

Old Biddy

Designed by Ellie Dix

3-5 players | 30 minutes | Age 8+

Overview:

Assisted by a rag-tag bag of minor criminals, can you outbid your opponents to manipulate the market and gather the most valuable hoard of gems?

Components:

- 30 Gem Cards
- 6 Character Action Cards
- 180 Gems (60 green, 60 blue, 60 red)
- 5 Screens
- 10 Turn Order Markers
- 5 Large Fake Gems
- 6 Zero Score Markers
- 1 Market Board

About the Market Board

The market board indicates the current values of the three different gems. The values are determined by the order the gems appear, rather than their specific position on the board.

- The value of the lowest gem is always 1.
- The value of the middle gem is always 2.
- The value of the highest gem is always 3.

Set up:

- Each player takes a **screen**, a **zero score marker**, which they look at but then place face down in front of their **screen**, and a **gem** of each colour, which they place behind the **screen**.
- Place the remaining **zero score markers** face down on the marked spaces on the **market board**.
- Place the **market board** in reach of all players. Place one **gem** of each colour at random on the central three spaces on the **market board** (marked by white dots). This indicates the initial value of the three colours. Place the remaining **gems** in reach of all players.
- Place the **character action cards** face up in the centre of the table in alphabetical order. In a 3 and 4-player game, put **character action card E** (The Princess) back in the box. In a 3-player game also put **character action card D** (The Kid) back in the box. These **cards** won't be used in these games.
- Shuffle the **gem cards**. Remove 6/12 **gem cards** at random for a 4/3-player game and place them back in the box, they will not be needed for the game.
- Place 1 **gem card** face up next to each of the **character action cards**. The remaining **gem cards** form a face down draw deck.
- Separate the two colours of **turn order marker** and from one set give each player a **turn order marker** at random. According to the numbers allocated, give players additional gems. gems are distributed according to their starting value at the beginning of the game (see market board).

Gems should be distributed as follows:

- Player 1: No extra gems
- Player 2: 1 x gem value 1
- Player 3: 1 x gem value 2
- Player 4: 1 x gem value 3
- Player 5: 1 x gem value 3 and 1 x gem value 1.
- Skip phase 1 of the first round.

Aim:

Amass the most valuable pot of **gems** behind your screen.

How to play:

There are 6 rounds in the game. Each round is split into several phases.

Phase 1: Assign gems and bid for turn order

NB: This phase is skipped in round 1.

Place 1 **gem card** face up next to each of the **character action cards**.

To create your bid, conceal any number of **gems** in your hand, adding your **turn order marker** from the previous round and a single **large fake gem** if you have one and if you wish to do so. Note, you may not add more than one **large fake gem** to your bid, even if you have these available. Hold your closed fist up to show you're ready. All players simultaneously reveal their bids.

Each player's bid is calculated by totalling the following:

- Five points for a **large fake gem**
- The value of your **turn order marker**
- The current value of each of the **gems**. Values of the **gems** are calculated according to which colour **gem** is highest on the **market board** only. The highest **gem** has a value of 3, the middle **gem** has a value of 2 and the lowest **gem** has a value of 1. NB: The individual adjustments of scoring as determined by **gems** in front of players **screens** and **zero score markers** are not taken into consideration during bidding phases.

The outcome of the bid determines turn order for the round. Players take **turn order markers** according to their bid. The player who bid the most takes **turn order marker 1** and so on. In the case of a tie, the player with the higher **turn order marker** wins the tie.

Alternate between sets of **turn order markers** on each round. (This enables players to discard their old **turn order marker** and take their new one rather than having to swap while remembering who had what.)

Phase 2: Select actions

In turn order - according to **turn order markers** - all players except the last player choose one of the **action cards** each. Take the **gems** shown on the **gem card** assigned to this **character action card** and put them all behind your **screen**. Discard the **gem card**. Add the **gems** to your pot and place the card in front of you.

The last player does not take a **character action card** and associated **gems**, instead they take one single **gem** of their choice from the supply.

One **character action card** will remain on the table. Discard the **gem card** assigned to this **character action card**.

Phase 3: Execute actions

Actions are now executed in alphabetical order - as shown on the letter at the top of the **character action card**.

A. Old Bidy: Take large fake gem

If one is available, take a **large fake gem** and place it behind your screen.

B. The Boss: Pay 1/6/12 to move that colour 1/2/3 spaces in the market

Pay 1/6/12 in gem(s) of a single colour. The value of the gems is according to the current market value. Move the **gem** of the same colour on the market board 1/2/3 spaces up or down. At each step, if it lands on a space with another **gem**, this **gem** moves to the position recently vacated by the first **gem**. No two gems may be in the same position. No change is given for overpayment.

C. Moneybags: Place one gem in front of your screen

Place one **gem** from behind your **screen** in front of your **screen**. For final scoring only, this will increase the value of that colour gem by 1. gems in front of the screen are not calculated in the final scoring reckoning.

D. The Kid: Swap your zero score marker

Swap your **zero score marker** with one from the **market board**.

E. Princess: Take one gem and give another player one gem.

Take any colour **gem** from the general supply and put it behind your screen. Then give another player of your choice any colour **gem** from the general supply.

A new round then begins.

End game:

The game ends after the sixth round has been completed, when the deck of **gem cards** is empty.

Scoring:

Each player will score two of the three colours of **gems**. Do not score the colour on your **zero score marker**, even if you have gems in this colour in front of your **screen**.

The base value of each **gem** colour is determined by the current market value (indicated on the **market board**). Add 1 point the base value for each **gem** of the same colour you have in front of your **screen**.

Note: **gems** in front of the **screen** are not counted towards your score.

Any player with a **large fake gem** remaining at the end of the game scores 1 additional point.

The player with the most points wins.