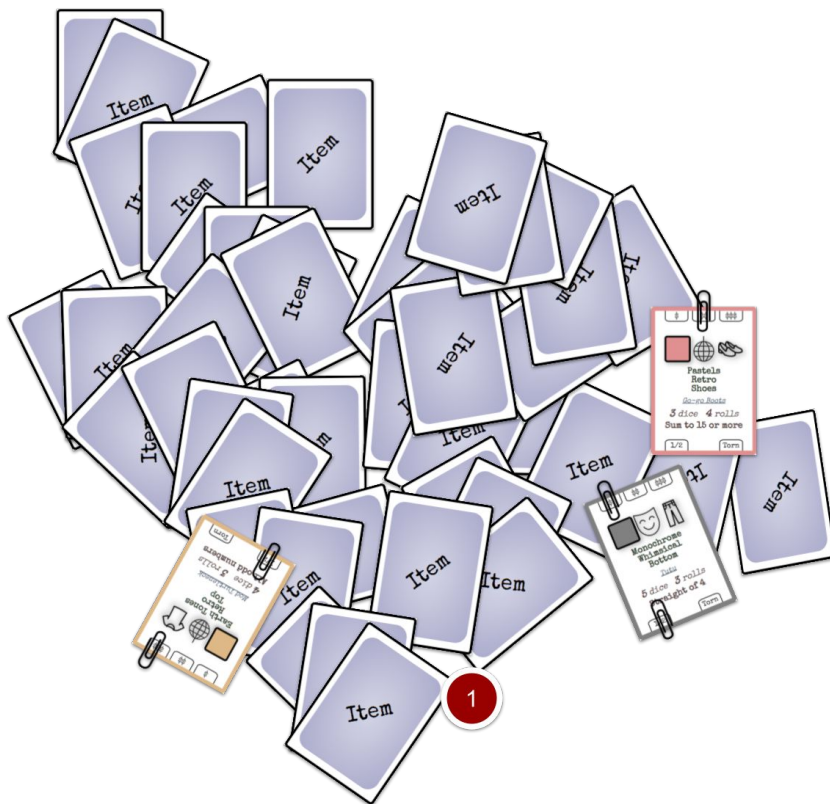
5. "It Works!" Bag

Each player also has an "It Works!" Bag, also with a maximum capacity of 3 Items. This is where they hold Tagged Items they have successfully tried on in the Dressing Room.

6. "Bought" Bag

Each player has a "Bought" bag which can fit as many Items as they like. These are Items that they have purchased: they belong to that player for the rest of the game.

7. Rejects

Items piled on the "Rejects" mat are items that have been tried on and not bought, either because they didn't Work, or the player decided to buy other things. These Items are out of the game.

Locations for a two player game.

1. **Racks** (Untagged cards are face down; Tagged are face up).
2. **Player 1's "To Try On" Basket**, containing a Tagged Velvet Gown.
3. **Player 1's "It Works!" Basket**, containing 3 Items: this player cannot try on any more items without buying or rejecting some of the Items in this basket.
4. **Player 1's "Bought" Basket**: they are the proud owner of a Tie Dye Shawl, an Upscale Pastels Bohemian Wrap.
5. **The Rejects pile.** No one wants to try on the Bowler Hat that Belinda already had on her head because… yuck…

Setup

Select a Scenario

The players decide on a Scenario to play.

For those learning the game we suggest doing the Suggested Scenarios in order, moving on to a new Scenario only after the group has successfully completed their current Scenario.

If a Suggested Scenario proves too difficult, a group might try again using some of the "nerf" suggestions to make things easier.

Later on players may design their own Scenarios!

Game Area Setup

Set up the main play area as follows:

- **Racks**: Spread the Item cards in a large messy pile in the middle of the play area. The pile should be large and wide enough that everyone can easily reach it to grab cards to browse.
- **Rejects**: Place the Rejects mat in some central area where everyone can reach it.
- **Pricing Table**: Place the Pricing Table in some central location where everyone can see it.
- **Sets of Tagging Dice**: a set of Tagging Dice consists of a d6 and d8 in matching colors..
  - For a 2-4 player game, use 1 set of Tagging Dice.
  - For a 5-8 player game, use 2 sets.
  - Place the Tagging Dice together in some central location.
- **Sets of Dressing Room Dice**. Dressing Room Dice are standard d6's in the same color. For a 2-4 player game use one set of 6 dice. For more players, use add a second set of 6 of a different color. Place the sets where everyone has easy access to at least one set.
- **Money**.Place any excess money in several roughly even piles around the board: these are "registers" where players put money for purchases, making change as needed.

