

When more are playing, the number of sales made by an Auctioneer should be limited so that all players will have the privilege of being Auctioneer.

Winning the Game

After all players have been Auctioneer, the game ends, and each player figures out his profit or loss from his original capital. The player who has made the greatest profit WINS the game.

Suggestions

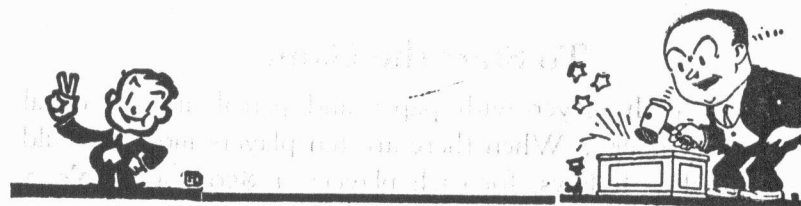
When bidding for an article, it is wise to remember the amount you wrote on your slip to regulate your bidding.

When making a bid it is well to consider what you believe other bidders have marked on their slips.

Guide your bidding by your opponents' as it will be their and the Auctioneer's purpose to get you to buy articles unprofitably.

When a full game or a large group are playing, it will be found a good plan to prepare all of the Article Envelopes before the Auctioneer starts the sale.

MILTON BRADLEY COMPANY
SPRINGFIELD, MASSACHUSETTS



Auctioneer

For four to ten or more players

Implements

1 Auctioneer's Hat	10 \$500 Bills
1 Auctioneer's Hammer	40 \$100 Bills
32 Designed Envelopes representing Articles for Auction	30 \$50 Bills
	20 \$20 Bills
	60 \$10 Bills
12 Pads of Paper	50 \$5 Bills
6 Pencils	40 \$1 Bills

Object of the Game

It is the purpose of each player to buy at auction articles put up for sale by the Auctioneer. Each article has a hidden value revealed after it is purchased by the Highest Bidder. If the buyer purchases the article at less than its value, he scores a profit. If he pays more than it is worth, he loses the difference.

To Start the Game

Supply each player with paper and pencil and an equal amount of money. When there are ten players money should be divided as follows, for each player: 1 \$500, 4 \$100's, 3 \$50's, 2 \$20's, 6 \$10's, 5 \$5's, and 4 \$1's, totaling \$1,179. When more are playing, reduce the total given each player.

Select a player to be Auctioneer and conduct the first sales. He has charge of the 32 Article Envelopes which comprise the stock of goods to be sold to the Highest Bidder.

To prepare for the Auction

The Auctioneer selects five Articles (represented by the Designed Envelopes) which he will put up for sale.

Each one of the five Article Envelopes is prepared in the following manner: each player writes on a slip of paper any amount from \$1 but not greater than \$25, being very careful not to let what he has written be seen.

The Auctioneer collects these slips and places them in one Envelope. All five Article Envelopes are prepared before the sale starts.

The Auction

The auction now begins, the Auctioneer putting up for sale one of the five Article Envelopes. All bid in real Auction fashion. The Auctioneer should try to get the highest price he can by talking up the merit of the Article for sale. (Much fun can be made by the Auctioneer if he exaggerates the merits

and claims of his wares.) When the bidding stops, the Auctioneer closes the sale with the customary cry, "Going, GOING, GONE," and the Highest Bidder gets the Article. Bids once made cannot be retracted.

Settling Accounts

The High Bidder opens the envelope and totals up the slips of paper therein. If the amount he has bid for the Article is greater than the total of the slips in the envelope, he pays the Auctioneer the difference.

EXAMPLE: If the Bidder owns the Article for a bid of \$100 and the total of the slips is \$50, he pays the Auctioneer the difference which is \$50, his loss on the purchase and the Auctioneer's profit.

If the amount he has bid for the Article is less than the total of the slips in the envelope, the Auctioneer pays the High Bidder the difference.

EXAMPLE: If the Bidder owns the Article for a bid of \$10 and the total of the slips is \$50, the Auctioneer pays the High Bidder the difference which is \$40, his loss on the sale and the High Bidder's profit.

Thus one sale is completed. The Auctioneer then selects and sells another Article Envelope. When the Auctioneer has made his five sales, the privilege of being Auctioneer passes to the next player, who sells five in turn, etc.