

Whipped!

4-7 players

n^2 minutes (4 players = 16 minutes, 5 players = 25 minutes)

Setting up:

At the start of the game, deal each player level 1, 2, and 3 bidding tokens, 10 votes of their color, and 3 riders.

Place a number of bills equal to the number of players face-up in the middle of the table.

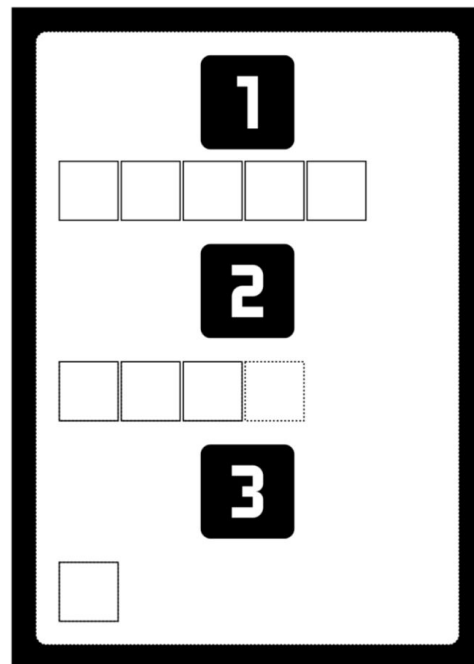
Sample bill

Note: levels 1, 2, and 3.

For a bill to pass, all three levels must be completely filled. Each level must contain votes of the same color.

Every solid-bordered square gives one point.

Squares with dashed borders give no points.



Goal:

Score the most points by the end of the game

Gameplay:

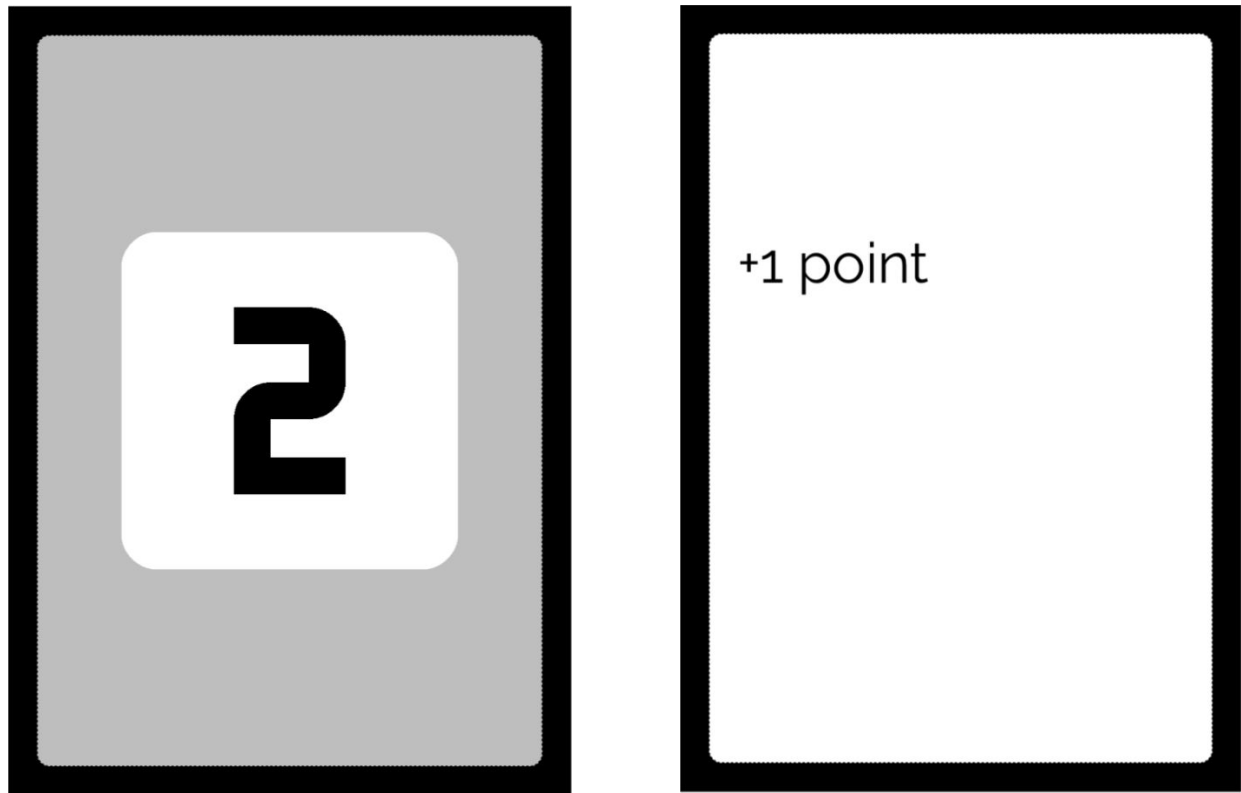
The game is played in rounds and within each round, each player takes one turn. There are as many rounds as players - i.e., in a 4-player game, there are 4 rounds.

