

# Anabid!™

*Anabid!™* combines the challenge of an anagram game and adds the excitement and interactive competition of bidding games like Spades or Pitch.

## Anagram Bidding Game

### Objective

Bid on the number of words you can form from the lettered dice and win the game by accumulating points for each winning bid! The player with the highest total at the end of the game wins!

### Equipment

- Six lettered, six-sided dice with a combination of vowels and consonants.
- Two yellow eight-sided dice containing only vowels
- One blue eight-sided die, containing more difficult consonants. *One face reads "Qu", which acts in all other respects as a single letter.*
- Score sheet
- 1-minute (Play) timer
- 10-second (Bid) timer
- Seven "Steal 2" tokens
- Seven "Steal 1" tokens
- Clever minds

### Play

To start, take one six-sided die and have each player roll. The player whose roll is closest to the beginning of the alphabet rolls first.

Give each player one "Steal 2" token and one "Steal 1" token.

The first player (known as the 'Roller') takes one yellow die and chooses five to eight of the remaining dice. Any dice not chosen are set aside and will not be used this game. The player then rolls the dice, flips the bid timer, and looks at the dice (no re-arranging of the dice is allowed so that no one player has all the dice 'face up' towards them).

The Roller then announces the results of the die roll. Players may take this opportunity to note the results on a piece of paper or the optional *Anabid!™* scratch pad. The Roller waits a moment and announces the results again.

Play proceeds to the Roller's right. That player bids the number of 3- to 8-letter words that s/he can make out of the letters revealed by the dice. Only words of one length can be bid. A bid of "four 3-letter words" is allowed, but a bid of "two 3-letter words and four 4-letter words" is not allowed. Bids should be made quickly and should be strategic to place pressure on subsequent bidders. If the player has not made a bid by the time the bid timer runs out, it counts as a "no bid."

For example, the first player, Alex, reviews the following dice results:

A - C - E - R - B - T

At first glance, Alex sees quite a few three-letter words (ACE, ACT, BAR, and ART) and a couple of four-letter words (RACE and CART). Mindful of the ten second time bidding time limit, Alex bids "Six 3-letter words," figuring that a few more will become apparent during the full minute he'll have to make all the words.

After the roller makes his / her bid, the next player to the right has another ten seconds to make his / her bid. The bid timer (or a watch or cell phone) can be used for each successive bidder. To beat the initial bid, a player can either bid more words of the same length or any number of words at a greater length. Any bid with a greater number of letters beats a bid with fewer letters. In this way, a bid of one four-letter word surpasses a bid of five three-letter words.

Reza's bid comes next. She's sure that she can find at least ten 3-letter words, so she makes that her bid, resets the timer and places it next to Marcus.

Play continues to the bidder's right with each player upping the bid until all players have had an opportunity to bid. If two players in a row say, "No bid" (and all players have had an opportunity to bid), the player with the highest bid attempts to fulfill it.

Next, it's Marcus' turn. He sees at least five 4-letter words and three 5-letter words. He figures that if he jumps to the five-letter words, he'll prevent anyone from bidding any higher. He bids "Three 5-letter words," and passes the timer to his right. The next two players both say, "No bid."

The Play timer is flipped, and the high bidder spells out the words, using the dice, one by one. Players should take care not to inadvertently tip the dice to a different face. The Roller is responsible for okaying each word and keeping count (if the roller is the one doing the spelling, the player to his / her left is

responsible for okaying each word and keeping count). All words must be spelled out before the Play timer runs out.

If any player suspects that the high bidder has spelled a word that doesn't exist, he should note it to himself and not mention it until the high bidder's time is up. See "Challenging Words" below.

Words spelled out by the high bidder can be proper nouns like place names (ex. Albany), but cannot be a person's name, unless, of course, the name is also a word. For example, the word 'smith' is allowed. While Smith is a common last name and, wouldn't usually be allowed, 'smith' also refers to an occupation, so it's OK.

When the Play timer runs out, or when the bidding player says s/he is done, the score is calculated. If the bid was met or exceeded:

Score 2 for every three-letter word bid.

Score 4 for every four-letter word bid.

Score 7 for every five-letter word bid.

Score 12 for every six-letter word bid.

Score 20 for every seven-letter word bid.

Score 30 for every eight-letter word bid.

For every additional word of the same length as the bid's length, the player gets just one additional point, so it's a good idea to bid as high as you dare. A player bidding three five-letter words, who actually spells out six five-letter words receives 24 points (21 for the three words bid, plus one for each extra five-letter word). *If that same player had bid the six words, s/he would have received 42 points!* No points are awarded for words that are longer or shorter than the number of letters the player bid.

