

Auction Modes

Here is a list of all auction modes and how they work. Before starting the game, read through only those auction modes you are actually using. Remember, the general auction rules (e.g. auctioneer doesn't place bids, buy-out option) apply to all auction modes.

1. Classic

(2 – 4 players, Type: Value, printed on the game board)

All players may bid any amount, at any time. You may even outbid your own offer. Each bid must top the previous offer by at least 10. Once no new bid comes in, the auctioneer calls "Selling once, selling twice, sold!", then pounds the gavel to accept the highest bid. (For the 2-player game, the opponent starts with his or her final bid.)

In a **double auction** (double enclosure), the highest bidder wins both animals as a "bundle".

Remember, the auctioneer always has the option to buy out the highest bidder.

Hint: : If you would like to refer to the Classic auction rules during the game, place the Classic auction sign on the game board with the info side up.



2. Pig in a Poke

(2 – 4 players, Type: Value)

Players know they are buying something, but they don't know what...

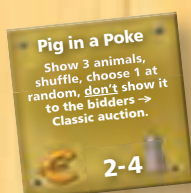
The auctioneer turns the 3 animals of the enclosure face up and shows them to the other players. Then he shuffles them face down. The auctioneer's left neighbor points at one of the 3 face-down cards to be auctioned off. **Only the auctioneer** may look at that card. The other animals are put back face down into their enclosure.

The auction itself uses the same rules as the Classic auction, with one twist: The animal card is turned face up only **after** the auction has ended. The auctioneer may lie about the true identity of the animal.

In a **double auction** (double enclosure), **2** of the 3 animals are selected in the same way as described above, and sold as a "bundle" to the highest bidder.

In the late phase of the game, when only 2 animals are left in the enclosure (because the supply board is empty), only one of the two animals is auctioned off (face down). If there's only 1 animal left, it is auctioned off face up, just like in a Classic auction.

Remember, the auctioneer always has the option to buy out the highest bidder.



3. Dutch

(3 – 4 players, Type: Quantity)

For this auction you only care about the **number** of bills in a bid. Their denomination is irrelevant. The auctioneer puts the gavel in easy reach of all players in the center of the game board. Then, he or she starts counting down, slowly and steadily, from 10 to 0. Whoever first grabs the gavel wins the bid and must pay a **number** of bills equal to the current countdown number.

In a **double auction** (double enclosure), the highest bidder wins both animals.

Remember, the auctioneer always has the option to buy out the highest bidder. If they choose this option, they must pay the resulting **number** of bills to the highest bidder.



4. Secret Value

(3 – 4 players, Type: Value)

For this mode, each player places a secret bid, all at the same time. Then everyone shows their bids. The highest bid wins. In case of a tie, the auctioneer chooses the winner.

In a **double auction** (double enclosure), the highest bid buys the more valuable of the 2 animals. The second highest bid wins the other animal. (Use the current **market value** to determine which is more valuable, if you're using the **Marketplace**.) If both animals have the same value, or if multiple players are tied for the highest bid, the auctioneer chooses the winner for each animal from among them.

As auctioneer, you may use your buy-out option however you like: for both animals, for only one, or for none. You even have the option to get paid for one animal and then use that money to buy the other.

If you buy both animals, you must pay for both.



Auction Modes (continued)

5. Secret Quantity

(3 – 4 players, Type: Quantity)

For this auction mode, each player places a secret bid consisting of any amount of bills.

Everyone places their bid hidden on the table at the same time, then everyone reveals how many bills they have bid (but not the denomination of their bills). The player bidding the highest number of bills wins. In case of a tie, the auctioneer chooses the winner from among the highest bidders.

In a **double auction** (double enclosure) the highest bid wins the more valuable of the 2 animals. The second highest bid wins the other animal. (Use the current **market value** to determine which is more valuable, if you're using the **Marketplace**.) If both animals have the same value, or if multiple players are tied for the highest bid, the auctioneer chooses the winner for each animal from among them.

As auctioneer, you may use your buy-out option however you like: for both animals, for only one, or for none. You even have the option to get paid for one animal and then use that money to buy the other. If you buy both animals, you must pay for both.



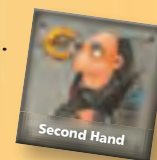
them). If you pass, return the bills you bid (if any) to your hand. You can't place another bid in this auction.

In a **double auction** (double enclosure), the highest bid wins both animals.

8. Second Hand

(4 players, Type: Value)

This one is a bit tricky. The highest bidder wins, but has to pay the next highest bid...



Here is how it works: Each player places a secret bid, all at the same time. Then, everyone shows their bid. The highest bid wins, and has to pay the value of the **second highest bids**.

In a **double auction** (double enclosure), both animals are sold as a "bundle" to the highest bidder.

Example: Andy auctions off a cow. Anne has the highest bid, \$120, followed by Frank, who bid \$100. Anne wins the auction. She has to pay \$100 (= second highest bid). As auctioneer, Andy has the right to buy out Anne. He pays her \$100 and buys the animal for himself.

Please note: If multiple players are tied for the highest bid, the auctioneer chooses the winner. That player has to pay the full price, unless the auctioneer buys him or her out (also for the full price).

6. Merry-go-round

(3 – 4 players, Type: Value)

Starting with the auctioneer's left neighbor, each player may place exactly one bid. Then, the highest bid wins. In a **double auction** (double enclosure), the highest bid wins both animals. Remember, the auctioneer always has the option to buy out the highest bidder.



9. Announced Quantity

(2 players, Type: Quantity)

The other player announces the number of bills he or she is willing to pay. In a **double auction** (double enclosure), that price buys both animals. Remember, the auctioneer always has the buy-out option. If you choose the buy-out option, pay the resulting **number** of bills.



7. Cowboy

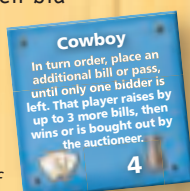
(4 players, Type: Quantity)

In this mode, players increase their bids in turn order. The **number of bills** counts, not their value. The auctioneer's left neighbor goes first. Each bidder has 2 options: **raise** or **pass**.

- To **raise**, place one bill in front of you, face down.
- If you **pass**, you drop out of the auction.

Then the next player in turn order places their bid. They also have the option to either raise (1 bill face down) or pass. Continue until only 1 player is left (highest bidder). That player now has the option to increase their bid by up to 3 additional bills. Then the auctioneer decides whether to use their buy-out option.

More info: The winner of this auction is the last player who raised their bid (placed an additional bill in front of



10. Proclamation

(2 players, Type: Value)

In this mode, the **auctioneer** proclaims an amount. The other player then declares if he or she is willing to pay that price. If he or she isn't, the auctioneer **must** use the buy-out option and pay that price to the other player to get the animal. In a **double auction** (double enclosure), the highest bid pays for both animals.



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