Player Setup

Each player gets:

- A Baskets mat, with areas for each of their 3 baskets.
- The Pieces, Styles, and Color Schemes cards in their player color.
- Strength and/or Weakness cards, as specified by the Scenario.
- Their starting Purse (money), as determined by the Scenario and any other parameters that might affect their initial Purse.
- A supply of ~20 paperclips, used to Tag Items as the game progresses.

Note: if a player gets a Strength and Weakness that directly contradict each other, they may discard one and draw until they get a suitable replacement.

Character Creation

Players select a character name: whatever "teen girl" moniker they want to use for the game.

Per the requirements of the current Scenario, they may also need to pick:

- Required Items: the player must select the required number of cards from their Pieces deck..
- One or more Preferred Styles and/or Color Schemes: the player must select the required number of cards from their Styles and Color Schemes decks.

Selected cards are placed face up where everyone else can see them.

Note: When selecting Required Pieces, Preferred Styles, or Preferred Color Schemes, pay attention to the Scenario rules on whether selection is Public (players discuss their choices) or private (players choose with no idea what their friends are choosing).

The game is more difficult when players are vying for the same things!

Introductions

Once each player has created his character, players go around in order an introduce themselves: name, preferences, strengths & weaknesses, Purse, etc.

They might also throw in some fun facts on their character, just to add flavor to the game, and to inform how the player will roleplay their character during the game.

Learning each others details will help a team win the game: players can help a friend find a Piece they need to complete their outfit, or help them search for that perfect Item that matches their tastes. Players might also plan their strategy around each other's Strengths and Weaknesses, if those are being used in this Scenario.

Planning

At this point players may, if they so choose, take a moment to plan their strategy for when they start shopping. Ideas to consider:

- Is there competition for the same Pieces, Styles, or Color Schemes? How will that be resolved?
- Will the team try to organize the Racks as they sift through the items? How?
- If Strengths or Weaknesses are involved, how might these affect the team's plans?

Gameplay

Your team is now ready to play the game!

Designate one player to be the timekeeper: they can also shop, they just keep an eye on the clock and announce the start and end.

The timekeeper sets a timer to the time suggested by the scenario, then gives a countdown and starts the timer.

As long as the timer is running, players may take Actions to try get Items into their Bought Basket.

When the timer expires, players may finish any Actions they started before the timer expired, but they may not start new Actions.

Gameplay in Thrifting is simultaneous: there are no turns. Players just take Actions as fast as they can to get the Items they need.

And remember, the game is cooperative: all players win or lose together by meeting the victory conditions for the Scenario.

Actions

Legal Actions are:

1. **Consider**
2. **Tag**
3. **Add to "To Try On" Basket.**
4. **Use the Dressing Room.**
5. **Buy**
6. **Discard**
7. **Donate**

Consider: Evaluate a card from the Racks

A player Considers an Item by pulling it from the Racks, It may be Tagged or Untagged.

If not Tagged, they may choose to Tag the item (see "Tag" below).

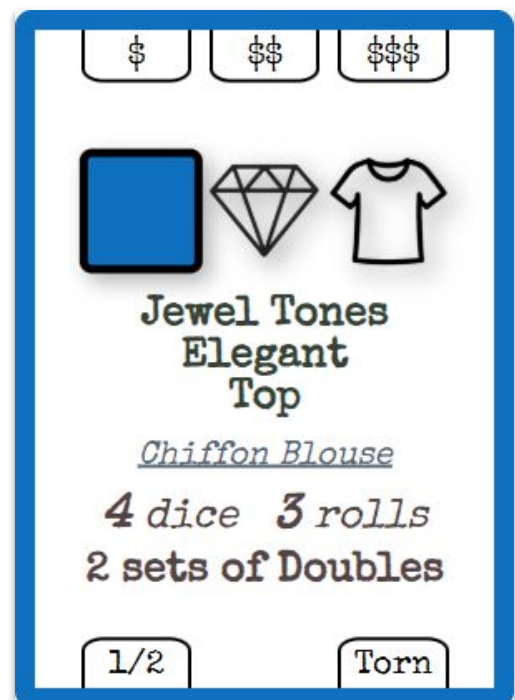They may choose to Discard the Item, putting it back in the Racks (see Discard for more Details)

Or, once the item is Tagged, they may choose to add it to their "To Try On" bag.

