

# Cheap as Ships

## Object of the game

Cheap as Ships is a bidding game for 2–4 players in which you play spaceship dealers. You will be buying second hand spaceship parts at auction, assembling them into complete ships, and selling them on for a profit. The winner is the dealer with the most profit at the end of three rounds.

## Components

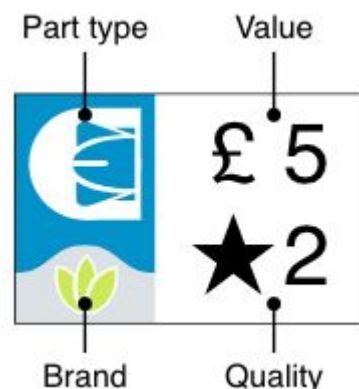
- 24 — front part cards
- 24 — middle part cards
- 24 — back part cards
- 8 — junk part cards
- 8 — bidding type cards
- 6 — auction cards
- 3 — specialist buyer cards
- 5 — brand loyalty cards
- 4 — bidding paddles
- 4 — dry erase markers
- 4 — player tokens
- 4 — player aids
- 1 — reputation board
- money (£1000)

## Brands

Different companies make different brands of ship parts. Parts with the same brand work better together.



## Part cards



**Part type:** A front, middle and back part are needed to make a complete ship.

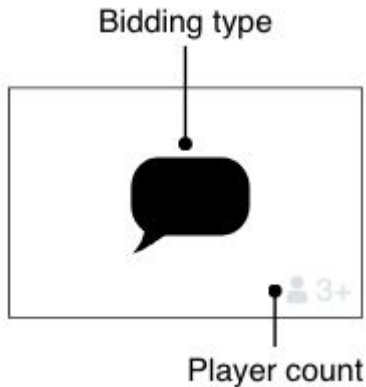


**Brand:** Parts with the same brand work better together and give a bigger reward when selling ships.

**Value:** The amount of money you will get when selling the part.

**Quality:** How good the part is. Will increase or decrease your reputation when sold as a part of a ship.

## Bidding type cards

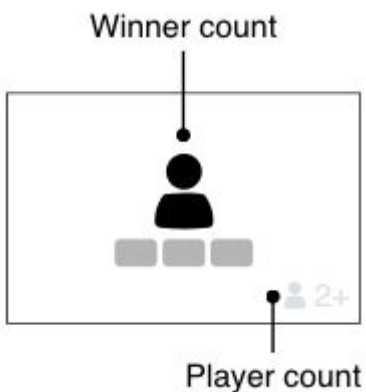


**Bidding type:** How the bidding will work for the auction.

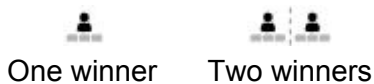


**Player count:** The number of players to include this card with.

## Auction cards

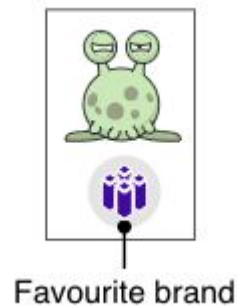


**Winner count:** How many players will win the auction.



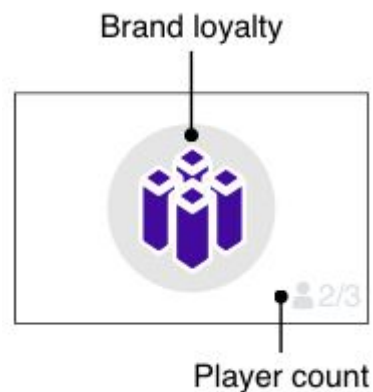
**Player count:** The number of players to include this card with.

## Specialist buyer cards



**Favourite brand:** Specialist buyers will reward players for selling ships that include their favourite brand.

## Brand loyalty cards



**Brand loyalty:** The brand you are loyal to. You will get a reward at the end of the game if you have been loyal to your brand and bought ships that include it.

**Player count:** The number of players to include this card with.

## Money

The amount of money players have is always public, so money should be visible to the other players.

## Game setup

1. For the bidding type, auction and brand loyalty decks, return to the box all cards which are not used based on the number of players.
2. Place the reputation board on the table, off to one side but visible to all players.
3. Shuffle the specialist buyer cards and place them face-down next to the reputation board.
4. Construct three decks of part cards according to the instructions in *Creating lot decks* and place them face-down out of the game to one side.
5. Place the money in a pile next to the reputation board. This forms the bank.
6. Each player chooses a player token in the colour of their choice and places it on the 0 space of the reputation track on the reputation board.
7. Give each player a player aid and bidding paddle matching the colour of their token.
8. Give each player £80 from the bank.
9. Give each player two junk part cards. They place them face up in their workshop area. Return the unused junk part cards to the box.
10. Shuffle the brand loyalty cards and deal one face-down to each player. They may look at the card, but not show it to anyone else.
11. Randomly assign someone to be the start player.

