

BIDDER UP!

The Game of Bargaining, Bidding and Bluffing



Based on the game "You're Bluffing" by Rüdiger Koltze.

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For 2 to 4 players, ages 10 and up.

ADVANCED INSTRUCTIONS

This game features two play modes: **Easy** and **Advanced**. This booklet explains the **Advanced** version of the game. Play this version after you've played **Easy** mode a couple of times and you're familiar with *Bidder Up!* All sections containing changes to Easy version are marked with a .

Contents

- ① 1 two-sided game board ("Easy" and "Advanced")
- ② 50 bills of play money
- ③ 4 farmers (red, blue, yellow, and white)
- ④ 1 spotted die
- ⑤ 4 farms (one in each of four colors)
- ⑥ 30 animals (3 per species: mother, father, and baby)
- ⑦ 10 auction signs
- ⑧ 1 supply board
-  ⑨ 1 market board with 10 animal counters
-  ⑩ 1 gavel
-  ⑪ 1 bag containing 24 raffle tickets
-  ⑫ 1 top prize ("egg-laying woolly milk pig")
- ⑬ 6 IOUs (for the 2-player game)



Object

Collect as many complete sets of valuable animal species as possible. The player with the most points at the end of the game wins.

The following pages explain the game rules for 3-4 players. Additional rules for the 2-player game can be found on page 8.

Set Up



Hint: Place the auction signs face down on the board to show a short description of the auction mode.

3. Place the **supply board** next to the game board, so that the side for 3-4 players is shown.

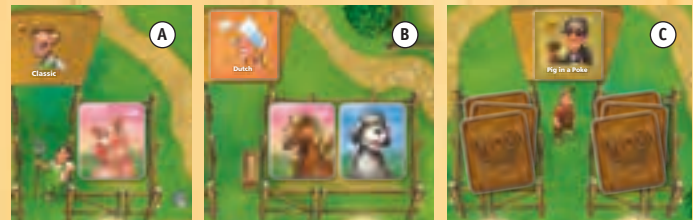
4. Distribute all **animals**, like so:

Shuffle the **animals** face down, then place them **face up** into the enclosures on the game board. Each small enclosure fits

Ⓐ 1 animal; Ⓑ double enclosures fit 2.

Exception for Pig in a Poke auction mode Ⓒ: For this auction mode, place the animals on the board in a face down stack with 3 animals in it (use **only one stack** with 3 animals regardless if it is a small or a double enclosure).

Place the remaining animals in two face down stacks on the **supply board**.



5. Deal out the **money**: Each player starts the game with **three \$0 bills**, **four \$10 bills**, and **two \$50 bills**. For strategic reasons, keep your bills hidden from the other players (e.g. in your hand). For each player, put **one \$100 bill**, **one \$200 bill**, and **one \$500 bill** on the supply board.

Remove the remaining bills from the game, you won't need them.

6. Each player chooses a **farmer** and a **farm** in the same color. Place the farmer on the starting space of the game board. Place the farm in front of you.



7. Put the **gavel** and the **spotted die** in easy reach.

8. Place the **market board** next to the game board. Place each of the 10 **animal counters** on its corresponding space, with the green side face up.

9. Shuffle the **24 raffle tickets**. Without looking, draw 10 and put them into the raffle bag, and put the others back in the box.

10. Finally, place the **egg-laying woolly milk pig** on the supply board as top prize. Now you're good to go!

Let's Get Started!

The starting player is the person who sat down at the table first. Turns are taken in a clockwise direction.

On Your Turn

Each turn consists of two phases. Perform both phases in this order:

1. Movement Phase

Roll the die, then move your farmer by the rolled number of spots (e.g. 2 spots = 2 spaces). You now have the option to pay money to **increase** or **decrease** the number of spaces you move:

- To change it by 1 step from the rolled number of spots, pay 1 bill of **any denomination**.
- For the 2nd step, pay an **additional** two bills.
- For the 3rd step, pay an **additional** three bills, etc.

Example: If you roll 3 spots and you want to move 1 or 5 spaces, pay $1+2 = 3$ bills.

To pay, put the bills face down on the piggy bank on to the supply board. **Note:** You can't stay in place, you must move at least 1 space.

Farmers on the **outer path** move in clockwise direction.

Farmers on the **hill** (the inner path), can move in any direction. However, you can't move your farmer back and forth in the same turn. When you move from the hill to the outer path, continue in a clockwise direction.

Farmers can share a space.

Example:

Anne rolls a 1. She can move to the goose or to the piggy bank ①. She **can't** move to the ① marked in **red**, because that would mean moving counterclockwise.

Anne wants to auction off the (more valuable) cow ②. To increase the number of spaces she can move, she places 1 bill on the piggy bank on the supply board. Then she moves to the cow.



