



Biblios (2007)

2-4 Players

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Duration: 30 minutes



Setup

- Place the Scriptorium  in the center of the table and put one die on each category showing “3.”
- Discard cards for # of players: **2p** = discard 6 gold (2 of each value) and 21 additional random cards. **3p** = discard 3 gold (1 of each value) and 12 additional random cards. **4p** = discard 7 random cards
- Shuffle remaining cards into a draw pile and place face down. Pick a start player.
- Any time a **Church Card** is acquired in the game, it is immediately played and discarded. Adjust dice.

End Game & Scoring

- Game ends when all the cards in the auction pile have either been purchased or discarded
- Player with the highest total in a category scores as many victory points shown on the die.
- If category tie, player with card closest to letter “A” in the lower right corner wins.
- Most VP wins. Total points tie: most gold, then winner of Monk category.

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Game Play

Phase 1: Gift Phase

- The active player draws a set number of cards. Play clockwise until draw pile is exhausted.
- Active player draws cards 1 at a time (**2p** = 3 cards; **3p** = 4; **4p** = 5), in any order places it:
 - 1)** in front of him face-down (exactly 1 card must be allocated here this turn);
 - 2)** into the Auction pile face-down (exactly 1 card must be allocated here this turn);
 - 3)** into the public space face-up (any remaining cards are allocated here this turn).
- In clockwise order, remaining players each take 1 card from the public space into their hand.

Phase 2: Auction Phase

- Shuffle auction pile to make a new draw pile. Original 1st player reveals top card and players bid.
- Player left of the active player bids or passed. If pass, cannot bid for that card later on. Winner pays for card. If no one bids on the card, it is discarded and the active player's turn is over.
- After each card is auctioned, the player to the left becomes the new active player.
- **Non-Gold card Auctions:** Bid in gold - cannot make change [may end up paying more than bid]. High bidder reveals the gold he is paying and then discards those gold cards.
- **Gold card Auctions:** Bid in # of cards [any type]. Discard that many cards without revealing them.
- **Bluffing:** if a player bids (and wins) and cannot pay for their bid, that player is penalized!
 - Each other player randomly takes a card from the bluffer's hand and adds it to theirs.
 - The auctioned card is again auctioned and the bluffer cannot participate this time.