

# HOW TO PLAY "BID & BLUFF"

Make your bid and play your cards. If you take your tricks, you advance your die. A bit of shrewd bidding and some clever bluffing puts you way out ahead. Be first through the DO OR DIE ZONE — cross FINISH — and you win!

Fun for the whole family — 2 to 6 players.

## EQUIPMENT

**Playing Board** — consists of white squares on which dice may be played, black spaces where no play is permitted, and areas marked START (6 red squares), DO OR DIE ZONE (30 red squares) and FINISH (white rectangle).

**Card Deck** — contains six Information cards and five suits (A-E) of ten cards each — 1 (low) through 10 (high).

**Six Large Colored Dice** — each similar to standard dice except for "6" side which is blank to represent 0.

## SETUP

Playing board is placed in center of table; Information cards are removed from deck and distributed, one to each player. Dealer for Round 1 is determined by cutting the deck, high card winning the deal. Successive deals as well as the play rotate clockwise around the table.

Player to dealer's left has first choice of die color *and* position on START row. Other players follow, in turn, until all have dice positioned on START. Unused dice and Information cards are set aside and play begins.

## THE PLAY

Each round consists of: (1) dealing the cards, (2) bidding, (3) play of the cards, and (4) movement of the dice on the board.

**1. Dealing the Cards:** After checking his Information card, dealer for the round shuffles the deck and deals the designated number of cards to each player:

ROUND	1	2	3	4	5	6	7	8	9	10	11	12	etc.
CARDS DEALT	8	7	6	5	4	3	2	1	2	3	4	5	etc.

(Upon completion of Round 12, chart progression is continued with 6 cards dealt in Round 13, 7 in Round 14, etc.)

Dealer also turns up top undealt card to indicate *trump suit* for the round. All remaining cards are set aside.

**2. Bidding:** After picking up his cards, each player determines the number of tricks he feels he is capable of taking with his hand, remembering to consider the trump factor. This number constitutes his bid. Starting with the player to dealer's left, each player records his bid by turning that number *face up* on his die. A 0 bid is made by turning up the blank side of the die. A player may not bid higher than 5.

**3. Play of the Cards:** First lead is made by player to left of dealer and play follows in clockwise rotation. The lead suit must be followed unless a player has no cards of that suit, in which case he may sluff a card from another suit or elect to use a trump card. Highest numbered card from the lead suit wins the trick unless trump is played, in which case the highest numbered trump wins the trick. Tricks won are placed face down in front of players. The lead is always made by the player winning the preceeding trick.

**4. Movement of the Dice on the Board:** When all cards have been played, each player counts his tricks and compares the total to the bid recorded on his die. Starting with the player to the left of the dealer and following in clockwise rotation, dice are advanced according to the following Scoring Table:

<b>BID MADE</b>	Move die # of squares equal to bid + 3 bonus squares.
<b>BID NOT MADE</b>	Move die # of squares equal to the # of tricks taken.

*EXAMPLE: If a player bids 3 and takes 3, his die may be moved 6 squares (3 for bid + 3 bonus squares). If he had taken 4 tricks with a bid of 3, he would advance only 4 squares (number of tricks taken).*

Only one die may occupy a square at a time. Dice may be moved forward or sideways over unoccupied squares but may not jump over other dice or over any black spaces. **When 4 or more are playing**, dice may also move diagonally.

If a player is unable to make his complete move, he may move up to the point where he is blocked and must forfeit the remainder of his move.

**THE DO OR DIE ZONE:** Dice movement within this area (five red rows preceeding FINISH) changes as follows:

<b>BID MADE</b>	Move squares equal to bid. A 0 bid may advance 1 square.
<b>BID NOT MADE</b>	NO MOVE.

*EXAMPLE: If a player bids 3 and takes 3, his die may be moved 3 squares. If he had taken 4 tricks or 2 tricks with the same bid, he could not move. (When making a 0 bid, a player may move 1 square.)*

## WINNING THE GAME

The winner is the player who first moves his die into the FINISH. If two or more players enter FINISH during the same round, the player who would advance the *furthest* over the line is declared the winner. If a tie still results, the player who *first* moved into the FINISH is the winner.