





Ravensburger® Game no. 20 750 3

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Design: Ravensburger · Artist: Trevor Dunton

Ages: 7 and Up · Number of Players: 3 - 5 · Average Playing Time: 30 minutes



Contents

40 Animal Cards (10 sets of 4 animal quartets)



55 Money Cards (10 with a value of 0; 20 with a value of 10; 10 with a value of 50; 5 with a value of 100; 5 with a value of 200; 5 with a value of 500)

Instructions

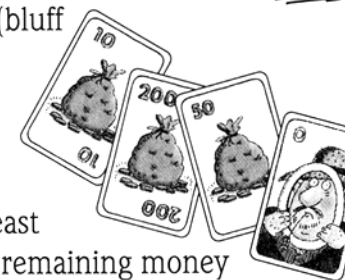


Object of the Game

Winning auctions and using a good bit of bluffing, your goal is to collect animals with high values. The player who has the most points at the end of the game wins.

Set Up

Shuffle the animal cards and place them face down on the table where everyone can reach them. Sort the money cards according to the values of 0, 10, 50, 100, 200, and 500. Each player starts the game with two cards with the value of 0 (bluff cards), four cards with the value of 10, and one card with the value of 50 as their starting money. For strategy reasons, your money cards should be kept in your hand or at least hidden from the other players. The remaining money cards are set aside as a separate deck.



Let's Play!

Choose a player to start. This player takes the deck of animal cards and has the choice between two actions. He can either auction off the top animal card, or he can offer another player a "cattle trade". At the beginning of the game, there are only auctions because a "cattle trade" is not yet possible. As soon as two players have animal cards from the same quartet, a "cattle trade" is possible at any time. Once the first player has completed one of these two actions, he then passes the deck of animal cards to his left, and play proceeds in the same manner.



Auctioning

The player whose turn it is (the auctioneer) turns over the top animal card. With that, the auction begins. At this time, all players may offer an amount for this animal as often as they wish, but each bid must be higher than the previous bid. The auctioneer may not join the bidding. Once no higher bid is being offered, the auctioneer calls out

the final bid as follows: "30 going once, 30 going twice, 30 sold!" With some luck, a player can obtain the most valuable animal for a bargain price of 10; however, he can also end up paying far more than the point value of the animal. Once the last offer is declared and the auctioneer has called out the final bid, he gives the animal card to the highest bidder, and this person gives the auctioneer the money cards that made up his bid. With that, the auction is over, unless the auctioneer wishes to make use of his "option to buy".

The auctioneer's "option to buy"

Once the auction is over, the auctioneer has the right to purchase the animal for himself. To do this, he must announce his intention directly after the close of the auction to the highest bidder. In this case, the auctioneer uses his money cards and pays the final bid amount to the highest bidder and takes the animal card for himself.



Don't have the right change? Unable to pay? Out of Money?

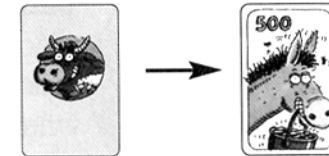
Change cannot be made for the money cards. If you can't pay the exact amount you bid, you must pay the next highest price that you can with the money cards you have. This rule also applies to the auctioneer's "option to buy". If any player discovers that he can't pay the amount he bid, he must show all his money and the auction will be repeated. If you happen to run out of money, there are three possibilities for you to get more money. First of all, you can earn money on your next turn when you are the auctioneer. Otherwise, you'll need to either wait for a golden donkey card to be turned over, or hope that someone offers you a "cattle trade" (see rules below) so that you will receive money cards.

What if no one bids?

