

HOW TO PLAY HIGH BID

OBJECT OF THE GAME

Main objective of HIGH BID is to buy and sell properties so skillfully and profitably as to become the first player to attain a net worth of \$5,000 (or more) in completed Collections (sets of property cards), Buyer's Cards and money. When only two people play, their goal is \$7,500.

NUMBER OF PLAYERS

HIGH BID is best played with from 2 to 4 players; 5 may participate if the Auctioneer does not also play in the game.

AUCTIONEER

One player is chosen to be auctioneer: he keeps the play going at a rapid pace, and gives an air of authenticity to the game by calling the properties and bids like a real auctioneer. Before play begins, he distributes the cards and money to the players and explains (or reads aloud) the playing rules. During the game, he is the only player to turn over the cards on the auction block, has the final say on all bids, and handles all transactions with the bank.

ELEMENTS AND SETUP

The HIGH BID bookshelf case contains all of the physical elements which are required in the play of the game: a deck of 46 Property Cards and 8 Buyer's Cards, 2 Dice, Play Money and Game Board.

GAME BOARD AND DICE are placed in center of table. An auction block and storage compartment occupy the center of the board; the corners, as marked, designate the COLLECTOR, GALLERY, DEALER and WAREHOUSE areas of the table and the percentage values of properties sold to or purchased from these areas. The numbered dice govern the sale of properties from a player's hand.

PROPERTY CARDS comprise 12 sets (collections) of from 3 to 6 properties which players attempt to complete during the game. Each set is identified by a different color, symbol and code; the code also tells how many properties are in the set. (For example, B-3 represents "Books" and tells you there are 3 cards in the set.) The first figure below the code designates the value of the completed set; the VALUES, in order, designate the percentage values of the individual property when sold to the Collector, Gallery, Dealer or Warehouse.

Code	B3	Name of Set	BOOKS
Value of Completed Set	\$1000	Name of Property	Shakespeare Collection
Value of Property When Sold to Collector,	240 100%		
Gallery,	180 75%		
Dealer	120 50%		
or Warehouse	50 25%		

Sample Property Card

BUYER'S CARDS are valuable, versatile cards with many uses: during the game they may be surrendered to the bank in exchange for the privilege of buying from one to three properties from the collector, gallery, dealer or warehouse; at the end of the game, they may be used as jokers to complete property sets (1 per set) or, if not used for this purpose, they are worth \$500 to the holder (see SCORING). Best of all, Buyer's Cards are free; they may not be bought or sold. When Buyer's Card is turned up on the auction block, another card is turned up and placed on top of it and the player who purchases the property (card) gets both cards.

DICE AND GAME BOARD are placed in center of table. The numbered dice govern the sale of properties from a player's hand. The center of the board contains an auction block and a storage compartment; the corners, as marked, designate the COLLECTOR, GALLERY, DEALER and WAREHOUSE areas of the table and the percentage values of properties sold to (or purchased from) these areas.

Auctioneer shuffles the playing cards, deals 7 to each player (10 to each when two play), and place the remaining cards face down in the storage compartment on the board. While players are arranging their hands of cards . . .

PLAY MONEY is distributed by the auctioneer; each player receives \$2,000 in the following denominations:

6-\$10 bills 7-\$20 bills 8-\$100 bills 1-\$1,000 bill

Throughout the game, each player should stack (or hide) his bills to keep his competitors from knowing how much (or how little) money he has.

Undistributed funds are returned to the bank and play begins.

THE PLAY

Auctioneer starts each round of play by turning up the top card from the storage compartment, placing it face up on the auction block, and "calling" the property and minimum opening bid (which is 25% of the property's VALUE).

Bidding starts with the player to the left of the person making the last purchase from the auction block (except in the first round, when it starts with the player to the left of the auctioneer). **Each player must bid or pass** (audibly or by "signal") on the property being auctioned.

Bids must advance by \$20 or a multiple of \$20; players bid in clockwise rotation until all but one player pass. This player "buys" the property and pays the auctioneer who places the money in the bank.

If only one player bids on a property and all other players pass, the bidder gets the property on one bid. If one player has passed, and active bidding continues, he may **re-enter the bidding** when the cycle swings around to him again.

If there are no bids on a property, which is rare, the auctioneer places it in the bank. If all properties are sold before the end of the game, the auctioneer may re-auction the properties in the order in which they were placed in the bank.

Purchases are final when the auctioneer declares the property sold to the highest bidder!

ONE ROUND OF PLAY CONSISTS OF THE FOLLOWING, IN ORDER:

1. **AUCTIONEER TURNING UP TOP CARD ON AUCTION BLOCK**, calling the property and minimum opening bid and keeping the bidding going until the property is sold. If top card is a Buyer's Card, a second card must be turned up on top of it before players may bid; if second card is also a Buyer's Card, Auctioneer must turn up the third card in order

for bidding to start. Player purchasing property (top card) gets all cards on the block.

2. **SELLING PROPERTY ACCORDING TO THE DICTATES OF THE DICE.** After purchasing a property from the auction block, a player has the privilege of selling up to 3 of the properties in his hand, one at a time. He may not, however, re-sell the last property purchased from the auction block. To sell, player places one property on the auction block and rolls the dice to determine which of the VALUES indicated on the card (25% to 100%) he will receive—or if the property will remain on the block for OPEN SALE.

If a player rolls 0 on the green die, the property remains on the auction block and is open to bidding from the players; bidding starts with the player to the left of the seller and continues clockwise until property is sold to the highest bidder who pays the seller. (For Open Sale only, bidding may start as low as \$20; however, bids must advance by \$20 or multiples of \$20.) The seller may participate in the bidding to raise the price or to repurchase his property if he thinks it is going too cheaply. If he repurchases his property, he pays the bank.

If player does not roll 0 on the green die, the property is sold according to the number rolled on the red die. (For example: If player rolls 75, property is sold to GALLERY for 75% VALUE indicated on the card.) Seller is paid from the bank by the auctioneer and property is placed on the table near the board in the area matching the number on the die. **And, IF PLAYER HAS ROLLED 200 ON THE GREEN DIE, HE RECEIVES A \$200 BONUS FROM THE BANK!**

If he wishes to sell a second (or third) property, player must repeat above procedure.

3. **BUYING PROPERTY FROM COLLECTOR, GALLERY, DEALER OR WAREHOUSE** section of the table. After purchasing a property from the auction block, a player is also entitled to buy from one to three of the properties from any section of the table for one Buyer's Card and the money value of the properties. Price of the properties is dictated by the percentage on the board; buyer pays the auctioneer for each property he selects and money is placed in the bank with the Buyer's Card which he surrenders from his hand. (When a Buyer's Card has been placed in the bank, it must remain there for the rest of the game.)

ENDING THE GAME

The game ends when all of the properties (from the storage compartment and the bank) have been sold from the auction block . . . or, when a player who has attained a net worth of \$5,000 (or more) in property sets, buyer's cards and money declares that he is "going out." A player may not declare himself as "going out" during the bidding. "Going out" does not necessarily mean winning; if another player is worth more than the player who goes out, he is the winner.

SCORING

To determine his net worth, each player totals his money, property sets and unused buyer's cards:

EACH COMPLETED PROPERTY SET is worth the COLLECTION amount indicated on the property cards in that set; the individual cards (Buyer's Card included) in each completed set are not scored.

EACH BUYER'S CARD that has not been used to complete a property set is worth \$500. **INCOMPLETE PROPERTY SETS** have no scoring value.

PLAYER WITH THE HIGHEST NET WORTH WINS THE GAME!