

# 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.

## EASY INSTRUCTIONS

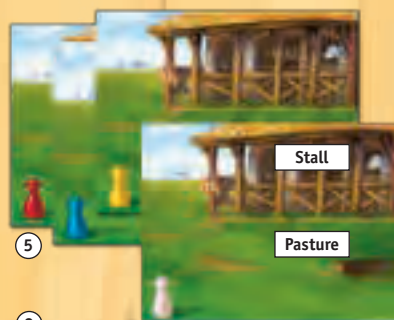
This game features two play modes: **Easy** and **Advanced**. This booklet explains the **Easy** version of the game. Play this version first, then use the other rulebook when you're familiar with *Bidder Up!*

## 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 gavel
- ⑩ 6 IOUs (for the 2-player game)

### Items not needed in the Easy version:

- ⑪ 1 market board with 10 animal counters
- ⑫ 1 bag containing 24 raffle tickets
- ⑬ 1 top prize ("egg-laying woolly milk pig")



## 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 7.

## Set Up

1. Flip the game board to show the correct face for the selected game mode. The **Easy** face features a **cow** next to the start space.
2. The game board features 4 auction sign spaces. Auction signs define how the animals in each of the 2 adjacent animal enclosures are auctioned off. The default auction mode is Classic (printed on the board).

For the **Easy** game, play with the following four auction modes: *Dutch*, *Pig in a Poke*, and *Classic* (twice). Place the *Dutch* and *Pig in a Poke* auctions signs on the two *Classic* auction sign spaces pictured here, so they cover them. The remaining two signs use the *Classic* mode and are left uncovered.

For a full explanation of all the auction modes, see Auction Mode sheet. We recommend reading them right before starting the game.



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

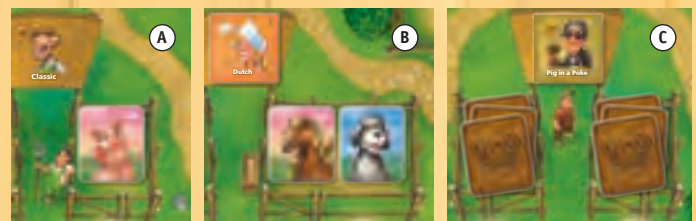
3. Place the **supply board** next to the game board, so that the side for 3-4 players is shown.
4. Distribute the **animals**, like so: **Easy** mode uses 20 animals (not all 30 included with the game). For each of the 10 species, remove the baby animal from the game.

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

(A) 1 animal; (B) double enclosures fit 2.

**Exception for Pig in a Poke auction mode (C):** 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**, and **one \$200 bill** on the supply board. **Note:** The **\$500 bills** aren't used in the Easy version.

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.

You can now start the game! Put any remaining components into the box, you won't need them.

## 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 want to move 2 steps more (or less), 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.

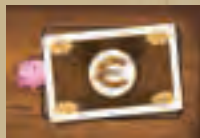
Farmers on the **hill** (the inner path), can move in any direction. However, you can't move your farmer back and forth in the same turn. When you move from the hill to the outer path, continue in a clockwise direction.

Farmers can share a space.

### Example:

Anne rolls a 1. She can move to the goose or to the piggy bank in the center 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.



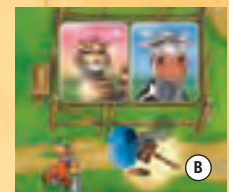
## 2. Action Phase

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 2, 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**.



### 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 2, the animals are put into that player's stable.

### Special Situation 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).

### 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.

**Remember:** The piggy bank is refilled by changing the number of spaces you move (page 3, **Movement Phase**).

## Ending the Game

The game ends immediately after the turn in which the last animal was auctioned off (i.e. when no more animals are left on the game board and the supply board).



## Scoring

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

**Note:** See page 6 for a table to help you quickly calculate the value of the animals you've collected.

**1. Calculate the value of your animals:** Add up the values of the species in your stables. The number on the animal cards specifies the value of the complete set. (e.g. both cows = 800 points).

**Important:** Animals on your pasture (incomplete set of species) **do not count!**

**2. Multiply:** Next, multiply the total value by the number of complete species in your stables.  
Example: If you own 3 complete species, multiply your points by three.

