

Blindes

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Huhn

“Blind Hen”

A tricky auction game with lots of bluffing
for 3-5 players, aged 10 and up; takes about 30-40 minutes

Game Idea

Each player tries to collect chicken cards with the most points. As if it were not difficult enough to collect the bustling chickens, Blind Hens are sneaking among them causing trouble. But even a Blind Hen “sometimes finds a grain of corn” (German saying).

The winner will be the player with the most points determined by his chicken cards, Blind Hens and Golden Corns.

Game Material

110 playing cards consisting of:

- 40 starting cards: 5 sets each with 8 chicken cards, value 1, 2 or 3 (identified by letters A to E on the back)
- 45 chicken cards, value 1, 2, 3 or 4 in 5 different colors
- 12 Golden Corn cards (value +2)
- 12 Blind Hen cards (value -3, when accompanied with a Golden Corn: value +3)
- 1 Game End Card (“Spielende”)

A pen and paper are needed for scoring.

Note: The mouse and hawk symbols on the cards have no meaning in the base game.



Game Preparation

- Each player gets a **set of starting cards** (with the same letter on the back). If fewer than five players take part the remaining starting sets are put back in the box.
- Each player places all of his cards face up in front of him. **The cards are sorted by color.** The cards of one color are placed overlapping so that the values of all cards are visible. The cards in front of the player are his “display”.
- Pick out the “**Game End**” card and shuffle all remaining cards. Then take **9 of these cards** and shuffle them together with the “Game End” card. These ten cards form the **lower part** of the concealed draw pile. Put the remaining cards on top to create the final draw pile.
- Elect a starting player (proposal: he player with the best eyes) who becomes the first auctioneer.

Example of starting cards of player A



Gameplay

The game is played in a number of auction rounds. In each round, one player takes the role of the **auctioneer**. This is the only player who knows the entire package of 3 cards to be auctioned. The role of the auctioneer changes during the course of the game.

Each auction round consists of the following steps:

1. The auctioneer offers 3 cards.
2. Each player submits a bid.
3. The highest bidder pays his bid.
4. Then he takes the auctioned cards.

The details of the steps are as follows:

1. The auctioneer offers 3 cards

In each round, **3 cards will be sold as a package**. The auctioneer draws three cards from the draw pile, looks at them, but keeps them secret. He places the cards in the middle of the table for auction. He must place **1 or 2 cards face up**. He places the other one or two cards face down beside the open cards.

The auctioneer is therefore the only player who knows all three cards. The other players know only the one or two cards placed face up by the auctioneer.

2. Place a bid clockwise

After the three cards are placed in the middle of the table the auctioneer offers **a bid** for the package of all three cards. The auctioneer may not pass (fold).

Then each player in clockwise order may place **exactly one bid**. The following players have to raise the highest bid or fold. To place a bid, a player must call a certain amount he is willing to pay for the three offered cards.

He may not offer more than the total value of all chicken cards in his own display.

The winning bidder is awarded the set of three cards. This can, of course, also be the auctioneer.

Example with four players

The auctioneer begins: “I would pay 3”. Player to his left raises to “My bid is 5” because he wants to make it harder for the other players to beat his bid. The next player folds. But the last player in the round increases: “I offer 6” and is therefore the highest bidder.

3. Pay the bid

Before the winning bidder may take the auctioned cards he must **pay his bid**. He pays with chicken cards from his display. At the beginning these are the starting cards. In the course of the game auctioned chicken cards are added.

The value of a chicken card is derived from the **number in the corner (feather)**. The color does not matter. It is possible to pay with chicken cards of different colors.

Note: If the highest bidder offered more than he can pay, the entire auction will be repeated.

a) **If the auctioneer is outbid by another player**, the highest bidder pays the named price to the auctioneer with chicken cards which he takes from his display. The auctioneer submits these cards, separated by color, to his other chicken cards in his display. Chicken cards are never held or placed face down.

Attention: “Change” does not exist. If you cannot or do not want to pay the amount of your bid exactly you have to pay more. The winning bidder may determine which values and colors he uses to pay. The total has to be equal to or higher than the bid.

b) If no player has outbid the auctioneer, the auctioneer takes the cards from the middle of the table and pays the amount to the other players. He is free to decide how he puts together the total to pay his bid. The chicken cards with which the auctioneer pays his bid are put in the middle of the table. Player to his left chooses one card and adds it to his display of chicken cards. Players continue to take a single card clockwise until all the cards are taken.

