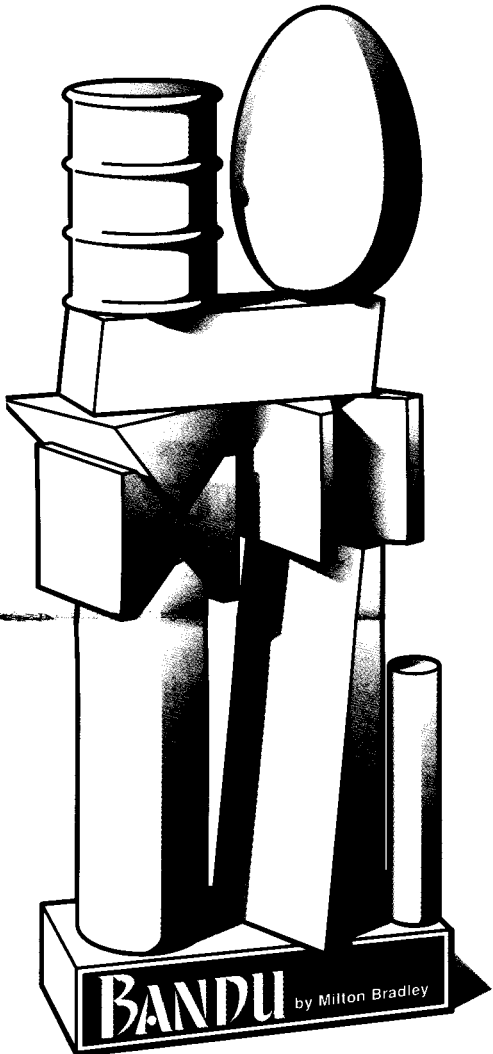


BANDU™

The Stacking Game That's Never The Same!



For 2 to 6 Players

Contents

54 Hardwood Pieces, 30 Bidding Beans, Label Sheet

Object

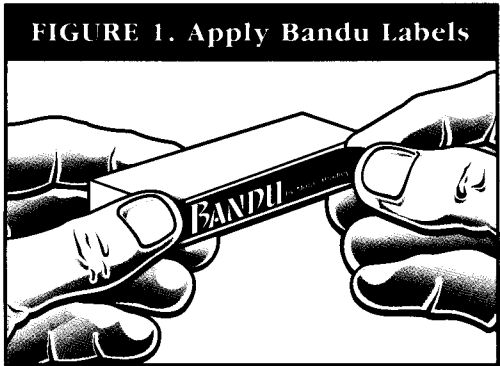
Be the player with the last tower standing.

Tower Power!

Build a stable tower by using your bidding beans to selectively buy and refuse pieces put up for auction.

THE FIRST TIME YOU PLAY

Separate the six identical rectangular base blocks from the other pieces. Apply two BANDU labels to each base block (one on each side). See Figure 1.



SETUP

Select a flat, sturdy surface to play on.

Take a base block and 5 bidding beans. Place your beans on the table so that they are visible to all players. Place your base block in front of you. This is the first piece of your tower. All players do the same.

Place any unused base blocks and bidding beans out of play. Place all of the other hardwood pieces in a center pile within easy reach of all players.

Getting To Know The Pieces

Take a moment to study the pieces in the center pile. Notice the different angles, points, holes and curves. As you play, you must decide which pieces will fit best on your tower.

HOW TO PLAY

Choose a player to go first. Play then continues to the left.

On Your Turn

All players act as the Auctioneer on each of their turns. Here's how:

Select any single piece from the center pile. Hold *either* a "To Refuse" auction, or a "To Bid" auction. The choice is yours.