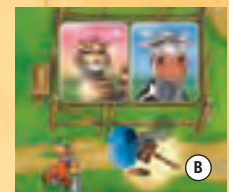
2. Action Phase

After you have moved your farmer, perform the appropriate action of the space you landed on.

Auction



If you land on an **enclosure**, auction off the animal(s) in the enclosure to the other players—either **1 animal** (A) small enclosure) or **2 animals** (B) double enclosure) at the same time. The auction mode is determined by the auction sign next to the enclosure.



General auction rules: The current player is the auctioneer. He or she is conducting the auction and sells the animal(s) to the highest bidder. **Important:** The auctioneer is **not allowed** to participate in the auction.

- There are two types of auctions, **Value** and **Quantity**.



For **Value** auctions, the value of the bid (e.g. "120") counts. The number of bills in a bid is irrelevant. Bills marked \$0 can be used for bluffing.



For **Quantity** type auctions, count the **number of bills** in a bid (e.g. "5 bills"). The actual denomination of the bills is irrelevant. Bills marked \$0 count as much as any other bills.

As soon as the auctioneer has called the final bid, he or she may:

A) Either hand the animal(s) to the highest bidder. In exchange, the auctioneer receives the bills that made up the bid.

B) Or exert the auctioneer's **buy-out option**. If the auctioneer does, he or she takes the animal(s) for him- or herself and pays off the highest bid to the winning bidder.

Example: Anne auctions off a horse (Classic auction). Daniel wins the auction for "120". Anne can either take Daniel's money and give him the horse, or she uses her buy-out option by paying off Daniel and taking the horse herself.

 Place the animal(s) on the **pasture** of the new owner's farm. If that completes a set of 3, the animals are put into that player's **stable**. Once the auction is finished, fill up the enclosure with animals from the supply board (1 for the small enclosure, or 2 animals for a double enclosure).

Empty Auction Board? If the supply board is empty, the enclosure isn't refilled. Players who land on that space in future turns won't be able to auction off any animals. **Note:** This space still counts when moving your farmer!

Special Situations for Auctions

- **No bids:**
If no one bids, the auctioneer gets the animal(s) for free!
- **Keep the change:**
There is no money changing in this game. If you can't pay the correct price, you have to pay the nearest amount that covers the cost. This also applies for the auctioneer if he or she uses the buy-out option.
- **Not enough money to pay:**
If you can't pay your bid, you have to reveal all your bills. Then the auction is repeated, and you can't place a bid that's higher than the amount of money you have.
- **Golden Donkey:** 
If a golden donkey was auctioned off, **after** completing the auction, **each** player receives an additional bill from the supply board. If it's the first **golden donkey**, each player receives a **\$100 bill**. If it's the second **golden donkey**, each player receives a **\$200 bill**, and for the third **golden donkey**, each player receives a **\$500 bill**.



Horse Trade

If you land on a **horse trade** space, you have the opportunity to trade an animal from your pasture with an animal on another player's pasture. Here is how it works:



1. Challenge another player and choose the animal you want to trade. You can only choose an animal species that is present **on both players'** pastures. Then, make an offer by putting any number of bills on the table, **face down**. The **value** of the offer is important.

Note: You are allowed to cover your bid with your hand to keep the number of bills a secret, or deliberately fan them out. The number of bills is irrelevant, but you can use \$0 bills to bluff a high bid.

2. Now the challenged player has to decide if he or she wants to **accept** the offer or make a **counter offer**.

- **To accept the offer**, the challenged player takes the offered money and hands over his or her animal.
- **To make a counter offer**, the challenged player also places a number of bills on the table, face down. Both bids are traded, and the money is counted in secret. **The higher bid wins, and that player wins the opponent's animal.**
Important: Each player keeps the other player's money!

3. The winning player places the animal on their pasture. If that completes a set of 3, the animals are put into that player's stable. 

Special Situations for Horse Trade

- **Tie:** If the value of both bids is equal, the challenging player wins the animal. Both players keep the other player's money (the number of bills might be different).
- **2 vs. 1?** If one of the players owns 2 animals of a particular species, still only 1 animal will be traded.

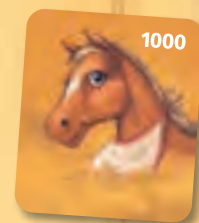
Piggy Bank



If you land on the **piggy bank**, grab the top 5 bills from the piggy bank on the supply board. If the piggy bank contains fewer than 5 bills, take all the remaining bills in the pile.

How does the piggy bank get refilled?

- By changing the number of spaces you move (see page 3).
- By changing market values (see page 5).
- By buying raffle tickets (see page 6).