Starting with the starting player for the round, set the timer for 60 seconds.

That player chooses a bill and claims level 1 by placing votes from their supply to fill it. For the remainder of the turn, they are known as the “sponsor” of that bill.

Levels 2 and 3 are filled via auctions, with the sponsor acting as an auctioneer.

The first auction is for level 2. Players that are interested place their level 2 bidding token white-side up along with any riders that are part of their bid, face up or face down

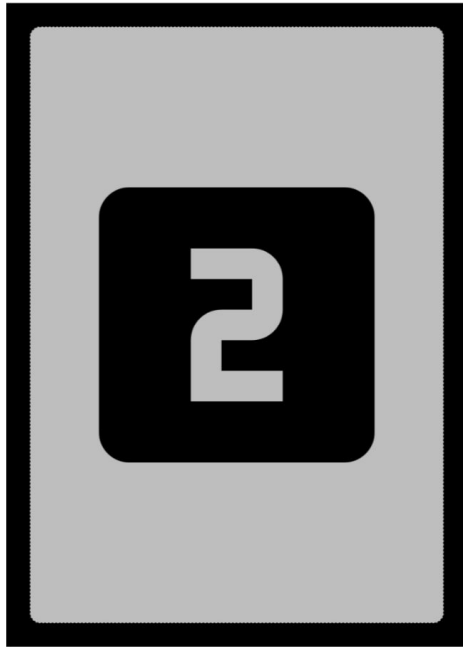


A level 2 bidding token with a sample rider (face-up) as a bid.

Players may adjust their bids as other bids enter, in order to stay competitive.

Riders give positive effects to the player bidding them, so generally the sponsor (auctioneer) will select the bid with the fewest riders.

The sponsor selects the bid they want by turning that bidding token upside-down so the black side is showing -- this signifies the bid is accepted.



Turning the bidding token over signifies the bid has been accepted.

The player that won the bid adds their votes to the bill and keeps their riders on the table.

This process is repeated for level 3. Once level 3 is accepted, the timer is stopped.

This must all take place within 60 seconds. If consensus on a bill cannot be achieved, the sponsor takes their votes back and their turn is skipped. Any other players take back their votes and riders that were bid.

If the bill's requirements are met, it passes! Players take points for every solid box on their level. All riders on the bill are resolved, yielding extra points or votes for whoever played them.

The bill is set aside, unavailable for selection.

Play continues with the player to the left now setting the timer, selecting a remaining bill, and beginning their auction.

Thus, within a round, each player will take a turn as a sponsor.

At the end of the round:

- all bills are cleared of votes,
- bills are discarded and new ones set out,
- all remaining votes and riders are discarded,
- the starting player moves to the left,
- each player is given 3 new riders and 10 votes

The game ends after the last round (i.e. after every player has been starting player once).
Whoever has the most points wins!

Additional rules:

1. If at any time a player is out of riders, they must draw a rider.
2. The lowest allowable bid is one rider.
3. A player can decide to not accept bids for a level and place their own votes a second time. However, they can only take points for a single level on the bill, and lose 1 point for every additional level they occupy. For example, if blue covers levels 1 (5 points) and 2 (3 points) they would only take points for level 1 *and* lose a point for level 2 for a total of 4 points!
4. Players cannot add riders to bills they are sponsoring, even if they take levels 2 or 3.
5. If it's your turn but can't afford level 1 on any bills, stop the timer and begin a special auction to be the sponsor using the normal auction rules and using the level 1 bidding tokens. Whoever wins adds any riders they've bid to any available bill, starts the timer, and continues the turn as the sponsor of the bill.