It is possible that not all players will receive a card. One or more players may receive more than one card if enough cards from the auctioneer's payment are available. However, the auctioneer never gets back one of his cards but is **skipped**, when it would be his turn to take a card.

Example with four players

The auctioneer's bid is "6" and has not been outbid. He puts a green 2, yellow 2 and two cards red 1 in the middle of the table. Player to his left takes the green 2, the next player takes the yellow 2, the third player gets a red 1. The remaining red 1 is taken by player to the auctioneer's left.

Had the auctioneer given a 4 and a 2, the last player in clockwise order would be left empty-handed.

4. Reveal and Take Auctioned cards

Only after paying, the auctioned cards are **revealed**, so that now all the players can see the three cards of the auctioned set.

The auctioned chicken cards are added to the buyer's display **sorted by color** so that the values of all the cards are seen. Auctioned **Blind Hens** and **Golden Corns** are placed face down on to a separate pile next to the display of the player who has won the auction round. The winner of the auction must show all the cards to the other players before placing them in his own pile.

Note: You are allowed to take a look at your own face down pile at any time. Cards in this secret pile can never be used to pay for bids! They remain in the pile until the game ends.

Hint: *The auctioneer has the disadvantage of giving the first bid. If he bids too high, he may remain with the auctioned cards.*

But: He is the only one who knows all three cards and therefore knows how much the set is worth. By selecting the cards to show and by his initial bid he can entice players to make high bids or try to make them fold.

If one buys the cards himself he gets no points from the others and possibly has less capital for the next auction rounds, in particular when buying Blind Hens or Golden Corns.

5. Another auction round

After the auctioned cards are paid for, shown to all players and displayed, the winner of the auction becomes the new **auctioneer** (or remains it). He draws the top three cards from the draw pile, looks at the set, and displays one or two of them face up and makes his bid. The game continues as described above.

Hint: *Do not hesitate to take part in the auction rounds. Only by buying cards can you improve your display – and only by winning the auction can you become the new auctioneer. But beware of too many Blind Hens!*

Game End

The game ends **immediately** when the “**Spielende**” (**Game End**) **card** is drawn from the deck. The cards drawn and the remaining cards still in the draw pile will not be used. Continue with the **Scoring** (see next page).

Scoring

The points are tallied separately for each player on a sheet of paper.

1. Color majorities

Chicken cards are separated by color and counted. Score **all five colors** one after the other. Only the number of cards count but not their values.

The player with **the most cards** of a color is awarded **8 points**. The player who has the second most chicken cards of that color gets **4 points**.

In case of a tie, the points are divided equally between the players. If necessary, round up.

Examples on majority scoring

Two top-ranked players will gain 6 points each. If there are three players tied for first each receives 4 points and in case of a tie with four or five players each player gets 3 points.

If there is a clear first place, but a tie between two players for 2nd place, those players will each receive 2 points.

2. Own display: card values in three colors

Each player adds up the score from his display. Each player selects **up to 3 colors** and totals the values of the chicken cards in these colors.

The number of cards is irrelevant here.

Cards of the other two colors are ignored.

3. Secret stack: Blind Hens and Golden Corns

The face down pile with the Blind Hens and the Golden Corns is tallied. Each player reveals his hidden stack and tallies it: Each Golden Corn is worth **2 points**.

The players pair their Golden Corns and their Blind Hens. Each Blind Hen without a Golden Corn is worth **3 minus points**. For every Blind Hen that has a Golden Corn the player gets **3 points**.

The player who has the most total points wins. In case of a tie, there are multiple winners.

Example of scoring



2. Points for the 3 most valuable colors:

For the scoring of his 3 most valuable colors he chooses green, yellow and purple. He adds the numbers and receives 22 points. For the red cards he receives no points.

3. Secret stack:

The player has 4 Blind Hens and 3 Golden Corns. The score for Golden Corns is 6 points (3×2). Three Blind Hens have Golden Corns and count +3 points each for a total of +9. However, one Blind Hen is without Corn and its value is -3. The total for the face down stack is $6 + 9 - 3 = 12$ points.

The player has achieved **48 points** in total.

1. Color majorities:

The player holds the majority of chicken cards in green. He receives 8 points.

In red, he took second place tied with another player. Therefore, the 4 points are shared and he gets 2 points.

In yellow he is in second place and gets 4 points.

In purple he has neither the first nor the second place and receives no points in this color. The same as for blue which has no cards.

So in total, he gets 14 points for the color majorities.

Smithies (Supporters on Spieleschmiede)

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