A game design by
Erik Andersson Sundén

Graphic design by
Mads Fløe

Collectors is a 20-40 minutes worker placement game for 2-4 players where every choice matters. The winning player is the one with the most valuable collection of rare collectables by the end of the game. Beware though, you have a limited number of actions and turns - make sure that you use them wisely.

THEME
In Collectors, players assume the roles of a collector trying to create the most valuable collection of exotic collectables to show off at a geek con by the end of the year. Throughout the game, you will compete for rare items, learn new hoarding skills and create a hype around your collection.

**Note that all photos on the cards in this game is used only temporary for the prototype.**

COMPONENTS
- 90 cards
- 4 player boards
- 1 game board
- 3 quarter tiles

- 1 1st player token
- 20 bottle tokens (in four different colours)
- 30 coin tokens.

COMPONENTS OVERVIEW

GAME BOARD

The game board is divided into five areas, each corresponding to one type of action. The actions are: **buy item**, **gain skill**, **start auction**, **work**, and **raise value**. These actions are further described in the rules that follow.
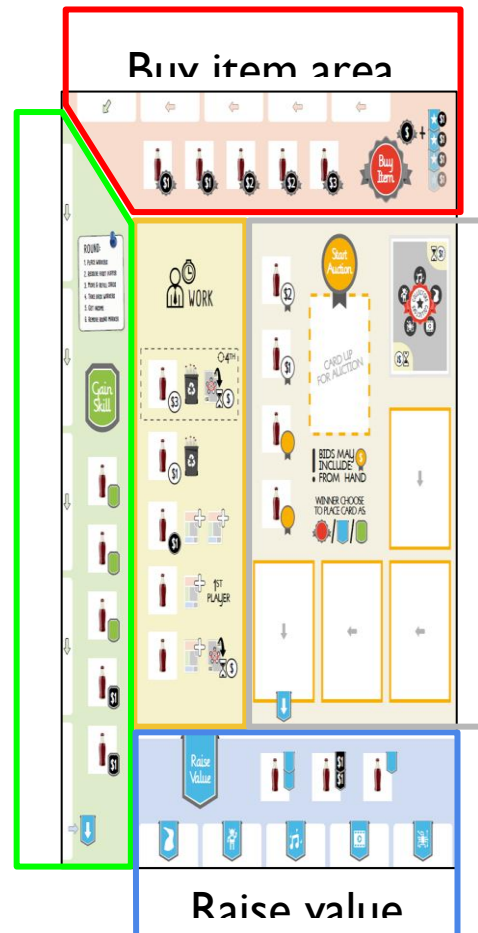
THE CARDS