Marketplace



The market board shows the current market value of all 10 species. If you land on the marketplace you may change the market value of **up to 3 species** to your advantage (or the disadvantage of other players).

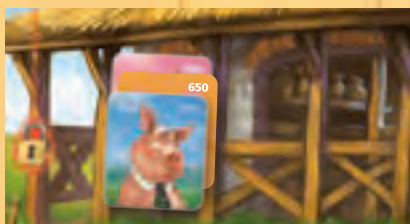
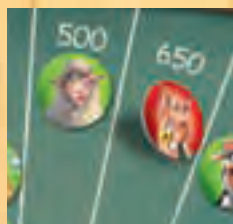
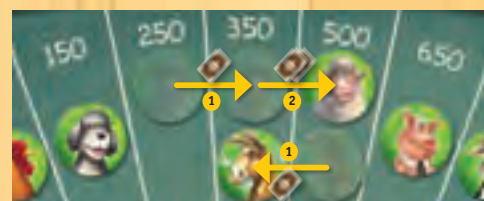
To change a species' value, move it **1, 2, or 3 spaces** to the left or right.

- To move a species by **1 space**, pay **1 bill** of any denomination.
- To move the same species a **2nd space**, pay an **additional 2 bills**.
- To move it a **3rd space**, pay an **additional 3 bills**.

You can only move a species up to 3 spaces. Put the bills face down onto the piggy bank on the supply board.

Example: Daniel lands on the market place and changes the value of 2 species. The **sheep** move up 2 spaces, and Daniel pays 3 bills (1 for the 1st space, plus 2 for the 2nd space). The sheep are now worth 500 points.

Additionally, he lowers the value of the **donkeys** by 1 space. He pays 1 bill. The donkeys are now worth 350 points. In total, Daniel pays 4 bills (3 for the sheep, plus 1 for the donkeys).



Important: Whenever a player completes a species set (and moves those animals to his or her stables), its market value becomes fixed. **It can no longer be changed** during this game.

To indicate this, flip the animal counter so that it shows its red face.



Raffle Booth



Buy raffle tickets to win great prizes, or even the top prize! When you land on the raffle booth, you first, announce how many tickets you want to draw from the bag (up to 3 tickets), then put that many bills on the piggy bank, face down.

The value of the bills is irrelevant. Then you draw the tickets from the bag.

Important: No matter how many tickets you draw, you may only keep 1 of them! Put the ticket face down in front of you. If you have drawn additional tickets, return them to the bag.



Raffle Ticket Overview

Action tickets

Action tickets let you take additional actions in the game. On each of your turns, you may turn up to 1 action ticket face up and use it (including a ticket you might have won this turn). You can decide when to use the ticket in your turn. Remove the ticket from the game after it has been used.



After your turn, take another full turn (roll the die, move, perform actions).



Move up to 2 green animal counters, each by 1 space, to the left or right.



Execute a cattle trade.



Execute a special cattle trade: Count the **number** of bills, not their value. As usual, both players may place their bid in secret (i.e. cover it with their hand).



You receive the top 5 bills from the piggy bank space on the supply board.

Value prizes

These are turned face up when the game ends. If you own the species shown on the ticket, that species' value increases by 300 points (before multiplying).

If you don't, assign it to any other complete species that you own in your stables. Its value increases by 100 points (before multiplying).



Egg-laying woolly milk pig tickets

These are numbered 0 to 3. When the game ends, each player turns his or her woolly milk tickets face up and adds them together. If you have the highest sum, you win the **egg-laying woolly milk pig**. If there is a tie, the player with more woolly milk tickets wins. If there is still a tie, roll a die. The higher roll wins. If no player owns any woolly milk tickets, the top prize is not paid out.



Egg-laying woolly milk pig

This is the top prize of the raffle. The winner of this prize is determined when the game ends. It doesn't have a value, but it increases the **number** of completed species by 1 (see Scoring)!



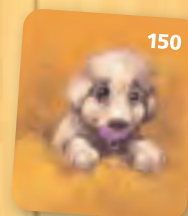
Ending the Game

The game ends immediately after the turn in which:

- either the last animal was auctioned off (i.e. when no more animals are left on the game board and the supply board).
- or the last raffle ticket was bought from the raffle booth (i.e. the bag is empty).



Scoring



Follow these steps to calculate each player's final score. The player with the most points wins.

1. Find out who wins the top prize:

The player with the highest wool ticket value wins the egg-laying woolly milk pig and puts it into his or her stables (in case of a tie, see page 6,

Egg-laying woolly milk pig tickets).

2. Calculate the value of your animals: Add up the **market value** of the species in your stables. The animal counter shows the market value of the complete set (e.g. 3 dogs = 150 points).

Important: Animals on your pasture (=incomplete species), **do not count!**

In addition, add your **value prizes** from the raffle (300 if you own the species, otherwise 100).