A player may only Consider one card at a time (draw a single card from the Racks, resolve by keeping or discarding).

Lisa pulls an Untagged face-down Item from the Racks to Consider it.

She does need a Top for her Required Pieces, and her Prefered Style is Elegant: this is a great find!

Now she needs to Tag it…

$ | $$ | $$$

Jewel Tones
Elegant
Top

Chiffon Blouse

4 dice   **3** rolls
2 sets of Doubles

1/2   Torn

Tag: Fix the quality and price of an Item

While an Untagged Item is in Consideration (in hand), they may "check the tags" to learn more about the item.

First they must secure a set of "Tagging Dice": one custom red D6 and one custom red D8. This might require a wait if all the sets of Tagging Dice are currently being used.

Once the set is acquired the player rolls the dice and uses the results to assign quality and price to the item.

The D6 indicates Quality, which in turn sets the price and the "Wow" factor.

Refer to the Pricing table for details on how die roll maps to Quality, and Quality maps to price and Wow Factor.

The player marks the result on the card using a paperclip, setting the clip over the top tab corresponding to the Qualty indicated by the die roll. (e.g if the player rolls a 6 on the d6, it is a luxury item: mark the $$$ tab on the top of the card).

The d8 indicates whether the item is on sale.

If a player rolls an 8 on the d8, the item is on sale for ½ off: use a clip to mark the ½ tab on the bottom of the card.

Lisa has to wait a few seconds until Shana is done with the only set of Tagging Dice in the game.

She rolls the dice to Tag the Blue Chiffon Blouse she has in Consideration.

On the D6 she rolls "$$$": this is a luxury item! She marks that on the top with a paperclip.

On the D8 she rolls "50%": this item is half off! She marks that on the bottom with another paperclip.

This is an amazing find! A luxury item provides 6⭐ Wow Factor", plus another 1⭐ because it matches her Preferred Style (Elegant).

Normally a luxury item costs $30, but at half off it will cost just $15!

She's going to add this to her "To Try On" basket for sure!

Add to "To Try On" Basket: Hold a Tagged Item.

A Tagged Item in Consideration may be added to the "To Try On" Basket: a player simply places the card in the "To Try On" section of their Baskets mat.

Important: the To Try On Basket has a maximum capacity of 3. If a player already has 3 items in there and wants to add a fourth, they must make room by Discarding items, or going into the Dressing Room so they can move Items into their "It Works!" basket.

Lisa already has two items in her "To Try On" Basket, leaving enough room for one more Item.

She adds the Chiffon Blouse.

It's off to the Dressing Room!
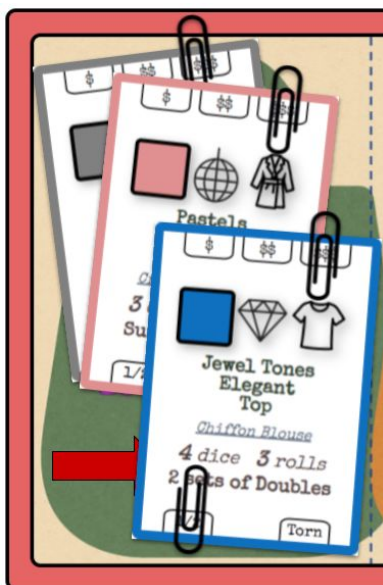
Use the Dressing Room: Does it Work!

Players enter the Dressing Room to try on the Items in their "To Try On" basket.

To enter the Dressing Room, a player must secure a set of 6 Dressing Room Dice (6 d6's. all the same color).

There may be a wait for these dice. Players might use this time to:

- Consider, Tag, and Discard Items (perhaps to organize the Racks, or find something for a friend).
- Yell at whoever is currently using the dice to hurry it up in there.

Once a set of Dressing Room Dice is secured, the player is "In the Dressing Room", where they can try on the Items in their "To Try On" Basket.

