<u>Bid!</u>
An abstract auction game for the Piecepack by Ian Schreiber and Jeb Havens
Version 1.0, May 21, 2004
Copyright (c) 2004, Jeb Havens (Jeb_Havens@Hotmail.com) and Ian Schreiber
(ianga@comcast.net)
3 or 4 Players, 30 Minutes
Equipment: 6 tiles, 6 coins and 1 pawn per player; 4 dice; and something to keep score on, such as pencil and paper.

Object of the Game

The object is to be the first to reach 100 points. You get points by winning auctions.

Setup

Separate the tiles into suits. Give one suit to each player. Also give a pawn and two coins to each player. Place all remaining coins aside in a "bank".

Play

Each turn consists of the following steps:

1) The player who won the last auction takes the four dice and rolls them. The rolls determine the rules of this auction (see below). For the first auction, whoever owns the Piecepack rolls the dice.
2) All players take one tile from their hand as their bid, and place it face-down. When all players have chosen, turn all tiles face-up. The highest value wins the auction (null is zero, Ace is one).
3) The tile played by the winner is given to the second-highest bidder, who in turn gives their tile to the third-highest bidder, and so on. The winner of the auction takes the lowest bidder's tile.

Resolving ties:

If two or more players are tied for highest bid, those players only begin another auction, using their coins. These players place none, any or all of their coins in a closed fist, then reveal simultaneously. All coins that are bid are returned to the bank.

The highest number of coins bid, wins the auction. If there is a tie, no one wins. Swap tiles as above, reroll the dice, and start a new auction.

When swapping tiles, if two or more players who didn't win the auction are tied, neither one gives up their tile.

Example 1: Andy, Bob and Cindy are in a three-player game. In the auction, Andy bids 5, Bob bids null and Cindy bids 4. Cindy gets Andy's 5 and gives her 4 to Bob. Andy takes Bob's null tile, but wins the auction.

Example 2: In the next auction, Andy and Bob both bid 3, and Cindy bids 2. Andy and Bob are both tied, so they have another auction using coins. Andy bids 1 coin and Bob bids 2 coins; both players lose the coins they bid to the bank. Bob wins the auction, so he gives his 3 to Andy; Andy gives his 3 to Cindy, who gives her 2 to Bob.

Example 3: In another auction, Cindy bids 5 while Andy and Bob both bid 1. Because Andy and Bob are both tied but neither won, they do not swap tiles. This lets Cindy keep her 5 tile in addition to winning the auction.

The Dice

Die rolls of 2 through 5 are worth a number of points equal to their face value.
Die rolls of null are worth no points, but the winner gains a coin from the bank (if any are available).
Die rolls that are Aces are worth no points, but add special rules to the auction, depending on the suit:
- The Ace of Crowns: in this auction, if two or more players tie for highest bid, there is no tiebreaker using coins; instead, all such players *lose* the number of points up for auction! (They do not lose any coins, however.)
- The Ace of Moons: in this auction, all players who don't win get a coin from the bank. If there are not enough coins in the bank for all players, this result is ignored.
- The Ace of Arms: before the auction begins, all players reveal all six of their tiles face-up in front of them, so everyone can see who has what. All players with tiles whose face values add up to 16 or more immediately get 5 points, before the auction begins.
- The Ace of Suns: double auction! All results of all three other dice are doubled. Also, players must bid using *two* tiles from their hand, using the sum of their face values as a bid, and players swap *both* tiles to the player who bid immediately below them.

Example 1: The four dice are rolled and come up null, 2, 3 and 5. The winner of the auction will get 10 points and a coin from the bank.

Example 2: The four dice come up 4, 4, Ace of Arms and Ace of Suns. All players reveal their tiles, and anyone with a total face value of 16 or more gets a 10 point bonus (5 points, doubled). The auction is worth 16 points, and players bid using two tiles. If Andy bids 5 and 3, Bob bids 4 and 3 and Cindy bids null and null, then Bob receives Andy's 5 and 3; Cindy gets Bob's 4 and 3; and Andy wins the auction but also gets a pair of null tiles.

Example 3: The four dice are 2, 2, null and Ace of Moons. The auction is for 4 points, and all players will get a coin from the bank (the winner gets a coin for the null, and everyone else gets a coin from the Ace of Moons). If two or more players tie on the bid and again on the tiebreaker, all players still get a coin from the Ace of Moons (since no player won the auction).

Example 4: The dice show 5, 4, null and Ace of Crowns. If a single player bids highest, the auction is worth 9 points and a coin from the bank. If two or more players tie for highest bid, they each lose 9 points instead (and no coins are gained or lost).

The Pawns

Each player starts the game with one pawn, and never receives another one. At any time after the dice are rolled but before the auction begins, any player may give up their pawn to cancel that auction and reroll all of the dice.

Game End

As soon as any player's score reaches 100 points, they win immediately. If two players exceed 100 at the same time (from the Ace of Arms bonus), the player with the higher score wins; if both players are tied, then continue playing until one player has a higher score than anyone else.

Variants

For a less chaotic game, replace the Pawns with the following rule: before an auction begins, any player can give a coin to the bank to reroll a single die.

Appendix: Contributions

Ian came up with the idea of using tiles as bids in an auction game, and came up with the basic rules for resolving auctions. Jeb suggested the idea of using dice to randomly generate what's up for auction, and that there should be special abilities for the null and Ace die rolls. Ian came up with the rules for nulls and Aces, but Jeb modified the Ace of Suns to involve two tiles (Ian's original idea was just to have it double the value of the other dice). Jeb decided there should be a way to force rerolls; Jeb suggested the coin-spending variant, while Ian suggested once per game per player (during playtesting, the latter felt more natural to both of us so we went with that as the default rule).

License