3. Multiply: Multiply the value by the number of complete sets in your stable. If you own the egg-laying woolly milk pig, it counts as complete set.

4. Count your money: Add the total value of your bills to your points.

Example scoring:

Daniel owns egg-laying woolly milk pig tickets valued $1+2+2 = 5$. Since Andy (2), Anne (1) and Frank (3) have less, Daniel wins the egg-laying woolly milk pig.

Daniel has 2 complete sets of species in his stables. Their value has changed on the market board:

Sheep		500
Horses	+	800
	=	1,300

2 complete species + 1 egg-laying woolly milk pig = points x3:

$$\begin{array}{r} 1,300 \\ \times 3 \\ \hline 3,900 \end{array}$$

Daniel owns bills with a total value of 350.

$$\begin{array}{r} 3,900 \\ + 350 \\ \hline 4,250 \text{ points} \end{array}$$



Bidder Up Scoring Template

Master copy*

Player Name	Player 1	Player 2	Player 3	Player 4
Sum of animal values + value gain tickets				
= Subtotal				
x the number of complete species (+egg-laying woolly milk pig)	x	x	x	x
= Subtotal				
+ Money				
- IOUs (2-player game only)				
= Sum				

*Feel free to copy and use this template as a reference for tracking each player's score.

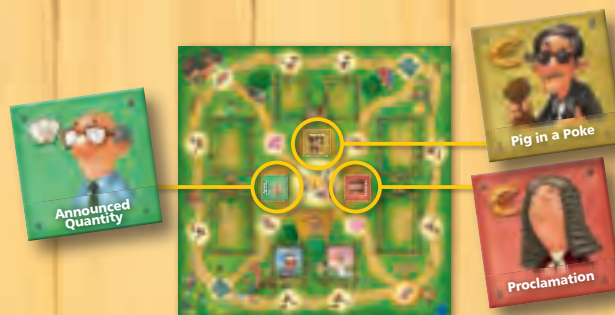
Advanced 2-Player Game

For the **Advanced** 2-player game, you need to adjust the following game rules.
All other rules stay the same as for the game for 3 or 4 players.

Set up:

Game Board: For the 2-player game, always use the auction signs *Pig in a Poke*, *Announced Quantity* and *Proclamation*, and put them on the board as shown in the illustration.

The remaining enclosures use the *Classic* auction, as printed on the game board.



Supply Board:

1. Flip the supply board to show the 2-player side.
2. Place all \$100, all \$200, and **all** \$500 bills on the appropriate spaces next to the golden donkey.
3. Place the 6 IOUs on their appropriate spaces next to the golden donkey.
4. Take your starting money, then shuffle the remaining bills. Draw 5 bills and remove them from the game without looking at them. Place the others on the Gambling space (dice) on the supply board face down.
5. **Raffle Bag:** Draw 8 raffle tickets and put them in the bag without looking at them. The rest are removed from the game.

How to Play:

Only the "Piggy Bank" action is different from the 3 to 4 player game. If you land on the piggy bank, choose one of 3 options:

- A) Smash the piggy bank:** Draw up to 5 bills from the piggy bank on the supply board.
- B) Take out a loan:** Take either a \$100, \$200, or \$500 bill and its respective IOU from the supply board. The value of the IOU (\$300, \$600, or \$1,500) will be subtracted from your score when the game ends. You may only take out a loan if there's still an IOU left for that **particular bill**.
- C) Gamble:** Roll the die for a chance to win money.
If you roll ...
 - **1 spot:** Ouch, bad luck! Take the top bill from the Gambling space and give it to your opponent.
 - **2 spots:** Lucky you! Take the top 2 bills from the Gambling space.
 - **3 spots:** Lucky you, too! Look at the top 3 bills of the Gambling space. Give one to your opponent, and take the rest

Hints

- **Time is money:** Avoid moving to empty enclosures. It's better to pay one or more bills to move to a more useful space. For example, it might be a good idea to pay a bill to land on the piggy bank, since you will get back up to 5 bills.
- **Don't wait too long to start trading!** Only animals in your stables will score when the game ends. Try to complete your species as soon as possible by trading with your opponents.
- **Auction variety:** Try using different auction modes to spice up your game. Each one creates different challenges and dynamics.
- **Credit shark:** In the 2-player game, it might pay off to take out a loan to win important animals (or avoid losing them).
- **Marketplace:** Once you own 2 of a species, increase its market value. That way you have a chance to multiply your points. Of course, you can also decrease the value of an opponent's species.
- **Raffle baffle:** Once you have played the game for a few times, increase the number of raffle tickets before the game starts. Roll the die to determine the number of additional tickets that are put in the bag.