

Biblios - 20 mins, 2-4 players - Card Auction game

- Gain cards free or via auction
- Get most victory points from the 5 color categories
- Church cards increase or decrease a die value
- Whoever has the most card points for a color gets the victory points equal to that color die

Setup:

1. Remove money cards
 - a. 2 players - 2 each of 1, 2, 3
 - b. 3 players - 1 each of 1, 2, 3
2. Remove cards at random
 - a. 2 players - 21 random cards
 - b. 3 players - 12 random cards
 - c. 4 players - 7 random cards
3. Shuffle remaining cards into a draw deck (which will be passed from player to player)
4. Place the Scriptorium in middle of table with each color die set to 3
5. Choose a non-payment penalty method

Gift Phase (get cards for free)

1. Each player gets the draw deck and pulls out cards face down equal to the number of players + 1
2. They keep one card, set one aside to auction and gives others the cards left in that draw like this:
 - a. Look at the first card. Keep it (face down), auction it (face down) or place it in the Public Pool (face up).
 - b. Do the same for the next cards but you can only keep ONE and auction ONE.
 - c. After going through the drawn cards, the other players take a card from the Public Pool in clockwise order
 - d. Pass the draw deck to the next clockwise player keeping their cards secret
3. Continue until draw deck is exhausted

Auction Phase (pay for cards)

1. Each player gets the auction deck and turns top card face up for the auction - bidding starts with the next clockwise player
2. Players bid to acquire the card and may bluff
 - a. Bid money to acquire a color or church card
 - b. Bid "cards" to acquire a money card (discard any cards from your hand equal to your bid if you win)
 - c. Players bid or pass till someone wins (once you pass you may not bid later for THAT card)
 - d. If there are no bids for a card it is discarded
 - e. Bid winner pays the price by discarding appropriate cards or if they do not pay follow the non payment penalty method chosen at the start of the game
3. Auction deck is passed to next player
4. Game ends when the auction deck is exhausted

Auctions for Non-money Cards:

- Players bid how much GOLD they are willing to pay
- Winner must pay the amount of their bid by discarding money cards.
 - No "change" is given so they may need to pay more than their bid
- If they do not pay they are penalized
- Auction winner adds that color card to their hand

Auctions for Money Cards:

- Players bid how many cards they will discard
 - You may not bid more than the number of cards you actually have
- Winner must discard (face down) the number of cards they bid
- If they do not pay they are penalized
- Auction winner adds that money card to their hand

Non Payment Penalty Method:

- If the bid winner does not pay, they are penalized in one of these ways (choose method at the start of the game):
 - All other players takes one random card from the penalized player and adds that card to their hand
 - Penalized player discards one random card
- After the penalty, the card is auctioned again and the penalized player may not bid

Church cards:

- When you acquire a church card, immediately change the value of a color die (or choose not to)
- One die church cards
 - Increase or decrease the die for one color
- Two die church cards
 - Increase or decrease the die for two different colors (you MUST do two dice or none at all)

Scoring at game end (after the auction):

- For each of the five color categories, players reveal their cards and add up their points.
- Highest count wins that color die (victory points)
 - Tie breaker is bottom right letter closest to A
- Most victory points wins
 - Tie breaker is excess gold on hand
 - Still a tie, use highest count for brown cards
 - Still a tie, use next color on the Scriptorium

House Rule (to minimize memorizing cards taken): If a face up card is taken by a player, it remains face up in front of them since it is a card everyone has already seen. Decide how you want the penalty process to work now that each player has hidden and visible cards.