If no one bids, the auctioneer must call out the animal on the card three times. For example, "A goose going once, a goose going twice, a goose gone!" If there is still no bid at that



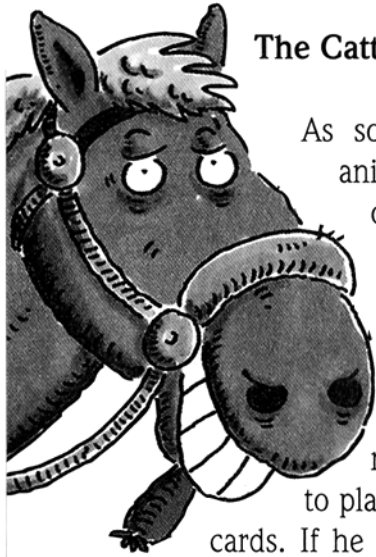
point, the auctioneer can take the animal card for free. But, if a player bids even a minimal amount, the auctioneer hands over the animal and receives payment in the form of money cards from this bidder. However, the auctioneer can choose to use his "option to buy" in this situation.



The Golden Donkey

If a player turns over a donkey from the deck of animal cards (see illustration), the auction is stopped for a moment. The player who turned over the donkey card passes out additional money cards from the deck that was put aside at the beginning of the game. For the first donkey, each player (including himself), gets 50 in money cards, for the second donkey, everyone gets 100, for the third donkey everyone gets 200, and for the fourth, everyone gets 500 in money cards. Once the money has been passed out, the donkey is auctioned off like any other animal.

All the animal cards the players obtain are placed face up in front of them on the table.



The Cattle Trade

As soon as two players have the same animals, the player whose turn it is can offer the other player a “cattle trade”. If more than one other player has the same card as he does, then he can decide with which player he will trade. The “cattle trade” begins when player “A” offers to trade money cards he has placed face down to player “B” for one of player “B’s” animal cards. If he chooses, he can bluff with this offer. For example, he is allowed to put down on the table an offer containing no money. He can also add in 0 value cards or put down only 0 value cards. The better player “A” can bluff, the less likely player “B” will be able to tell what he is getting from the number of cards being offered. Once challenger “A’s” offer is on the table, player “B” must decide what to do:

Possibility 1

Player “B” places a counter offer face down on the table. In this case, the two money offers are swapped and

secretly counted, then the bids are announced. The player who received the most money must hand over the animal card that was being bid on. However, both players keep the money received from the other player, regardless of who gave the highest bid. With that, the “cattle trade” is accomplished. If the offer and counter offer happen to be the same, challenger “A” who called for the “cattle trade” must bid for the same animal again. He has the option to offer a different bid than he did the first time. Player “B” must again decide how he wants to react. If he makes another counter offer and the two bids are again the same, then player “B” must hand over his animal to challenger “A” for free.

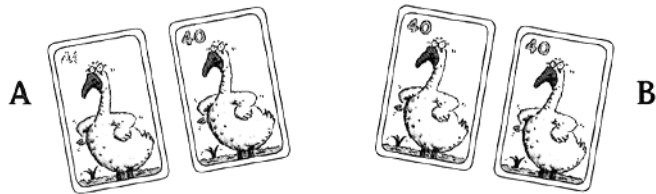


Possibility 2

Player “B” accepts the offer without a counter offer and gives challenger “A” the animal card that he has made the offer for. This ends the “cattle trade”.

Note: If player “A” and player “B” hold a pair of the same animal quartet (set of four), then the “cattle trade” must be for the pair. One of the players will obtain the pair and

then have a complete animal quartet (see illustration). If one of the players has only one animal of the quartet, then the “cattle trade” must be for one animal.



No more animal cards!

Once there are no animal cards left in the deck established at the beginning of the game, players must always trade. Any player who has only animal quartets (sets of four) cannot trade and must be passed over.



Ending the Game

Once all animal quartets are complete, the game is over. The money cards no longer have value and should be set aside. Each player counts his points. The number indicated on each card is the point value of the whole animal quartet (4 cows = 800 points). If a player has two complete quartets, all his points count double, if three quartets, all his points count triple, etc. For example, if one player has 4 pigs, 4 dogs, and 4 roosters, his points would be $650 + 160 + 10 = 820$. Since he has three quartets, he triples this amount and gets a total of 2460 points. The player with the most points is the winner.

Short Version

Rather than starting with no animal cards in their hand, each player receives four animal cards from the deck to start. Auctions, cattle trades, and all other rules for the original version of the game apply. If the “golden donkeys” are among these cards, all players receive the extra money accordingly.



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