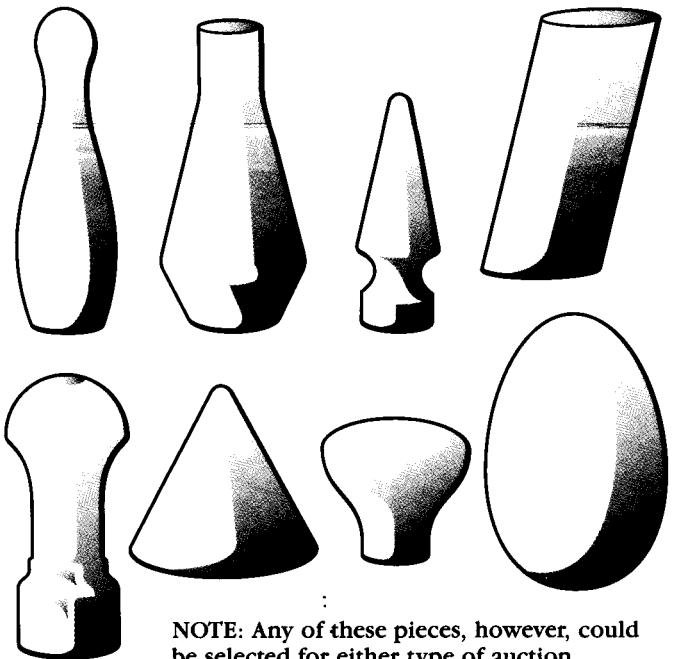
- In a "To Refuse" auction, players pay beans to avoid using a piece they don't want on their tower.
- In a "To Bid" auction, players pay beans to try to get a desirable piece for their tower.

Announce out loud to all players the type of auction you are holding.

To Refuse Auction

A tough-to-place piece or a tough-to-build-on piece is usually offered to players in a "To Refuse" auction. See examples below.

Might Be Tough



NOTE: Any of these pieces, however, could be selected for either type of auction.

As the Auctioneer, select a piece to be auctioned and pass it to the player seated to your left. He or she has two options:

- **TO USE IT** by immediately adding the piece to his or her tower;

OR

- **TO REFUSE IT** by paying one bean to the center pile, and then passing the piece to the player to the left.

NOTE: All beans paid to the center pile are out of play.

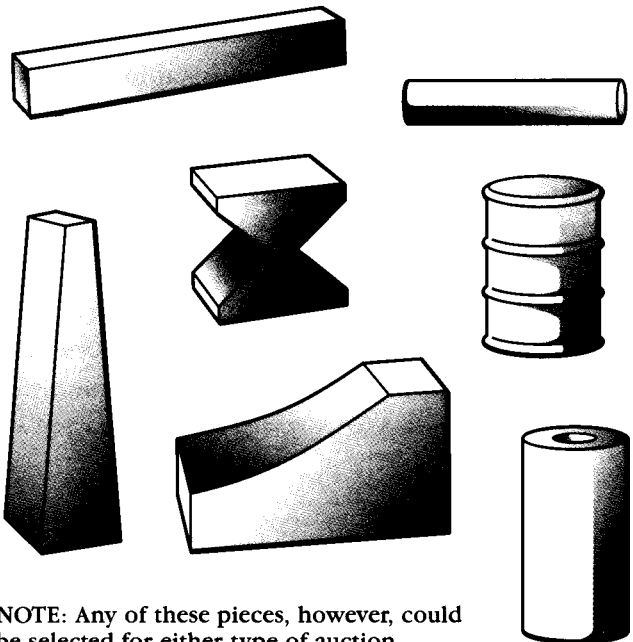
If the piece is refused, it continues to be passed to the left as many times as necessary until any player (including the Auctioneer) chooses to use the piece, or is forced to use the piece after running out of beans. Anyone who refuses the piece, of course, must pay one bean to the center pile.

Once the piece is used, your turn as Auctioneer ends.

To Bid Auction

An easy-to-place piece or an easy-to-build-on piece is usually offered to players in a "To Bid" auction. See examples below.

Might Be Easy



NOTE: Any of these pieces, however, could be selected for either type of auction.

As the Auctioneer, select a piece to be auctioned and pass it to the player seated to your left. He or she has two options:

- **NOT TO BID for the piece** and then pass it along to the player to the left;

OR

- **TO BID for the piece** with one bean, and then pass the piece along to the player to the left.

Each consecutive player must decide whether or not to bid for the same piece. *Each player who chooses to bid must increase the previous bid by one bean.*

If all players choose NOT to bid for the piece, the Auctioneer gets it for free and must immediately add it to his or her tower.

If the piece is bid for, it continues to be passed to the left and offered to *all bidding players* (including the Auctioneer) until no one increases the bid.

NOTE: Any player who chooses NOT to bid is out of the bidding for the rest of that auction.

The highest bidder gets the piece, pays the bid to the center pile and must immediately place the piece on his or her tower.

