

# AN EMBARRASSMENT OF PANDAS

# PDF RULE BOOK



### INTRODUCTION.

You've heard of a **PACK** of wolves, a **FLOCK** of birds and a **SCHOOL** of fish. But did you know that a group of pandas is called an **EMBARRASSMENT**?

In this 2-5 player card game you score animals by placing secret bids. Each round you are presented with 3 new Animal Cards worth 1-7 points each. Using Bid Cards in your hand you must decide which animals to try to win — should you go all in on the most valuable card or spread out your bids?

Bamboo Cards are your currency and special Effect Cards spice up the game.

Bids are placed simultaneously among all players, face down in

secret bid piles. Cards are then revealed one at a time around the table until a winner has been found. Hilarious situations arise as cards begin to interact with one another in unexpected ways.

**The highest bidder scores the Animal Card, and the player with the most points at the end of the game wins!**

**An Embarrassment of Pandas** is a remake of the original game **Highest Bidder**, with all-new and more game-friendly artwork, some brand-new bonus cards and a focus on replay value. Play the original base game or mix & match the advanced bonus cards and rule tweaks to fit the style and need of your group of players. See the separate advanced play rule booklet.

**TIME: 20-30 MIN**  
**PLAYERS: 2-5**  
**AGE: 12+**

**WHAT'S IN THE BOX?**

- + 14 standard Animal Cards.
- + 12 "Advanced Play" Animal Cards.
- + 49 standard Bid Cards.
- + 23 "Advanced Play" Bid Cards.
- + 2 Rule Booklets.

**ADVANCED PLAY:** An Embarrassment of Pandas comes with a number of Advanced Play bonus cards. These add a ton of replay value to the game! If it's your first time playing, or if you are introducing new players to the game, remove all cards with the yellow panda symbol in the upper right corner.

### THE CARDS.

There are 3 types of cards:

- ANIMAL CARDS:** Bid on these using Bamboo Cards. The highest bidder scores the card.
- BAMBOO CARDS:** Valued between 1-7. Combine several to place higher bids.
- EFFECT CARDS:** Mix these with your Bamboo Cards to perform special actions and effects.

### GETTING STARTED.

1. Unless you have agreed to include them, **remove all of the "Advanced Play" bonus cards**

from both the Animal deck and the Bid Cards deck. These are easily recognized by the yellow panda symbol in the upper right corner.

**2. Shuffle the Animal Cards separately** and place them face down in a draw pile at the center of the table. Draw the top 3 cards and place them in a row face up next to the draw pile. The card furthest away from the draw pile is the first card that players will bid on.

**3. Shuffle the Bid Cards and deal 9 to each player, or 8 if there are 5 players.** Keep the remaining cards face down at the center of the table.

**You're ready to start playing!**

### HOW TO PLAY.

The game is divided into 5 bidding rounds with 3 turns in each round, except for the last round which only has 2 turns. At the start of each new round there are 3 Animal Cards visible. More animals will be presented at the start of the next round. The bidding that players do on a single Animal Card is a turn.

Once new Animal Cards are drawn (a new round begins), all

Bid Cards — used and unused — are reshuffled and new cards are dealt.

During a turn, players simultaneously bid on the current Animal Card, starting with the card furthest away from the draw pile and moving towards it. Carefully consider which cards in your hand to use this turn and which to save for the remaining Animal Cards. Also pay attention to the order in which you place down your cards as this cannot be changed once you have placed your bid.

**You must play at least 1 card (Bamboo or Effect) each turn, and you must use all cards in your hand across the three Animal Cards.**

**STEP 1:** All players sort the cards in their hands into the desired order they wish to play them.

**STEP 2:** The dealer counts to 3 and all players — at the same time — place all the cards that they want to use on the current Animal Card in individual piles in front of them.

Carefully consider the order in which you place your cards in your bid pile as they will be revealed one by one starting with the top card.

**STEP 3:** Players take turns revealing the next card in their

bid pile until everyone has revealed all of their cards.

**STEP 4:** Whoever has the highest bid (sum of all Bamboo Cards) once all currently played cards have been revealed wins the bid! Discard all used cards and continue the game with the remaining cards in your hand.

See "Score Keeping" for more on how to keep track of scores.

**STEP 5:** Repeat steps 1-4 with the next Animal Card, ending the round with the card closest to the draw pile.

**STEP 6:** Once all Animal Cards have been bid on, the round is over. Reshuffle all Bid Cards, draw 3 new Animal Cards, and deal new cards to each player.

### REVEALING CARDS.

When revealing cards, Bamboo Cards (numbered 1-7) add to your total bid value. For example, 4+4+1 = 9. Announce your total out loud with each revealed card — this helps for keeping track of who is currently the highest bidder, and keeps the game exciting.

Effect cards take immediate effect as they are revealed. This is why the order in which you place your cards in your bid pile is so important. Some effect cards are best kept at the bottom of your pile, others at the top.

**Who reveals the first card?**

Who reveals the very first card of a bid depends on what stage of the game you are at: At the start of each new round, the player with the current highest score goes first. For the 2nd and 3rd turn of the same round, the player who won the previous bid goes first. At the very start of the game, the player to the left of the dealer goes first.

**STRATEGY GUIDE:** Did you know that there's a strategy guide for An Embarrassment of Pandas? Scan the code or use the link to improve your game:

[www.strackspel.se/games/pandas/strategyguide](http://www.strackspel.se/games/pandas/strategyguide)

### THE FINAL ROUND.

During the very last round there will be only 2 Animal Cards, and the **Animal Cards are automatically worth double points**. Combined with the two "X2" (double points) Effect Cards, even Animal Cards with lower values have the ability to completely change the final score. Players are still dealt the same number of cards which means that you also have more Bid Cards to spend on each bid.

### SCORE KEEPING.

It's easy to keep scores in An Embarrassment of Pandas. Keep the Animal Cards that you win in front of you and turn them 90 or 180 degrees if they are half points or double points:

1.5 points    3 points    6 points

Should you be so lucky to get a card that is worth 2 times double points (12 points in the above example), flip the card face down.

Remember to always return the "X2" and "Half Points" Effect Cards when a new round begins.

### SCORE BOARDS.

Alternatively, check out the official Score Boards for An Embarrassment of Pandas. Each player has their own board and keeps track of their score using plastic cubes. The boards also have a number of special "perks" that each player can use once per game.

Scan the code or use the link to purchase a set of 4 score boards, printed and sold at The Game Crafter:

[www.thegamecrafter.com/games/hb-score-boards](http://www.thegamecrafter.com/games/hb-score-boards)

### CREDITS.

Game Idea & Concept  
**JOHAN DAHLBERG**

Artwork  
**SONJA POON**

[www.strackspel.se/games/pandas](http://www.strackspel.se/games/pandas)

**PLAY TESTERS:**

Marina Dahlberg  
 Magnus Dahlberg  
 Caroline Dahlberg  
 Patrik Dellgren  
 Helena Winholt  
 Rebecca Woods  
 Christa Sorenson  
 Todd Sorenson  
 Vicki Sorenson  
 Davis Sorenson  
 Blanka Vu Doan