

# MINT BID

THE MINTY FRESH  
BIDDING GAME



## SETUP

All players must sit with one player to their left and to their right.

Shuffle the Location cards and then create a Location Deck by using the chart below. Place this deck in the middle of the table in reach of all players.

- **3 Players:** 8 Location Cards
- **4 Players:** 12 Location Cards
- **5 Players:** 16 Location Cards
- **6 Players:** 20 Location Cards

The player with the freshest breath is the first Auctioneer.

## SEQUENCE OF PLAY

During each round, perform the following steps.

1. **Collect Income:** Each player gains 4 Mints. The number of Mints a player has is public knowledge. White Mints count as 1. Red Mints count as 5.
2. **Prepare Auction Block:** The Auctioneer flips a number of Location cards face up that is equal to the number of players minus one.
3. **Bid:** The Auctioneer chooses a Location from the Auction Block to Bid on. Once the Auctioneer has chosen a Location, they must choose to have an Open or Closed Auction. (See Open and Closed Auction sections of this Rulesheet.) Once a Location has been won, pass the Auctioneer token to the next player to the left. That player then chooses one of the remaining face up Location cards and begins the Bid step anew.  
**This step continues until there are no more face up Location cards.**
4. **Roll:** Roll the die. Players gain 1 Mint for each Location they control whose Victory Points match the die result.

A new round starts once all these steps have been completed.

Continue playing the game until the Location Deck is out of cards and there are no more Locations to bid on.

## CONTENTS

- 30 Location Cards
- 4 AI Cards
- 1 Die
- 40 White Mints
- 10 Red Mints
- 1 Auctioneer Token

After the mayhem caused by villains and superheroes battling it out in the streets of Mintopia, the most influential members of the city have decided it is time for a change. These CEOs, community leaders, tastemakers, and city planners have come together to bid for different properties so they can rebuild a newer, better city. No one individual can bear the cost of building a city alone, so these rivals must bid in tandem to stake their claim on this new city's Locations. The player with highest valued Locations will be declared Mayor of New Mintopia City!

## OPEN AUCTIONS

During an Open Auction, the players can (and should!) discuss among themselves how much they're willing to pay to gain control of the chosen Location.

Bidding is both a competitive and cooperative effort. The Auctioneer starts off the bidding at a minimum of 1 Mint. Players may choose to partner up with the player on either side of them. If either player agrees to partner up, then they must bid at least 1 Mint to contribute to the collaboration. Add up the total number of Mints to create the Current Bid.

*Ex: John is the Auctioneer and has chosen the Mine. He places 1 Mint into the bid. Rachel is sitting to his right, and they agree to go into the Auction as partners. She places 1 Mint into the bid. The Current Bid to beat for this Location is 2 Mints.*

Now, in clockwise order, each player may place their own bid. They too may choose to partner up with the player to either side of them. However, the total of the new bid must be greater than the Current Bid.

*Ex: Matt is next in line to bid after John. He asks to partner up with John by offering to put in 2 Mints if John goes in with him. John could agree to side with Matt and add his Mint to Matt's, but decides not to. Stephen is sitting to Matt's left, so Matt offers him the same deal. Stephen agrees and adds 1 Mint into the bid. The Current Bid to beat for the Location is now 3 Mints, and Matt and Stephen are currently winning the Auction.*

Note that players are not locked in as partners; they may choose to change their partner during their or an adjacent player's turn, as long as that player is sitting to their right or their left. A Player could also pass their turn if they are either happy with the deal they made or if they don't want to bid right away.

*Ex: On Stephen's turn, he may choose to pass and keep the deal he has going with Matt or create a new deal with the player to his left.*

Each new bid must be higher than the Current Bid. A player who cannot outbid the Current Bid, either on their own or with a partner, is forced to Withdraw. This is different from passing. When a player chooses to Withdraw from bidding, they are no longer allowed to make bids or partner up with any player during the current auction. Bidding continues until all players currently losing the Auction withdraw.

Once the Open Auction is complete, the winning partners pay the Current Bid and place the Location between them. (See Placing Locations Section of this rulesheet.)

If a player wins an Auction without a partner, they must still choose a player to their left or right to share that Location with.

## OVERVIEW

## CLOSED AUCTIONS

If the Auctioneer chooses a Closed Auction, players cannot discuss how much they are bidding. Each player should secretly select a number of Mints they are willing to pay for the Location in one hand until all players have selected their bid. Once ready, all players simultaneously reveal how many Mints they are bidding for the Location. (Note that players may choose 0 Mints in this Auction, but should still 'select' and reveal their bid at the same time as the other players.)

