

BID & BAIT!

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Fishing is supposed to be a relaxing hobby... You have instead invited your friends to a thrilling race in your local lake!

Bid & Bait! is a fast bidding game, for 2 to 5 players that plays in just 15 minutes. In each round you will bid to take a Fish from the current Spot. Be careful though, because you will then need to roll and get at least the number you bid. Be the first to get 6 different or 4 same Fish and win!

Components

— The fishing Spots (x10)



— The Fish (6 types, x6 each)



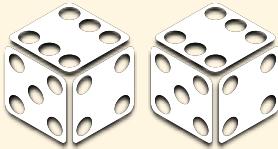
— The Baits (x20)



— The Duck (1st player token)

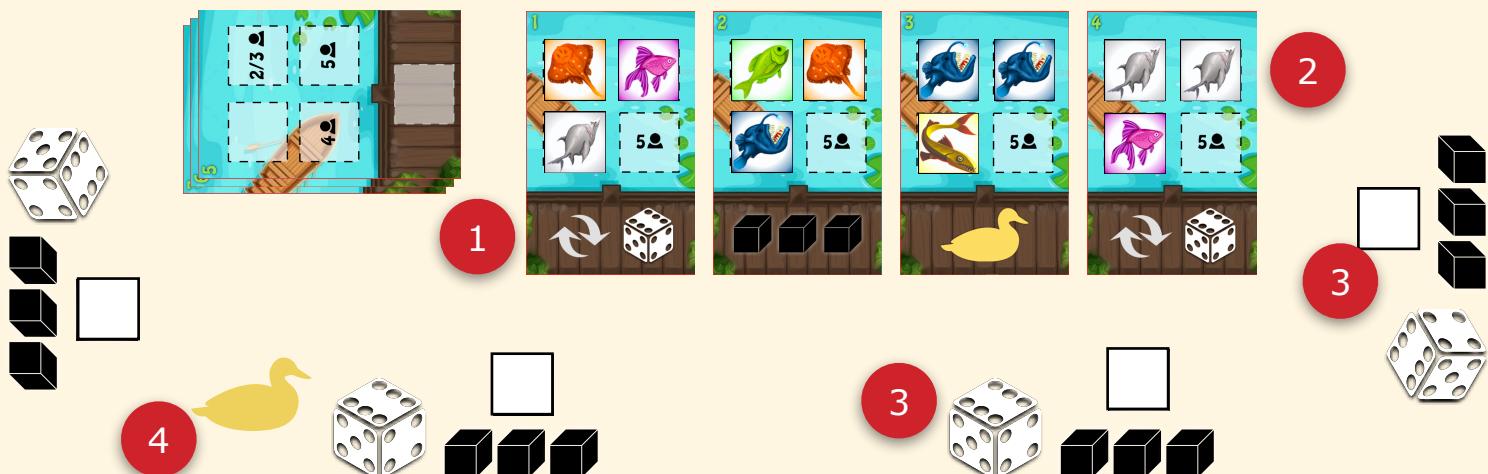


— The fishing Rods (x5)



Setup

1. Make a face up deck with all the Spots, using their basic side and arranging them in increasing order. Then, place the first four in a row (1 to 4), in the middle of the table.
2. Make a pile with all the Fish, placing them face down. Fill the four Spots at random with face up Fish and according to the number of players.
3. Give 1 Fish, at random, to each player. See that Fish but place it face down in front of you. Then, give to each player a Rod and 3 Baits.
4. Set the rest of the Baits aside and give the Duck to the player who last went fishing!



Round order

Each Spot corresponds to a round, and in each round you will follow this process:

1. Bid

Hide your Rod from the other players and set it at any number you want. Try to outguess your opponents to get what you want!

2. Reveal

Simultaneously, reveal your bids and determine the order for the next step.

Important: Tied bids are moved to the bottom of the order, and will be resolved after all non-tied bids have been resolved. Then, these ties break toward the player closer, in clockwise order, to the player with the Duck.

3. Roll

Starting with the player who bid the highest number, roll your Rod. **You must get the number you bid or higher.**

— If you succeed, immediately take either a Fish (keep it face up), from the available ones of the current Spot, or the Spot itself, to use its ability in the future.

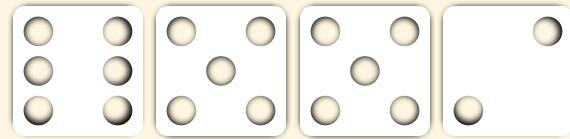
— If you fail, you can discard Baits you have. Get +1 to your roll for each Bait discarded. If you can't or don't want to discard Baits, you will not get a new Fish or ability.

4. New Spot

When all players have rolled their Rod, the round will end. Every player that didn't get a new Fish or ability will receive 2 Baits, as a consolation prize. Then, give the Duck to the next player in clockwise order. Lastly, reveal the next Spot and fill it with Fish, as normal. If there aren't any face down Fish, turn the discarded Fish face down and shuffle them.

Example

- 1 The players revealed these bids. Mark bid 6, Chris 2 and both Joan and Paul bid 5. Mark will roll first, then Chris, and then Joan and Paul, as the tied 5s must be resolved after the 2.



- 2 Mark and Chris succeeded in their rolls and both took a Fish. It's Joan's turn now, as she currently has the Duck.



- 3 She rolls and gets only a 3. Fortunately she has Baits left, and she discards 2 of them to bring her total up to 5.



- 3 She succeeds and chooses to take this Fish, instead of the ability, as she already has two of them.

End game

As soon as a player gets 6 different or 4 same Fish, the game ends and they win! If after 10 rounds no player has managed that, then the player with the fewest Fish wins. In case of a tie, the player with the most Baits wins.

2 player variant

For a more competitive game, you can use a dummy player! Set up and play a normal 3 player game. Each round, roll the Rod for the dummy player. This will be its bid. The dummy player doesn't need to roll its Rod again when it is its turn, and it always chooses the first available Fish (top to bottom, left to right) to take. The dummy player never uses Baits or abilities and can never take the Duck.

Advanced variant

If you prefer a more advanced game, simply turn the Spots to their Advanced side. The only thing that changes are the abilities, while everything else remains the same. You can also mix and match, at will, the sides of the Spots, increasing the replayability of the game.

Abilities

You can use as many abilities as you have gained, whenever it's your turn to roll your Rod. All abilities are one time use only, and as soon as you use them discard the Spot.

Basic

1 / 4 / 7 / 8 : Reroll your Rod. You must take the new result.

2 / 6 : Gain 3 Baits.

3 : Take the Duck and become the 1st player for the next round.

5 / 8 : No ability, only an extra available Fish.

10 : Discard a Fish you have.

Advanced

1 : After all players have revealed their Rods, you can change your own, before rolling.

2 : You can change the order of the next three Spots, ignoring their Round number.

4 / 6 : If there aren't any discarded Fish, you can't use this ability.

9 : Discard the other Fish.