To Try On an Item, refer to the dice challenge described at the bottom of the card. The "dice" bit indicates how many dice a player can use for the challenge, while the "rolls" indicate how many rolls they can make. The final line describes what result is required to pass the challenge.

For each roll a player may roll any of the dice they choose (including dice that were set aside in a previous roll).

- If at any time the player produces the given result, they have passed the challenge: they tried on the Item and it Works! The player may immediately place it in their "It Works!" Basket (as long as there is room: if there's not the player must immediately Buy or Discard Items in the Basket to make room, or Discard the Item they just tried on).
- Otherwise, if the player does not produce the desired result within the given number of rolls, they have failed the challenge.
  - They may let the item go, placing it in the Rejects pile. It is out of the game (other players cannot pick it up).
  - Or, they may take a risk and "Force It".

Force It

NOTE: This rule should only be used in scenarios where the victory conditions include both required pieces and some minimum "Wow Factor".

If a player fails a Try On Challenge and opts to "Force It", they get to take one extra roll.

- If the extra roll produces the desired result, then the item Works, and the player may move it to the "It Works!" basket.
- If the extra roll does not produce the desired result, the player has Torn the item. They place a paperclip on the "Torn" tab at the bottom of the card. They must immediately pay for the item and move it to their "Bought" basket.
  - If the player can't afford the Item, they place it in the Rejects pile, and they are "Kicked out" of the Store. They may keep anything they already bought but they may not take any more Actions for the rest of the game.
  - Torn items may be part of a Final Outfit, and do count towards Required Pieces VIctory Conditions, but they earn zero ⭐.

Lisa has to roll 4 dice and 3 rolls to produce 2 rolls of doubles.

Her first roll she gets 5, 6, 4 and 2.

She keeps the 5 and rolls the other 3.

On her second roll she keeps the 5 and rolls the other 3, rolling two 2's and a 3. She now has 2, 2, 3, and 5.

For her third roll she keeps the two 2's and rolls everything else (including the 5 she had previously set aside). She gets a 3 and 4, so that she has 2, 2, 3, and 4.

In the given number of rolls (3) she failed to produce the required result (2 sets of doubles). She could let the item go and put it in Rejects.

But this item is just too tasty: she must push her luck! She keeps the two 2's and rolls the rest of the dice for a final "Force It" roll: if she fails the item is Torn and she will have to buy it.

But luck prevails! She rolls a pair of 3's! She has produced the desired result, so the Item Works! She places it in her "It Works!" Basket.
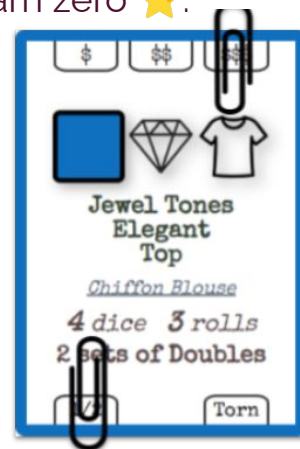
Roll 1

Roll 2

Roll 3

Force It

Buy: that's mine now!

A player may Buy any item in their "It Works!" Basket.

The price, again, is determined by the the Quality (which should be tagged on the card. Also remember to take into account if the item is on sale for 50% off (which again should be marked on the card on the bottom left).

A player moves the money from their Purse to any of the "register" piles of money on the table, making change if necessary, and then moves the Item from the "It Works!" basket to the "Bought" basket.

The Chiffon Blouse costs $15: it is a luxury item, which would normally be $30, but it's 50% off.

Lisa moves $15 from her Purse to the nearest register pile on the table, and moves the Item into her Bought basket.

Shoplift: the five finger discount

NOTE: this rule should only be used in scenarios where players have picked preferred styles and color schemes.

If a player has an item in "It Works" and can't/doesn't want to buy it, they may shoplift it: simply put it next to (but not in) the Bought basket.

A plater may only shoplift one item per game.

Shoplifted items may be included in final outfits.

But wait! There is a catch!

The store has a security guard, Rufus. Once outfits are selected but before any scenario success criteria is evaluated, each player who shoplifted must slip past Rufus.

To do this:

- For each item in your final outfit, add one point if it matches your preferredd style, and another point if it matches your preferred color scheme. This is your SNEAK TOTAL: if you look nice enough in your outfit Rufus may be intimidated to even check your bags.
- Roll a D8. This is Rufus' courage level as you try to leave.