The main resource of the game is the cards. Depending on where a card is placed under the game board or a player board, the card will represent different things. If the red side (the upper part of the card) is shown, the card represents an item. If the left side of the card (green) is shown, the card represents a skill. If the lower side of a card is shown, the card represents a market influence.
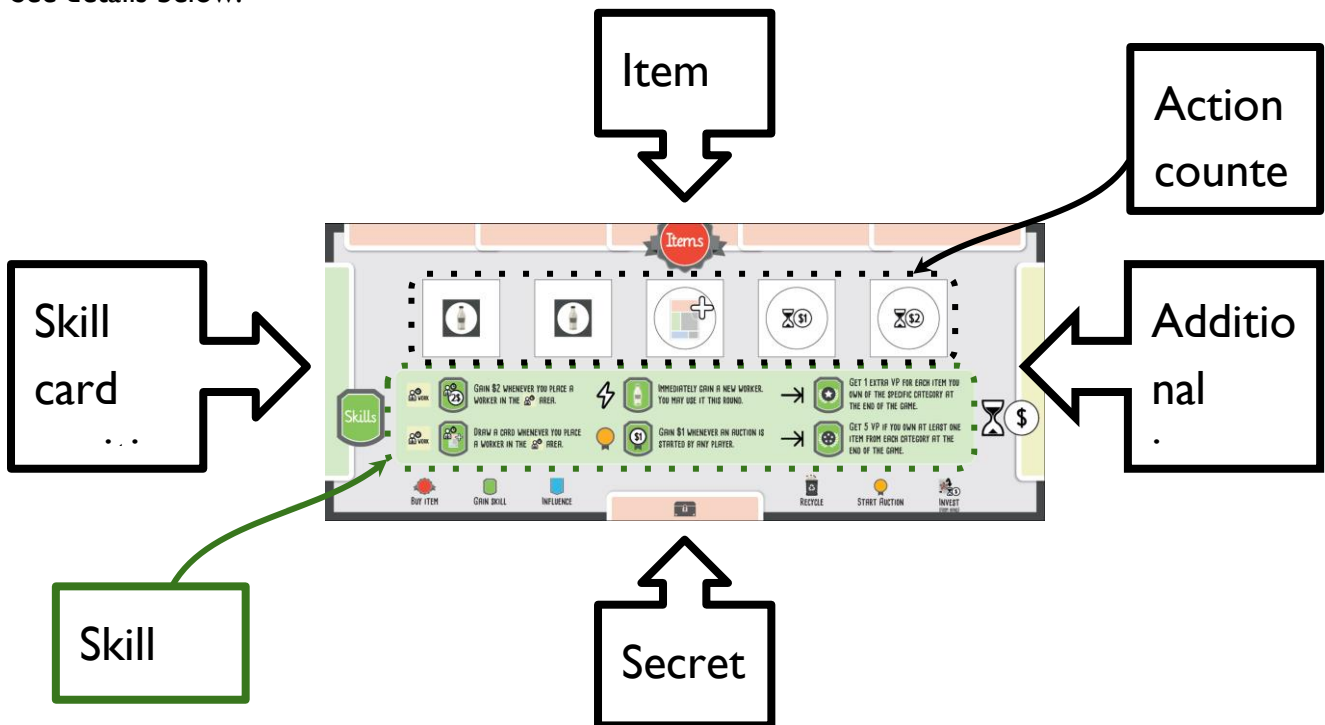

BOTTLES

These tokens represent the energy of a player. The more bottles a player owns, the more action they can take during a round.

PLAYER BOARD

Each player has their own player board to keep track of their items, bottles, skills, and income. See details below.

Item

Action counte

Skill card . . .

Additional .

Skill

Secret

QUARTER TILES

The quarter tiles are used to keep track of the four rounds (quarters) of the game. The three quarter tiles are placed on the game board sorted in order. After each quarter, one of these tiles are removed from the board. (The fourth quarter is pre-printed on the game board.) Each quarter tile has an action space and an effect written on them, as detailed further down in the rulebook.
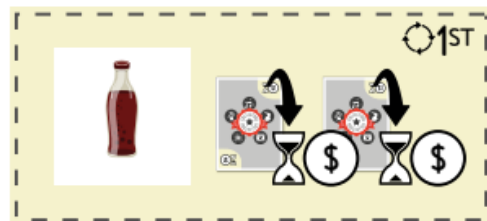
HOW TO WIN THE GAME

Players buy items and acquire skills over the course of the game. By the end of the game, each item gives their owner one point per market card in the market pool sharing the item symbol with the item. In addition some of the abilities give extra points at the end of the game.

SETUP

1. Place the game board within reach of all players.
2. Take the quarter tiles and place them in their dedicated space in order with the tile labelled "1st quarter" on the top. This pile is called the *calendar*.
3. Give each player a player board.
4. Each player takes two bottle tokens in the same colour as indicated on their player board and places them on their player board on the dedicated positions marked with a bottle.
5. Shuffle all the cards and give each player three cards. Each player picks one card and places it face down, tucked under their player board at the position marked with a treasure chest. This card is a secret item you own from the beginning. The remaining two cards are kept secret and form the hands of each player.
6. Place cards into the different pools according to the list below. When placing a card, tuck it in under the board so that only the relevant part of the card is shown.
    a. Place 4 face-up cards into the auction pool.
    b. Place one card for each player plus an additional card in the item pool.
    c. Place one card for each player plus an additional card in the skill pool.
    Place the remaining cards in a deck on the dedicated position in the auction area.
7. Give the 1st player token to a randomly chosen person. This player is now the first player.
8. Give each player coins depending on their turn order. The first player receives 2 coins; player 2/3/4 receive 3/4/5 coins respectively.

