

## Start

Each player holds 5 artifacts with hidden authenticity and price.

## Round 3

Decision Node: Artifact is real or fake?

Real fake

Owner gains its set price value

Rare

Double the value gained

Owner loses \$1000.

Decision Node: Was the suspicion correct?

Yes

No

Player with correct guess Gains \$500

No changes

## Round 1 and 2

### Pitching phase

1. Select an artifact to auction (collective vote).
2. Owner gives a short pitch (tries to convince others).
3. Players may place suspicion tokens (optional).

### Auction phase

Appraiser starts a 45-second auction.

Decision Node: Is there anyone bidding?

Yes

No

Highest bid wins artifact.

Artifact returns to owner with increased value

## End of Game

Player with the highest valued set of artifacts wins!