The players with the highest combined total bid that are sitting adjacent to each other win the Auction. In the event of a tie, the player with the highest individual bid picks with whom to partner. The winners then pay the amount they bid and place the Location between them. (See the Placing Locations Section of this Rulesheet.)

If more than one player including the Auctioneer has tied for the highest bid, the Auctioneer is the Auction winner. If the Auctioneer is not involved in the tie, then they choose a player to be the Auction winner. If that player can pay the highest bid with the player to their left or right (due to both of those players bidding the same amount) they choose between which players the Location will be placed.

## PLACING LOCATIONS

Location cards are always placed between two adjacent players. They must always be placed with their Icon and Name facing up. All buildings placed (after the first) must connect to any side of an existing Location. Players may have at most 2 rows of cards, but there is no limit to the number of cards in a row.

A player is considered in control of all Locations to their right and left.

**Important: The color of the Mints on the sides of the cards do not need to match. If they do, each matched Mint color rewards an additional 1 Victory Point (VP) at the end of the game.**

## END OF GAME

The game ends when there are no more cards in the Location Deck and there are no more Locations to bid on. Before scoring, there are Special Abilities players may gain based on who has the most of each card type. If no one player has the most of a card type (e.g. a tie,) no player may use that special ability. Perform these Special Abilities in this order:

Deed (🏠): The player with the most Deed Locations gains a random Location from the unused Location cards and places it in any valid position.

Utility (⚙️): The player with the most Utility Locations may move 1 Location from its current position to a new valid position while keeping it between the same two players it was originally placed.

Production (⚙️): The player with the most Production Locations may rotate any Location 180 degrees.

Culture (🎨): The player with the most Culture Locations gains an additional 1 Victory Point for each matching Mint color they control.

Once all Special Abilities have been completed, each player adds up all of the visible Victory Points (☆) on all the Locations they control. They then gain 1 Victory Point for each matching Mint color they control. The player with the most Victory Points wins. In the event of a tie, the player with the least total number of Locations wins the game. If that still does not determine a winner, the player with the most remaining Mints wins. If a winner is still not decided, the game is a tie.



## CREDITS

Game Design Ben Chang

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## 2 PLAYER MODE

When playing with just two players, both players must sit across from each other and roll to see who is the starting Auctioneer. To set up the game, remove all Locations with a Victory Point value of one or six before creating the Location Deck. Shuffle the Location cards and then create a Location Deck by randomly selecting 10 cards.

During the Income Step, the player gains 2 Mints instead of 4. During the Auction Block step, place two cards face up on the table. During the Bid step, players do not have the option to form a partnership and all auctions are Open Auctions. **Locations are not shared.**

The game ends when there are no more cards in the Location Deck and there are no more Locations to bid on.

## 2 PLAYER VARIANT (AI MODE)

This variant works includes an AI that is used as a mock third player. Choose an AI card that you wish to include, and place it face up "sitting" between the two players. Follow normal 2 Player setup and Income rules.

After each player has made their bid for the Location, roll the die for the AI, checking the die result against the "2 Player" side of the chosen AI card. If their bid is higher than the Current Bid, in turn order each player may change their bid to beat the AI. If neither does, the AI wins the Location. The players must place that Location in the most advantageous position for the AI. **Remember that in 1 and 2 player games, Locations are not shared.**

If the AI is able to perform any Special Abilities, choose the most advantageous play for it to succeed in winning. If there is no way for the AI to win, they will not use their Special Ability.

## SOLITAIRE RULES

In this game mode, the player is always the Auctioneer. To set up the the game, remove all Locations with a Victory Point value of one or six before creating the Location Deck. Shuffle the Location cards and then create a Location Deck by randomly selecting 8 cards. Finally, choose an AI card and place it with the "1 Player" side facing up.

During the Income Step, the player gains 2 Mints instead of 4.

During the Auction Block step, place one card face up on the table.

Skip the Roll step.

The player may Withdraw or bid 1 Mint for the Location. They then roll the die. Match the result to the AI's card to determine whether the bid is raised, they use a special ability, or they Withdraw. If the player Withdraws at any time, the AI gains the Location. The player must place that Location in the most advantageous position. If the player outbids the AI after the die roll, they spend the Mints and win the Location.

The game ends when there are no more cards in the Location Deck and there are no more Locations to bid on.

If the AI is able to perform any Special Abilities, choose the most advantageous play for it to succeed in winning. If you control more Victory Points than the AI, you win!