GAMEPLAY

In Collectors, you play four quarters. Each quarter is divided into six phases. The phases are:

Phase 1. *Spend bottles*: spend bottles from your player board to make actions.

Phase 2. *Fill pools*: place new cards in the various card pools.

Phase 3. *Retrieve bottles*: Take the spent bottles back to your player board.

Phase 4. Get *income*

Phase 5. *Remove a quarter tile* and start the next round

After four quarters each player scores points according to their acquired collections and skills.

PHASE 1: SPEND BOTTLES

This phase is repeated in clockwise order, starting with the first player. On your turn, you must take one of the bottles from your player board and place it on one of the action spaces on the game board. If you have no bottles on your player board you must pass. Phase 1 ends once all players have passed.

When you place your bottle on an action space:

- the action space must be empty and
- you must be able to pay any cost for doing so as indicated by the cost in the seal of the action space on the game board. A cost is indicated by a black background and a gain of coins is indicated by a white background (see example below).
- **The effect of the chosen action space is performed directly after the bottle is placed and are described under the Actions section.**


Example: Whenever a player places a bottle on this action space, they pay $1 to the supply

Example: Whenever a player places a bottle on this action space, they gain $2 from the supply

PHASE 2: FILL POOLS

In this phase, cards move from one pool to another. This movement represents the change in times. Move the cards in this order:


1. Take the lowest card in the skill pool and place it in the market pool. Move the remaining cards in the skill pool to the lowest empty positions in the skill pool. Maintain the internal order of all the cards in the pool.
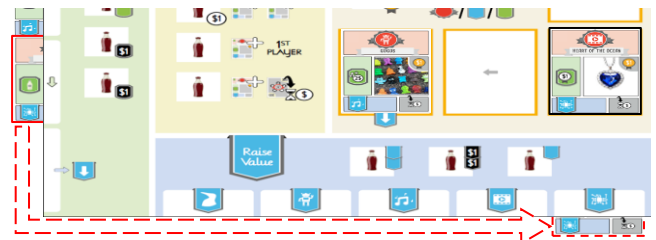
2. Take the leftmost card in the item pool and place it in the lowest free position in the skill pool. Repeat this process until the skill pool is full or the item pool is empty. Move any remaining cards in the item pool to the leftmost empty positions in the item pool.

3. Take the "lowest" card in the auction pool and place it in the market pool. Move the remaining cards in the auction pool to the lowest empty positions in the Auction pool, as indicated by the blue arrow labelled 3. Maintain the internal order of all the cards in the pool.
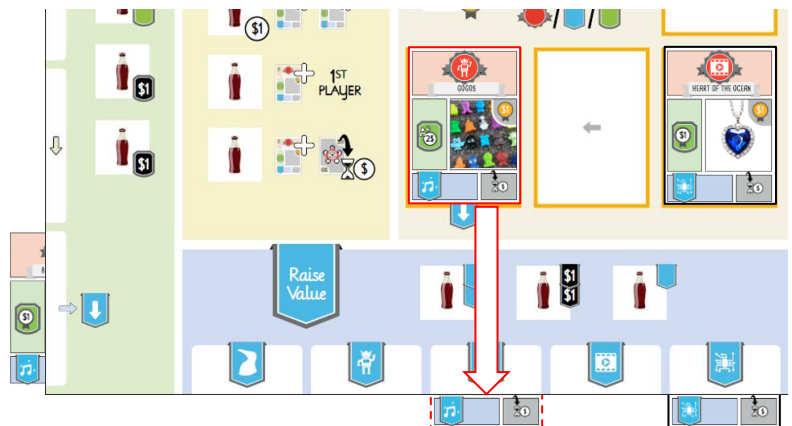
4. Now refill all pools (except the market pool) from the deck. All pools (except the market pool) should have the same number of cards after this step as after setup.