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

### Example scoring:

Daniel has 2 complete sets of species in his stables:

|        |   |       |
|--------|---|-------|
| Sheep  |   | 350   |
| Horses | + | 1,000 |
|        | = | 1,350 |

2 complete species = points x2:

|  |    |       |
|--|----|-------|
|  |    | 1,350 |
|  | x2 |       |
|  | =  | 2,700 |

Daniel owns bills with a total value of 350.

|  |   |              |
|--|---|--------------|
|  |   | 2,700        |
|  | + | 350          |
|  | = | 3,050 points |



# Animal Scoring Reference

To quickly calculate the total of your sets of animals, find the row that lists that animal on the **Species** column. Then find the column for the number of sets of animals you have and add those results together. See the example that follows this table. This table takes into account the number of sets you have, so don't also multiply their value like it says under the rules for Scoring.



| Species  | 1 Set | 2 Sets | 3 Sets | 4 Sets | 5 Sets | 6 Sets |
|----------|-------|--------|--------|--------|--------|--------|
| Chickens | 10    | 20     | 30     | 40     | 50     | 60     |
| Geese    | 50    | 100    | 150    | 200    | 250    | 300    |
| Cats     | 100   | 200    | 300    | 400    | 500    | 600    |
| Dogs     | 150   | 300    | 450    | 600    | 750    | 900    |
| Sheep    | 250   | 500    | 750    | 1000   | 1250   | 1500   |
| Goats    | 350   | 700    | 1050   | 1400   | 1750   | 2100   |
| Donkeys  | 500   | 1000   | 1500   | 2000   | 2500   | 3000   |
| Pigs     | 650   | 1300   | 1950   | 2600   | 3250   | 3900   |
| Cows     | 800   | 1600   | 2400   | 3200   | 4000   | 4800   |
| Horses   | 1000  | 2000   | 3000   | 4000   | 5000   | 6000   |

**Example:** At the end of the game, Daniel has 3 sets of species: chickens, geese, and sheep. He finds those animals in the 3 Sets column and adds their values together:

| Species  | 1 Set | 2 Sets | 3 Sets | 4 Sets | 5 Sets | 6 Sets |
|----------|-------|--------|--------|--------|--------|--------|
| Chickens | 10    | 20     | 30     | 40     | 50     | 60     |
| Geese    | 50    | 100    | 150    | 200    | 250    | 300    |
| Cats     | 100   | 200    | 300    | 400    | 500    | 600    |
| Dogs     | 150   | 300    | 450    | 600    | 750    | 900    |
| Sheep    | 250   | 500    | 750    | 1000   | 1250   | 1500   |
| Total    |       |        | = 930  |        |        |        |



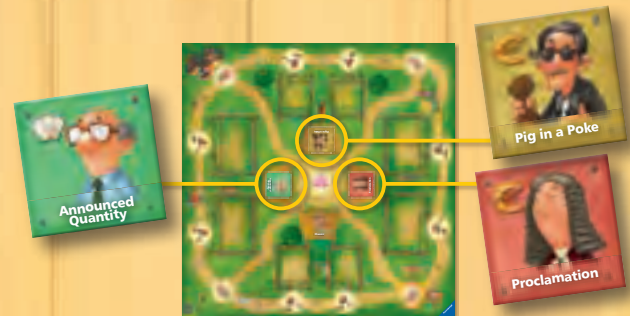
# Easy 2-Player Game

For the **Easy** 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 **two** \$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.

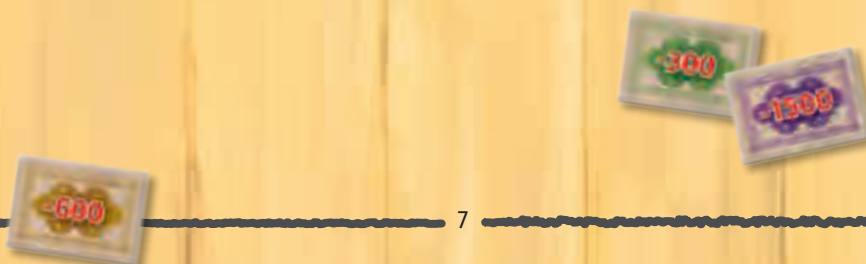
## How to Play:

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).



# Bidder Up Scoring Template

Master copy\*

| Player Name                      | Player 1 | Player 2 | Player 3 | Player 4 |
|----------------------------------|----------|----------|----------|----------|
| Animal values                    |          |          |          |          |
| = Subtotal                       |          |          |          |          |
| x the number of complete species | x        | x        | x        | x        |
| = Subtotal                       |          |          |          |          |
| + Money                          |          |          |          |          |
| - IOUs (2-player game only)      |          |          |          |          |
| = Sum                            |          |          |          |          |

| Player Name                      | Player 1 | Player 2 | Player 3 | Player 4 |
|----------------------------------|----------|----------|----------|----------|
| Animal values                    |          |          |          |          |
| = Subtotal                       |          |          |          |          |
| x the number of complete species | 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.

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