## Creating lot decks

Shuffle each of the front, middle and back part decks and then use them to assemble three lot decks using the table below. Shuffle each of them and place them face-down out of the game to one side. Return the unused part cards to the box.

Players	Front	Middle	Back
2	4 cards	4 cards	4 cards
3	6 cards	6 cards	6 cards
4	8 cards	8 cards	8 cards

## Round order

The game is played over three rounds. Each round is divided into six phases that must be played in order.

**Setup phase:** During the setup new cards are revealed.

**Auction phase:** Players bid in several auctions in order to gain part cards.

**Selling phase:** Players simultaneously combine their part cards into ships and sell them.

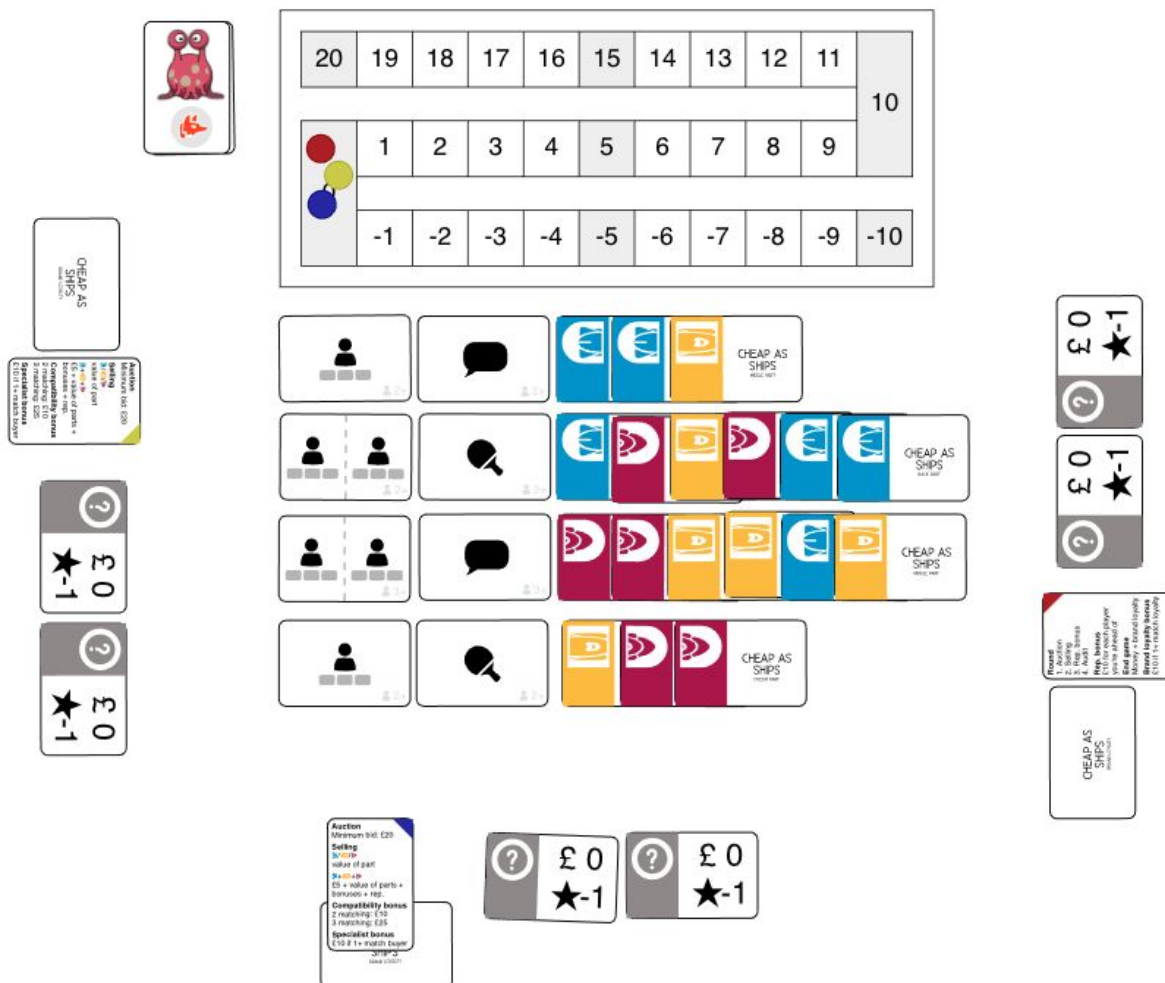
**Reputation phase:** Players gain a bonus according to their relative position on the reputation track.