If a pool is empty you don't move any card into the neighbouring pool.

PHASE 3: RETRIEVE BOTTLES

Each player takes their bottles from the game board and places them on their player board. Each player takes two bottles and places one on each of the two leftmost positions. Players with more than two bottles may choose which bottle position to place their remaining bottles on. This placement will determine the income in the next phase.

PHASE 4: GET INCOME

There are two types of income in Collectors; draw cards and gain coins. In this phase, all players simultaneously take their income. Each player takes one coin for each income symbol on the player board that is not covered by a bottle and for each card tucked under the player board with an income symbol on it. Draw one card, unless a bottle covers the "draw one card" symbol.
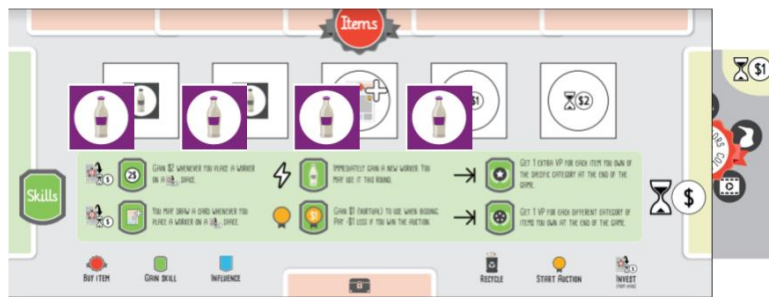
Example: Purple has four bottles and an income card tucked under their player board. They have placed two of their bottles on the two leftmost positions and the other two bottles cover the draw-one-card income and the other is covering the $1 income. The player takes $3 from the bank ($2 due to the uncovered position to the right and $1 due to the tucked income card.

PHASE 5: REMOVE A QUARTER TILE

Remove a quarter tile from the calendar. Whenever there are no new quarter tiles to remove, the game ends and you start counting your victory points.
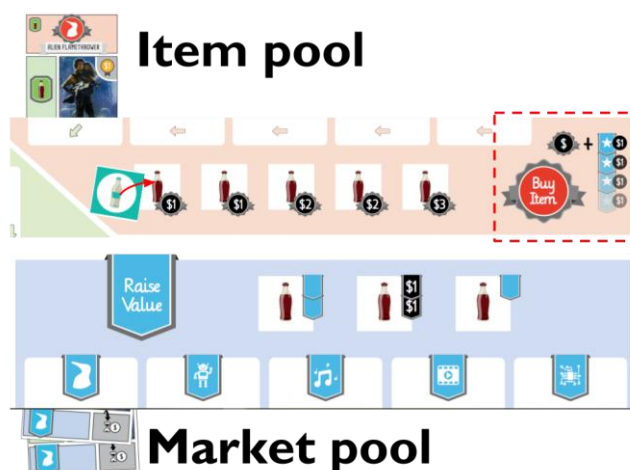
ACTIONS

There are five different kinds of actions: buy items, raise value, get a new skill, start auction, or work. Each kind of action has associated action spaces. Whenever you place a bottle on an action space you choose one of the action types. Once the action space is paid for, you perform the action as described in the following sections.

Reminder: if the seal of the action space has a black background you must pay the cost printed on the seal to the supply and if the seal has a white background you gain the amount printed on the seal from the supply.

BUY ITEM

Pick one card from the item pool or from your hand. Tuck the chosen card under your player board from above to show that this card represents an item you have bought. In addition to the cost in the action space, you must pay $1 per card in the *Market pool* that has the same symbol as the item you just bought. There is no upper limit in the number of items you may own.

Example: Green player places their bottle on the leftmost space. They may pick any item card from the item pool (in this case the penguin card) or from their hand. The player picks the penguin card and must now pay $3 ($1 for the action space cost where the bottle was placed and $2 for the number of penguin cards in the market pool.

GET SKILL

Take one of the cards from the skill pool or from your hand and tuck it under your player board from the left. This card will grant you skills for the rest of the game as detailed in the Special skills section below.

