

Flatland Fantasy Convention - Auction Information

This year at the Flatland Fantasy Convention, we will be running a Game Auction from 6pm to 8pm on Saturday, replacing the regular Flea Market Area.

Sellers must register their games with our Auction Coordinator (TBD) by filling the Flatland Fantasy Auction Form *prior* to game submission. The form is available online, so filling out the form prior to the convention is recommended.

Initially a limit of 20 submitted games will be in place for all auction participants. This limit will be in effect until 10:00 AM Saturday. After that time, if the limit for the number of games in the auction has not been reached (300), additional items may be submitted by any participant.

Games will be accepted until 1:00 pm Saturday. Submitted items will be displayed on shelving by the Open Gaming Area.

SELLING CONDITIONS

1. Only the first 300 games submitted for auction will be accepted.
2. The following items will NOT be accepted for auction:
 - o Roleplaying games
 - o Computer games
 - o Magazines without a game in them
 - o Unbundled CCG Cards & Miniatures
 - o Gaming paraphernalia (cases, boxes, bags, sleeves, etc.)
3. The following items WILL be accepted for auction:
 - o Board Games of all kinds (missing components must be listed)
 - o Bundled CCG cards (decks) and Miniatures
 - o Magazines with a game in them
4. Each item must have an accurate Condition and reserve bid declared on the form. See Condition Guide at the end of this document for details on condition. Minimum reserve bid is \$1.00.
5. Once an item exceeds the reserve bid the item is sold. If not, the item will be returned
6. As a seller, you will be levied a 15% charge based on the total selling price per item, or a minimum of \$1.00 per sold item, whichever is greater.
7. Money from sold items and items not sold can be picked up one hour after the end of the auction. This must be picked up before 12:00 PM Sunday.
8. Any items in our hands at the end of the convention, becomes property of FRAG

AUCTION PROCEDURE

Prior to the auction, interested bidder should get an auction flag from the Auction Coordinator.

1. Item up for bid will be displayed and described by auctioneer. Auctioneer will start the bid at the reserve price.
2. All interested parties raise their bidding card above their heads to indicate interest.
3. Auctioneer raises bid in gradually decreasing amounts (\$5 -> \$2 -> \$1). As the price escalates, disinterested parties lower their bidding cards. Auctioneer raises bid until there is a single party interested in the item.
4. In the case of a "tie" for last bid (the last people in the bidding lower their flags at the same time), the auctioneer will say "First to \$XX". First person the raise their bidding card will win the auction.
5. Auction runners will immediately deliver the game to the winner of the auction. Please have correct change ready.
6. Auction items generally alternate between board games and miniatures to give attendees a chance to complete their transactions and get back into the bidding for the next item!

Happy Bidding!

The Flatland Fantasy Convention Committee would like to thank the organizers of FallCon for providing great guidelines, resources and the inspiration for performing this auction!

Game Condition Guidelines

Mint - A game is mint only if in the original shrinkwrap. A completely unplayed game which has been unwrapped is not mint. Some games, especially some of the left over Avalon Hill stock, sometime comes without shrinkwrap. Even though completely new, are not mint. **Punched games are not mint.**

Near Mint - This is an opened game with either no flaws or a very minor flaw, such as a small amount of corner or edgewear. Components have been played very little, if at all. Counters can be punched and there can be a minor flaw.

Excellent - A game that is rated as very good will have some flaws associated with it. Some of these flaws can be more extensive edge or corner wear, some minor tape damage, a broken corner or two, a small amount of writing, a small tear in the litho or some minor fading. Usually only **one or two** of these flaws would be present. The overall appearance of the box will determine whether it is very good or a lesser rating. This is a game that has been played but has been well taken care of. There can be some flaws such as small creasing or highlighting in the rules, some wear on the map creases, or some minor stains. It is still a nice copy for the player or possibly the collector.

Very Good - A game in good condition can have several of the flaws described above and usually to a greater degree of severity. These could include heavier wear and more extensive rips or tears. However, the box is still intact with the cover still in presentable condition. This is a well-used game. There could be some wear (or even writing) on the counters, the map could be torn or stained, the rules have been read many times with possible heavy highlighting or writing in them. It still serves the purpose of the person who wants to play this game or wants to collect a less expensive copy.

Fair - This condition indicated major flaws with the game. These could include extensive and heavy wear, missing side aprons, box artwork badly damaged, all corners broken, etc. There is usually no collector value to this box. It only barely serves the purpose of holding the contents. This game will have extensive wear on all components and has obviously been played many times or has been subject to a natural disaster. There may be missing pieces.

Note: The Flatland Fantasy Convention Committee or the Flatland Regional Association of Gamers is not responsible for the conditions of the items in the auction. Items are available for view and confirmation prior to the auction, please review the items prior to bidding.