12GoC Game 8: Bidding Game

Designed by Ellie Dix

2-5 players | 20 minutes | Age 7+

Components:

- 56 playing cards (7 sets of 1-8 cards)
- 4 terrain cards
- 2 tie break cards

Set up:

- Place all 4 terrain cards face up on the table in a line.
- Shuffle the deck and split it equally among the players.
- Each player deals themselves 4 cards and places their remaining cards to form a personal face down draw deck.

Aim:

Win the ability to score different terrain types, then score as many points as possible within these terrains.

How to play:

Play is simultaneous.

- Pick up two cards. You may pick up from your face down draw deck or from your face up discard pile.
- Select one card from you hard to play face down on the table.
- Select one card from your hand to discard face up to your discard pile.

When the draw decks runs out, shuffle all the discard piles together and split them between players to create new draw decks.

Round End

Players keep having turns until each player has a certain number of cards face down on the table - according to the table below.

Number of Players	Number of Cards
2	7
3	6
4	5

5	4

- Players reveal the cards they have placed face down on the table, these are their *bidding* cards. Players must take care not to mix these up with their hand.
- One terrain at a time, calculate which player has bid the most for the terrain.
- A player's bid is the total of the numbers on the bidding cards of matching terrain types.
- In the case of a tie, a player holding a tie-break card wins. If players are still tied, the player with the highest number card bid wins the tie. If players are still tied, both players win the right to score the terrain.
- Continue with all four terrains, giving the card to the player that won the terrain type.
- Players who have won the right to score a terrain now calculate their score. A player's score is the total of the numbers on the cards in hand of matching terrain types.
- The player with the lowest overall score takes a tie break card. If other players are holding tie break cards, then they must relinquish them. If two players are tied with the lowest score, they both take tie break cards. If more than two players are tied, no player gets a tie break card.

End game:

The game ends after 3 rounds have been played. The player with the highest score is the winner. Ties are friendly - share the victory.