Example: Green player places their bottle on the topmost action space. They are allowed to take any of the cards tucked under the game board on the left (green) side or take one card from their hand. The chosen card is tucked under the board from the left.

Special skills

There are skills available in Collectors. These are explained on the player board:

If you own more than one card of the same skill type you use that skill once per card you own.

Example: Green player starts an auction by placing one of their bottles on the +$2 action space. The green player owns two Auction skills. As a result, the green player takes four coins in total.

RAISE VALUE

When executing this action, you must place cards in the market pool equal to the number of seals on your action space (one or two cards). You may place cards from your hand, from the card in the lowest position in the skill pool, or from the lowest card in the auction pool. When you place a card in the market pool, you tuck the cards under the icon on the game board that matches the icon on the bottom left of the card.

Example: Green player places their bottle on the leftmost action space. This allows them to place two cards in the market pool. They may pick any card from their hand of cards or any of the two cards in the skill pool or the auction pool with a question mark on it. Once a card has been chosen, the player should place a second card in the market pool. If the player picked the first card in the skill pool they are allowed to pick the card with a question mark, since this is the card in the lowest position now.

START AUCTION

Choose one of the four cards in the Auction pool or one card from your hand and place it in the space reserved for auctioned items. If you placed a card from your hand, you may place it face down. The card remains face down and the auction is performed without any other players knowing what kind of card it is.

The player who chose this action may bid any number of coins with a minimum of one. Now the player to their left must place a higher bid or pass. Continue in clockwise order until all players but one has passed. The player that won the auction must pay the bid amount to the supply.

When paying for the auction you may use cards from your hands as coins. Cards can be worth $1 or $2 as depicted in the upper right corner of the cards. Note that cards can only be used as coins during an auction.

If the card just won was placed face down, the winning player may look at the card without showing it to other players.

The player that wins the auction may place the card wherever they want; as an item under their player board, as a market share in the market pool, or as a skill under their player board. If the newly won card was face down, the auction winner may place the card face down as a secret item (next to the one that was chosen during the setup).

WORK

In the work area, you perform actions to increase your income, recycle bottles, draw cards and become the first player.

If you place your bottle in the uppermost action space (on the quarter tile), you must place two cards upside down from your hand next to your player board on its right side. Note that this action space changes characteristics during the fourth quarter to resemble the action spot below it.

Example: Green places their bottle on the topmost action space. They don't get any coins (this is the first quarter. If it would've been the second quarter they would get $1). Now they must take two cards from their hand and tuck them face down under their player board from the right.

There are four additional work options that are available for all quarters, they are shown in the picture below.

- If you place your bottle on the first action space from the top in the figure on the right, you must discard the placed bottle and put it back in the supply. Note that this means that the bottle is lost and cannot be used in a future round. Also note that the action space can be taken any number of times during the same quarter since it will always be empty.
- If you place your bottle on the second space from the top, you get to draw two cards from the deck to your hand.
- If you place your bottle on the third space from the top, you get to draw one card and you take the first player token.
- If you place your bottle on the fourth space from the top, you must draw one card from the deck to your hand and place one card from your hand face down next to your player board on its right side (as detailed at the beginning of this section).

SCORING

At the end of the game, you total your points. All players reveal their hidden items in their treasure chest and tuck it with the rest of their collected items. Count your number of points as follows:

- Each item gives their owner one point per market card in the market pool sharing the item symbol with the item. If there are no matching cards in the market pool to an item it is worth zero points.
- Every third $1 gives their owner one point.
- Some skill cards give further points (see the section on Special skills).

The player with the most points is the winner of the game. In the case of a tie, the player with the most cards in their hand wins. If there's still a tie, the victory is shared.

Example: A player has $4, two penguin items and one technology item. There are two penguin market cards and no technology cards in the market pool. The two penguin cards will give 2 victory points each and the technology card will give 0 victory points. The $4 gives 1 point. In total the player scores 5 victory points (4 for items 1 for coins).

THANKS