**The Jellybean Game**

**Objective:**

Accumulate the highest number of points by accurately guessing the number of jellybeans in jars and strategically bidding to outscore other players. Your points are decided by the *difference* between the actual jellybeans in a jar and your bid. You only are eligible for points if you are the *highest* bidder for a jar.

**Players:**

* 4 to 10 players
* 1 player is designated as **Ground Truth**

**Setup:**

1. **Jars:** The number of jars is determined by the number of players divided by 2 plus 1. If there are 10 players, there are 10/2 = 5 + 1 = 6. Round down to the nearest jar if there is an odd number of players.
2. **Jellybeans:** Ground Truth secretly fills each jar with a different number of jellybeans.
3. **Player Bids:** Each player gets one bid per round.

**Gameplay:**

1. **Round Structure:**
   * Each round consists of **three 1-minute bidding opportunities**.
   * Players discuss strategies and decide on their bids only during these 1-minute periods. Players can visually inspect the jars, but may not touch the jars.
2. **First Bidding Opportunity:**
   * Players choose a jar and place their bid, guessing the number of jellybeans in that jar.
   * After the 1-minute period ends, all players' bids (including the jar number and the guessed number of jellybeans) are posted on a board for everyone to see.
3. **Second Bidding Opportunity:**
   * Players have the option to revise their bids. They can:
     + Change the jar they are bidding on.
     + Adjust the number of jellybeans in their guess.
     + Request a refund of their original bid to place it on a different jar.
   * Players must submit their revised bids before the 1-minute period ends.
4. **Third Bidding Opportunity:**
   * Players have one last chance to finalize their bids. They can make further changes as in the second bidding opportunity.
   * All final bids must be submitted before the 1-minute period ends.
5. **End of the Round:**
   * After the third bidding opportunity, Ground Truth reveals the actual number of jellybeans in each jar by turning them over and counting the jellybeans in front of the players.
6. **Scoring:**
   * Only the player with the highest bid on each jar is eligible to score points for that jar.
   * **Points Calculation:** Points=Actual Jellybeans in the Jar−Your Bid
     + If your bid exceeds the actual number of jellybeans in the jar, you score negative points based on the difference.
   * **Example:** If a jar contains 50 jellybeans and your bid was 45, you score 50−45=5 points. If your bid was 55, you score 50−55=−5 points.
7. **Winning the Game:**
   * After all jars are counted and points are tallied, the player with the highest score wins the round.
   * The game will be played over multiple rounds, with cumulative scores determining the overall winner.

**Public Scoreboard for Each Round**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Jar #** | **Round #** | **Bidding Opportunity #** | **Bid Amount** | **Player** | **Winning Bid** | **Bid Refunded** |
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**Individual Bidding Sheet**

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| --- | --- | --- | --- | --- |
| **Player** | **Jar #** | **Round #** | **Bidding Opportunity #** | **Estimate** |
|  |  |  |  |  |
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**Final Results**

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| --- | --- | --- |
| **Jar #** | **Round #** | **Actual Jellybeans** |
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