**Audit phase:** Players declare how much money they have.

**Cleanup phase**

# Example game setup

A three player game after setup.



## Player area

The area in front of the player is divided into two: the workshop area and the sold ships area.

**Workshop area:** This is where purchased but unsold ship parts go.

**Sold ships area:** This is where the cards for sold ships go. The part cards in a ship are placed face-up and overlapping so that the icons form a complete ship and the brands are all still visible.

## Setup phase

**Reveal a new buyer:** Turn over the top card in the specialist buyers deck to be face-up on top of the deck.

**Deal auction cards:** Shuffle the auction deck and deal them face-up in a vertical column in the middle of the table (leaving enough room to deal 7 more cards to the right of it).

**Deal bidding type cards:** Shuffle the bidding type deck and deal them face-up, one next to each of the auction cards. Place any remaining bidding type cards out of the game to one side.

**Deal part cards:** From one of the assembled lot decks deal part cards face-down in a row to the right of each of the bidding type cards. If the auction has a single winner, deal three cards. If the auction has two winners, deal six cards. To save space you may overlap the cards. However, the part type on the back of each of the part cards must be visible.

## Auction phase

Each row represents an auction that players will be bidding in, with the winner or winners paying their bid and drafting the part cards in the auctions lot.

Start with the top row. Once that auction is complete, move on to the next auction until all the auctions are complete.

Each auction is split into four steps:

**Reveal the lot:** Turn over the part cards in the lot so they are now face-up and the entire face of all the cards are visible.

**Bidding:** Players bid on the parts in the lot. How the bidding works depends on whether the bidding type card depicts an open or a closed auction (see *Open bidding* and *Closed bidding*).

**Winners pay their bids:** The winner or winners pay their bid to the bank. The others players do not have to pay anything, even if they made a bid.

**Draft the lot:** The winner or winners take the cards from the lot (see *Draft the lot*).

If there are more auction cards, move on to the next auction (top to bottom). The start player for the next auction is the first place winner of the previous auction.

If there are no more auction cards, move on to the selling phase.

## Open bidding

Beginning with the start player and moving clockwise, you may either:

**State your bid aloud:** It must be higher than the previous bid or, if you are the first player not to pass, it must be equal to or higher than £20. You may not bid more money than you have.

**Pass:** You are no longer involved in the bidding process. You may not jump back into the bidding.

Continue until all but one player has passed.

If the auction card indicates there is one winner, the winner is the player who bid the most money.

If the auction card indicates there are two winners, the player that bid the most money wins first place, and the player that bid the second most wins second place.

*Note: This means when bidding gets down to the last two players, the only incentive to keep increasing the bid is to be the player who goes first when drafting the lot.*

If everyone passes, there are no winners. Discard the part cards in the lot.

If the auction card indicates there are two winners, but only one player makes a bid, there is only one winner but they will still only draft half the cards (see *Drafting with no second place winner*).

## Closed bidding

Players simultaneously secretly write their bid onto their bidding paddle. Once everyone has chosen their bid, all players turn around their paddles to reveal their bid.

Your bid must either be:

### **Equal to or higher than £20.**

**Zero:** to indicate you do not want to participate in this auction. You cannot win this auction. Any value less than £20 (either intentional or mistaken) is considered to be a bid of zero.

If the auction card indicates there is one winner, the winner is the player who bid the most non-zero amount of money.

If the auction card indicates there are two winners, the player that bid the most non-zero amount of money wins first place, and the player that bid the second most non-zero amount of money wins second place.

If no-one makes a non-zero bid, there are no winners. Discard the part cards in the lot.

If the auction card indicates there are two winners, but only one player makes a non-zero bid, there is only one winner but they will still only draft half the cards (see *Drafting with no second place winner*).

## Breaking ties

Ties are broken according to who is highest on the reputation track. Further ties are broken according to who is closest clockwise from the lead bidder (the lead bidder loses the tie).

