

BIZARRE BAZAAR

CODE BLUE

IMGD 2900

SYNOPSIS

Old T-shirts with indecipherable text? Electronics that smoke and spark when you turn em on? Sell 'em all at the Bizarre Bazaar! 3-4 entrepreneurs will switch between the roles of buyer and seller. Each role will learn a clue of item's value, but the true price remains unknown. Lie, low-ball, scalp; all is fair when haggling. But be warned; if you don't come to a compromise soon, the bazaar will confiscate your items! If your object doesn't have an interesting story, don't worry--just keep lying until the other player is convinced!

THINGS YOU NEED

- 3-4 money hungry players
- 1 Deck of Cards
- 3 Random Actual items for each player (i.e. 3 players, 9 items)
- A timer/stopwatch
- A method of tracking money (paper/pencil, poker chips, etc.)

STRUCTURE

- This is a haggling / flea market simulation game.
- Every player starts with 100 Bizarre Coins and 3 Random items.
- Players take turns pairing up and engaging in haggling sessions.
- In each session one player sells one item to another player .
- Every player must have 3 chances to sell an item and 3 chances to buy an item.
- The player with the highest net worth when the market closes wins.

HAGGLING

Each haggling session:

The buyer chooses one item to buy from a seller.

3 cards are dealt out and laid face down next to each other in a row.

These cards are the “value cards”.

To determine base value: Add up the 3 face down cards. (Joker = 0, Jacks=11, queens=12, kings=13, aces=14).

Draw one more card face up and set it aside as the “modifier card”, which affects the total value. (see table)

The buyer and seller each look at the card on their right.

Let the haggling commence. Start a timer for 2 minutes.

Make up whatever backstory you want for the item! Lie!

Come to a deal by the end of the 2 minutes.

If you come to a deal: the buyer pays the seller. Reveal the complete value of the item by flipping the 3 value cards.

The buyer keeps the item and adds its value to their net worth.

If you don't come to a deal: Reveal the complete value of the item. Both the buyer and the seller pay the value of the object to the house.

Put the cards from that session in a discard pile.

Once all haggling sessions end, players compare their net worths and determine the winner!

CONSULT THE DIAGRAMS

Modifier Card	♠ ♣	♥ ♦
2-10	Subtract the value on the card	Add the value on the card
Jacks	Buyer looks at the face down card neither player has seen	Seller looks at the face down card neither has seen
Queens	Remove the face down value card neither player has seen	Add a fourth face down card that can't be seen until haggling has finished
Kings	Make the middle card negative	Make the middle card $\times 2$
Aces	$\div 2$ entire value (round to nearest whole number)	$\times 2$ entire value
Jokers	Do nothing, lmao	

