

Bucket List

More Me, More Glee!

You're a tycoon, and you've discovered Clone Manufacturing Corporation! CMC auctions clones and trains them to take your place while you check items off your bucket list. Whoever gets the most enjoyment from their experiences wins the game!



Features

- family friendly, gateway game with easy to learn and accessible rules
- light, humorous flavor text enhances experience
- mechanics include blind auction system, hand management, and set collection
- increasing auction size creates arc, keeping players in contention and building to a climax



Play tests available on Tabletop Simulator

Game Play Overview

The goal of Bucket List is to get the most enjoyment out of your experiences. You will compete in an auction each turn to acquire experiences along with clones, who will take your place while you're gone (your clones have you covered!).

Each turn, you'll choose 1 card from your unique hand of cards to bid on a display of experiences and clones. You

also have a "Pass" card, in case you don't want to bid. Players simultaneously reveal their bids. If everyone passes, you'll add another experience and clone card to the display and bid again. Whoever wins the auction wins the entire display.

You'll use the clones you've accumulated to enjoy your experiences and earn points. Whoever has the most points at the end of the game is the winner!

Components

- 1 Board
- 1 Rule book
- 1 Marker token
- 5 Large player tiles
- 5 Color scoring markers
- 5 Bid card hand tiles
- 30 Bid cards
- 50 Clones (*could be meeples*)
- 72 Manufacture Clone cards or tiles (2.5"x2.5")
- 132 Bucket List cards or tiles (2.5"x2.5")



1-5
players



30-60
min.



Ages
10+



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