**Example 1:** The auction card indicates there are two winners. Sidney, Grace and James all bid £30. Ahmed bids £28. Grace is higher on the reputation track than both Sidney and James, so Grace wins first place. Sidney and James have the same reputation, but Sidney is closer to the lead bidder, so Sidney wins second place. James and Ahmed do not win.

**Example 2:** The auction card indicates there are two winners. Isaac bids £29. Lance and Carry both bid £28. Alice bids £20. Isaac wins first place. Lance is higher than Carry on the reputation track, so wins second place. Carry and Alice do not win.

## Draft the lot

If the auction card indicates there is one winner, they win the entire lot. They take all the cards in the lot and place them face-up in their workshop area.

If the auction card indicates there are two winners, the players that won first and second place draft the lot. The winning players, starting with the player that won first place, take it in turns to pick a card and place it face-up in their workshop area. Continue until all the cards in the lot have been taken.

## Drafting with no second place winner

If the auction card indicates there are two winners, but no player was eligible to win second place, then the player that won first place chooses half and places them face-up in their workshop area. Discard the remaining cards in the lot.

## Selling phase

Players simultaneously sell part cards and ships. You can sell as many or as few part cards and ships as you like. Any unsold parts will be carried over to the next round.

### Selling part cards

To sell a part card, take the value of the part from the bank and discard the part card.

Note, when selling individual part cards in this manner you do not get the specialist bonus, and you do not adjust your reputation.

### Selling a ship

A completed ship consists of a front, middle and back. To build a ship, pick a front part card, a middle part card and a back part card from your workshop to combine into a ship. You may use one or more of the wildcard junk parts from your workshop in place of any of the front, middle or back.

A ship is worth:

- £5
- + value of the parts
- + compatibility bonus
- + specialist bonus

Take the money for the ship from the bank, adjust your reputation, and place the part cards in the sold ship area.

**Example:**



Selling this ship gets the player £45 and 3 reputation.

$$\begin{array}{ll} £5 & \text{(for selling a ship)} \\ + £5 + £5 + £10 & \text{(value of parts)} \\ + £10 & \text{(compatibility bonus)} \\ + £10 & \text{(specialist bonus)} \\ = £45 & \end{array}$$

### Compatibility bonus

You can sell ships with parts made from different brands. However, when parts of the ship are of the same brand, they work better together.

If two parts of the ship have the same brand, you get a £10 bonus. If all three parts of the ship have the same brand, you get a £25 bonus.

Note that junk parts are off-brand, and do not count towards the compatibility bonus.

## Specialist bonus

You can always sell your ships to anonymous buyers. However, each round there is a specialist buyer who has their own favourite brand. If your ship has one or more parts that match the brand they are looking for, they will reward you with a £10 bonus.

Note, if you have two or three parts that match the brand they are looking for, you will still only get a £10 bonus.

## Adjusting reputation

Selling high quality parts will increase your reputation, while selling poor quality parts will decrease it.

Sum up the quality of the parts, and move your player token up or down on the reputation track accordingly.

You cannot have less than -10 reputation, and you cannot have more than 20. If you would move past these values, stop and stay at that value.

Note that you sum the quality before adjusting your reputation, so if you were on -10 reputation and sold a ship with -3, +2, +1 you would stay on -10, not go up to -7.

## Reputation phase

Each player gets £10 for each player they are ahead of on the reputation track.

## Audit phase

Each player counts up how much money they have and declares it out loud.

By the end of the audit phase, every player should know how much money every other player now has.

## Cleanup phase

1. Move the top face-up specialist buyer card to the bottom of the deck.
2. Reassemble the auction deck by collecting up and shuffling the auction cards from the round.
3. Reassemble the bidding type deck by collecting up and shuffling the bidding type cards, including the ones discarded during the *Setup phase*.

## Game end

The game ends after the third round. Take money according to the brand loyalty bonus and work out who is the winner.

## Brand loyalty bonus

Take £10 from the bank for each ship sold that has one or more parts of the brand on your brand loyalty card. If a ship has more than one part that uses that brand, you still only get £10 for it.

## Winner

The winner is the player who has the most money.

If there is a tie, it is broken according to who is highest on the reputation track. Further ties are broken according to who sold the most ships, and then who sold the highest total value of part cards.



# Credits

## Playtest

Christopher January  
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## Artwork

All artwork from the Noun Project

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Geometric form — Ben Davis  
Leaves — Magicon  
Person — Diego Naive  
ping pong — Darrin Loeliger  
Rocket — BomSymbols  
Round alien — Laura Reen  
Speech — Alex Bakker