If his courage exceeds your Sneak, he will check your bags and find out you are a thief: the cops are called and your whole team loses.

> *Odette has found a luxury Retro Wrap in Earth Tones: a piece she needs, and preferred style and color,*
>
> *Unfortunately she doesn't have $30 left. She places the item beside her bough bag; it is now shoplisted.'*
>
> *When the timer expires she includes the wrap in her final outfit. Her final outfit also includes a Classic Earth Tone Hat, a Retro Earth Tone skirt, and Elegant Monochrome Heels. With that she has a SNEAK of (2 matches + 1 match + 2 matches + 0 matches) = 5 matches.*
>
> *She rolls a d8 to check Rufuts' courage. It's a 5: for people who score 5 and above he is too intimidated by their excellent fashion to dare to bother them with a bag check. Odette gets away with her crime!!*

Discard: it's not meant to be...

A player may Discard an Item at any time.

If the Item is in Consideration, it goes back on the Racks: face up if it's Tagged, otherwise face down.

If the Item is in a player's "To Try On" Basket, it must be Tagged: the player discards back to the Racks, face up.

If the Item failed a Try On test (but not Torn), or is in a player's "To Try On" basket, the player places it in the Rejects pile. It has funky teen odor on it and cannot be considered by other players.

There is no reason to discard a Bought Item.

Donate

At any time a player may give money from their Purse to another player.

Keep in mind!

- A player may NOT Discard a Torn item. They must immediately buy it (moving it to their Bought Basket), or they must leave the store (no more Actions for the rest of the game).
- A player may NEVER hand an Item to another player, If one player finds something a friend might like, they may put it back on the Racks (face up or face down depending on whether it's Tagged) and tell the other player about it.
- Players may NOT give a Bought Item to another player (the other player never tried it on!).
- Communicate! Players can and should be very vocal, asking for help finding Items they need, letting others know about Items they found, etc.

Game End

Assemble an Outfit

When the timer expires and all players have finished outstanding Actions, it's time to Assemble an Outfit.

Each player should discard any cards in their Baskets except for items the Bought Basket.

The final Outfit may include up to one instance of each Piece (an Outfit can't include, say, two Hats). If a player has more than one instance of a certain Piece, they must select just one to be part of their final Outfit: any others are discarded.

Fashion Show!

Players take turns describing their Outfits: the name, piece, style, color scheme, and Quality of each Item.

Have fun with the Fashion Show!

- *Play some music!*
- *Use image search or AI generation to show off the outfit!*
- *Really sell your Outfit as you describe it!*
- *Comment (kindly or not-so-kindly) on your friends' Final Outfits.*

Evaluate Victory Conditions

Use each player's Final Outfit to see if the group completed the Victory Conditions for the Scenario.

Most Victory Conditions are some combination of Required Pieces and Average ⭐. Players must meet all Victory Conditions to win the game.

Required Pieces

To meet a "Required Pieces" Victory Condition, each player's Final Outfit must contain all of the Required Pieces they selected at the beginning of the game.

Average ⭐

To meet an "Average ⭐" Victory Condition:

- Multiply the Average ⭐ Value by the number of players: this defines the Total ⭐ Goal.
- Calculate the teams total ⭐: For each player, add up the ⭐ for each Item in the player's final Outfit. Factors to consider:
  - The ⭐ awarded by the Quality of each Item in the Outfit.
  - Any ⭐ awarded by Preferences.
    - If an Item matches a Preferred Style, +1 ⭐.
    - If an Item matches a Preferred Color Scheme, +1 ⭐.
    - If both match, sum the bonuses, for a total of +2 ⭐.
  - Any adjustments from Strength or Weakness cards.
  - A Torn item never earns any ⭐, no matter the quality, preferences, etc.
- If the teams total ⭐ meets or exceeds the Total ⭐ Goal, the Victory Condition is met.

