

Chesterfield Charity Cheese Auction

2-8 players, 15-30 minutes per game

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Goal

The winner is the person who ends the game with the most points, which are scored by collecting and laying down sets of cards. Players acquire additional cards through cheese auctions.

Setup

To play this game, players will need:

- a 44 card Cheese deck (plus 1 first player card)
- pencil and paper – used to keep track of money (or substitute poker chips if available)

To begin play:

- Shuffle the Cheese deck and deal out 4 cards facedown and set these aside. These cards are the Reserved Cheese pile and will not be revealed until the end of game.
- Deal 4 cards to each player. Each player starts the game with \$20. Players' money amounts are considered public knowledge and should be visible and shared with all players throughout the game.
- A set of 4 cards is then dealt facedown. This set is the first auction block.
- The person who last ate cheese is given the first player card and is the starting player.

Gameplay

The game is played over multiple rounds with each round having phases of:

- Auctioneer auction
- Cheese auctions & laying down sets (4x)
- End of auction block upkeep

The Auctioneer

With each new auction block dealt, a round of bidding will determine the Auctioneer. The person who becomes the Auctioneer has three distinct advantages for that auction block set:

- The Auctioneer gets to pick up and see the full set to be auctioned
- The Auctioneer decides the order that cards will be auctioned
- The Auctioneer sets the initial bid (can be 0)

Auctioneer Auction

The Auctioneer Auction begins with the first player. Players may bid any amount provided they have that amount in their bank. During their turn, players can cash in (i.e. discard) cheese cards for their trade value to increase their bank amount. No card actions can be played as part of the Auctioneer Auction.

Once an initial bid has been made, players may only raise or drop. Players who drop may not re-enter that round of bidding. Bidding continues circling around the table until all but one player has dropped. That player is then declared the Auctioneer for that set and the winning bid amount is subtracted from his/her total. If no bids are made, the Auctioneer defaults to the first player.

Cheese Auctions

The Auctioneer may now look at all the cards in the auction and select which card he/she would like to first auction. That card is then played face-up in front of the Auctioneer. Bidding begins with the Auctioneer and follows similar rules to the Auctioneer bidding with the exception that during a player's turn that player may play any number of actions from their hand. When a card action is played, that action is in effect for the duration of that cheese auction. Multiple actions may be played. Once a player has dropped from an auction, that player may not play actions to affect that auction. However, players may play card actions and then drop.

Example: During a cheese auction, Jacob plays a Pecorino card action, which indicates that this is the final round of bidding for this card and bidding will end with Jacob. Jacob then makes a bid of \$4. Matt follows Jacob by playing another Pecorino card action, now changing the bidding to end with Matt. Matt makes a bid of \$5. On Alice's turn, she plays the Emmental card action, which now makes the auction a silent auction. Alice's card

states that no further card actions can be played. All players that remain in this cheese auction must now provide a single secret bid.

Once an auction ends, the winning bidder deducts the bid amount from their bank total and adds the auctioned cheese to their hand. Unless otherwise stated on the card, any cards that were played for actions that round are now discarded. If no bids were made on the cheese, that card is immediately discarded. Players may not lay down sets, after which the Auctioneer selects the next cheese for auction and a new auction begins.

NOTE: In the case of the Feta cheese action, all bids (even losing ones) made in that auction are paid out to the bank. With the Roquefort action, the winning bid must pay \$5 more than their bid specifies to take the auctioned cheese. If a Bleu cheese action is played, the winning bidder must score the Bleu cheese immediately, even if they can't afford to buy the original cheese auctioned due to Roquefort actions being played.

Laying Down Sets

After each cheese auction, players may now lay down sets (face-up). Sets may be collected as two or more cards, with larger sets incurring scoring bonuses. A set of two cards scores the point value printed on the cards. If a set is larger than two then each additional card beyond the second scores that number of points as well.

Example:

- *A set of 2 Gruyere cards scores 3 points.*
- *A set of 3 Gruyere cards scores 6 points (3 + 3)*
- *A set of 4 Gruyere cards scores 9 points (3 + 3 + 3)*

Once a set is laid down, it may not be added to until end of game. Players may lay down a second set of 2 cards, although this scores as a set and not as two additional bonus cards. Only Cheddar and Gruyere actions may be played at this time.

Example: Bob already has a set of Feta cards laid down scoring him 4 points. In his hand, he has 2 additional Feta cards. Bob can lay down this as a set and score 4 more points, or he can try to hold on to them to meld/merge at the end of the game for a possible 8 additional points (4 for each card merged).

End of Auction Block Upkeep

Once all 4 cards have been auctioned off and sets have been laid down, players now enter the upkeep stage. Any player with more than 4 cards must pay \$4 to keep each card over the 4th or elect to discard a card. Players cannot discard down below 4 cards. Any player with less than 4 cards gains \$4 for each card below 4.

Example: Meredith has 6 cards, while Kevin has only 3. Since Meredith is 2 cards over the 4 card threshold, she must pay \$8 to keep all 6 cards, or pay \$4 and discard a card, or discard 2 cards. Kevin automatically gains \$4 at the start of this round.

Once upkeep costs have been paid, a new auction block of 4 cards is dealt facedown. The first player card is passed to the player to the left of the first player. Auctioneer bidding begins anew.

End of Game Scoring

Once the last auction block is completed, players now have a final opportunity to merge any of their cards to sets they have already played. Players cannot merge any cards to sets that an opponent has played. With the exception of Cheddar and Gruyere cards, no additional actions can be played at this time.

The winner is the player with the most points. In the case of the tie, the player that played the highest cheese set value is the winner. Example: a 3 card set of Roquefort (which scores 8) would beat out a 2 card set of Camembert (which scores 5).