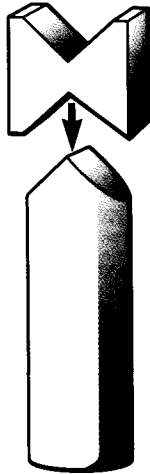
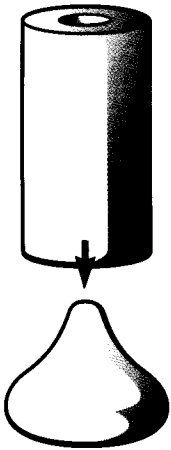
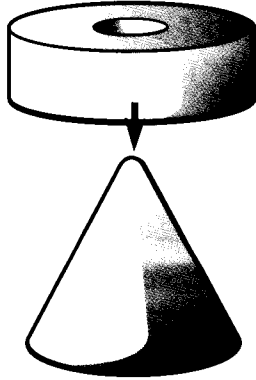
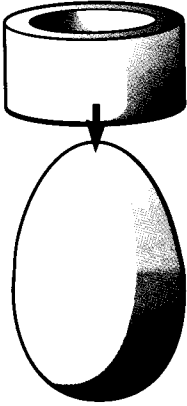
Once the piece is taken, your turn as Auctioneer ends.

Rules For Building

- Only your base block can touch the table. No other piece may touch the table in any way.
- ~~An auction~~ must always be held. Never just pick a piece from the center pile and use it on your tower.
- Never re-position a piece currently on your tower to accommodate the placement of a new piece.
NOTE: It is permissible for a piece to move *slightly* when you add another piece to your tower.
- Never touch a piece to your tower to see if it will fit *before* bidding for it or refusing it.
- No elbows on the table at any time.
- Be careful not to shake the table. This means no leaning against the table or tapping the leg of the table with your foot.

- If the best way to fit a piece onto your tower is by fitting it into another piece, then do it! It's perfectly legal. See examples below.

Examples of pieces that fit together



No Pieces Left In The Center Pile?

On your turn, if there are no pieces left in the center pile, *remove* one of the pieces from your tower and put it up for auction. NOTE: You cannot auction off the last piece you placed on your tower.

Continue playing this way until someone's tower falls and the center pile is replenished.

Use Up All Your Beans?

Use your beans wisely. Once they are gone, you can no longer bid for, or refuse, a piece.

Oops! Did Your Tower Fall?

Sorry! If *any* piece of your tower falls, you are out of the game. Put all of your pieces, except for the base block, back in the center pile. Place your base block and remaining bidding beans out of play.

NOTE: If another player shakes the table and causes your tower to fall, you may rebuild your tower. Try to duplicate the tower you had as closely as possible.

HOW TO WIN

The player with the last tower standing is the winner.

STRATEGY HINTS

- Hold “To Refuse” auctions early in the game to try to force the other players to create unstable towers.
- Hold “To Bid” auctions later in the game to try to get pieces to stabilize your own tower.
- Be careful not to refuse too many pieces early in the game. Remember, refusing a piece costs you a bean!
- The fewer pieces you use, the more stable your tower.
- Hold “To Refuse” auctions to affect the player to your immediate left. This will either force the player to give up a bean, or to use a piece he or she really doesn’t want.
- Hold “To Refuse” auctions for pieces that would be disastrous to *your own* tower. It is better to offer these pieces to the other players before they are offered to you!

YOU CAN BANDU ANY WAY YOU WANT TO!

Challenge Bandu

After you have mastered the basic Bandu game, give this advanced game a try!

Put four of the six base blocks out of play. Place all other pieces (including the two remaining base blocks) in the center pile. **All players start without a base block.**

Choose a player to go first. That player selects any piece from the center pile and puts it up for auction (either "To Refuse" or "To Bid") as a base block. The first piece that each player accepts becomes that player's base block for the remainder of the game. Play then continues as in the regular game.

Solitaire Bandu

You can even Bandu by yourself. How? It's easy! See how many pieces you can use to build a single tower. As an extra challenge, try to increase your piece count every time you play!

Other Ways To Play

- Try the original game using a limited number of pieces.
- Change the auction rule—only hold "To Bid" auctions, or "To Refuse" auctions.
- Vary the number of beans you start with.