

BLOCK FRIDAY



Bluff, block and buy your way to the best bargains on Black Friday.



15-20 min.



2-6



12+

The Thanksgiving leftovers are in the refrigerator and you got Uncle Leo off the couch and out the door. Time to relax. Just kidding. Relaxing is for suckers. It's time to prepare for the most intense 24 hours of your life. There are deals to be had and complete strangers to maul if they get in the way. It's Black Friday!

Let's go shopping!!!

Contents

- Rulebook
- 35 Bargain Cards
- 18 Grab Cards
- 6 Budget Cards
- 6 Budget Trackers

Object

Save the most money while shopping for bargains.

Set Up

Give each player a Budget Card, Budget Tracker and 3 Grab Cards (one left, right and middle). Each player should place their Budget Tracker on the \$2400 position of their Budget Card. Shuffle the Bargain Card deck and set it near the playing area.

How to Play (for 3-6 Players)

Block Friday is played over five rounds.

Set up a round by placing a Bargain Card off the top of the pile face-up in each gap between players and one in the middle of the playing area. Each card shows the Item, the Original Price, the new Bargain Price and the Money Saved. Some cards have a Door Blaster star to call out a great bargain.



All players now choose one of their Grab Cards and place it face-down in front of them. Prior to placing your card down, you may have any discussions you would like with any/all other players.

Once everybody has played a Grab Card, flip your card over and move it toward the Bargain you selected. If multiple people choose to take the same Bargain Card, nobody gets the Bargain Card. If only one person chooses to take a Bargain Card, take the card and set it near you then move your Budget Tracker down

on your Budget Card an amount matching the price you are paying. If the cost would cause your Budget Tracker to go off your Budget Card, you cannot claim the Bargain Card or block another player from claiming it.

When you finish the round, set up the next round exactly the same as this round.

2 Player Rule Adjustment

For the two player game, three Bargains are placed each round, one will be considered left, right and middle.

Each player will get two sets of Grab Cards. Place two each round. Two cards beat one card. Equal cards directed at a Bargain by players will result in nobody getting the Bargain.

Game end

The game ends when the fifth round is completed.

Winning

Players add together their Money Saved and half their remaining budget. Highest total wins. If there is a tie, the player with more Bargains is the win. If still tied, the player with the most money saved is the winner.

Credits

Game Concept, Art and Layout: Chris Romansky

Play testers: Rachel Romansky, Andy Romansky, Justin Johnson, Dani Johnson, Joel Sherman, Crystal Sherman

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