If the players fail a Scenario, they might try it again with the same setup, or they might apply one of the suggested Nerfs to make the game a little easier.
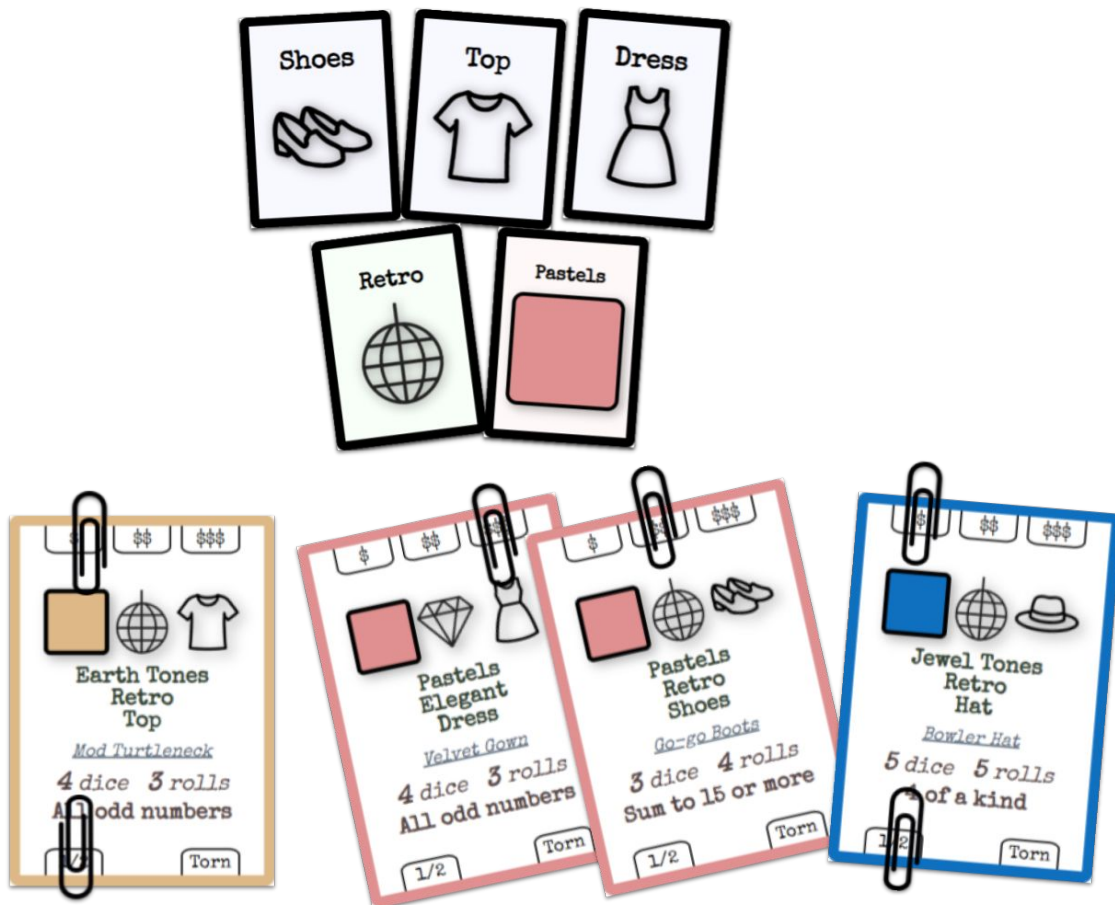
The game is over, and Shana has assembled the following Outfit:

- *Mod Turtleneck: Earth Tone, Retro Top. Common, half off.*
- *Velvet Gown: Pastels, Elegant Dress. Luxury.*
- *Go Go Boots: Pastels, Retro Shoes. Upscale.*
- *Bowler Hat: Jewel Tones. Retro Hat. Common..*

At the beginning of the game Shana had to select 3 Required Pieces: She selected Shoes, Top and Dress. She has met this victory condition!

The Scenario also had an Average ⭐ goal of 11 per player. Shana earns:

- **2⭐ for the Mod Turtleneck (Common Quality = 1⭐, matching Preferred Style = 1⭐)**
- **7⭐ for the Velvet Gown (Luxury Quality = 6⭐, matching Preferred Color Scheme = 1)**
- **5⭐ for the Go Go Boots (Upscale Quality = 3⭐, matching Preferred Color Scheme = 1⭐, matching Preferred Style = 1 ⭐)**
- **2 ⭐for the Bowler Hat Common Quality = 1⭐, matching Preferred Style = 1⭐)**

For a personal total of 14⭐: hopefully the rest of her team has as much Wow Factor as she does!