If the player misses his/her bid, all the other players receive half the bid amount (rounded up). The player who made the next highest bid receives an extra two points for driving the bidder to make such a ridiculous bid in the first place.

Following the scoring, the original roller passes the dice to the next player. In this way, all players have an opportunity to be the roller once per round.

In our example, Alex turns over the 1-minute timer and Marcus once again reviews the letters, A - C - E - R - B - T.

He quickly re-arranges the letters to spell out BRACE, which he calls out to Alex. "That's one," Alex says.

Marcus grabs the "T" and replaces the "B" with it, making TRACE. "I've got 'Trace', he calls to Alex. Alex notes the second word.

Marcus looks at the timer. He'd been repeating the words to himself ever since his bid, but can't seem to remember the third word. "That's it!" he thinks and re-arranges the letters to spell out CARET. "Caret," he yells, just as the timer runs out.

"Yep," says Alex, "nice job." Alex writes down "21" as Marcus' score for this round and passes the dice to Reza.

Play continues for **three rounds**, giving each player the opportunity to be the roller three times. During the second round, the order of play rotates to the left, returning to the right in the final round (Ignore this rule with three or fewer players). The Player with the highest total wins!

## **The Steal**

Each player receives two steal tokens at the beginning of the game, one "Steal 2" token and one "Steal 1" tokens. The steal token may be played by moving the token onto the play area at any point while the winning bidder is spelling out his / her words.

The winning bidder continues to spell out words until the one-minute timer has completed. At that point, if the winning bidder has spelled enough words to make his / her bid, the player who used the "Steal" token attempts to steal the points bid. If s/he played the "Steal 1" token, s/he must immediately spell a word *of the same length* as the winning bid that the bidder failed to make from the letters during the previous minute. Playing the "Steal 2" token requires the player attempting to steal to spell two extra words.

If the player attempting to steal is successful in spelling one (or two) words that the bidding player did not spell, s/he is awarded the total points of the winning bid. The bidder, who has worked so hard for the previous minute, gets nothing. If the player attempting to steal is unable to provide an additional word, the attempt fails, the "Steal" token is placed back in the bag, and the bidding player is awarded all the points earned from his/her spelling.

Once the attempt to steal has been resolved, the “Steal” token is returned to the bag, regardless of whether or not it was successful. There is no penalty for a failed attempt to steal other than the loss of the “Steal” token.

Note: Once a “Steal” token is played, no other player may place another “Steal” token. If the bidding player is unable to make his / her bid, the “Steal” attempt fails and points are awarded as outlined as if no attempt has been made. The player making the “Steal” attempt still loses the “Steal” token.

Returning to our example, what if Reza had decided to attempt to steal from Marcus? She was watching and as soon as Marcus spelled out TRACE, she thought to herself, “Oh, I know a couple more words.” She goes for broke, pushing her “Steal 2” token onto the play area.

Pushed by her competitive move, Alex quickly finds CARET, and looks around to see what other words he may have missed. Yes, he thinks, there it is, and spells REACT just before the timer ends.

“Woo hoo,” Alex says, “that’ll be 22 points! You better have something good, Reza.”

“I do,” Reza replies and quickly spells CRATE and CATER, two words of the same length as Marcus’ bid and just enough to complete the steal.

“Nice job,” says Alex and awards 21 points (the points Marcus’ original bid would have earned) to Reza.

## **Challenging Words**

What if the high bidder spells out a word that another player doesn't think is a word? Words that players don't agree on can be challenged, but it is risky.

Following the scoring of the high bidder's score, each player that wishes to challenge a word brings it to the attention of the group. There are penalties for using a word that doesn't exist as well as for challenging words that do exist.

If any player's score falls below -20, they are eliminated from the game and cannot participate in any subsequent turns.

Prior to play, everyone should agree on an indexed list of allowable words. This is usually a dictionary, website, and / or an atlas. The player who made the challenge searches for the word. If s/he cannot find it, the speller gets the opportunity to look, as well.

If either player finds the word in the reference, the player who made the challenge is penalized 15 points. If the word cannot be found in the reference, the challenged person is penalized eight points and the word is thrown out. The person who brought the challenge receives twice the points for the word. *Note that when figuring the bonus for making a challenge, use the value for the length of the word given above, even if the player received only one point for the word.*

If the bidding player loses the challenge, any additional words that s/he spelled can be used to meet his/her bid. If s/he still meets the bid, the remaining words are scored in the usual way but the 8-point penalty is still assessed. If the player is not able to meet the bid because one or more words were thrown out, only the penalty is assessed. The other players do not get half the value of the bid. The challenger still receives the bonus for challenging the word. If more than one word is successfully challenged in a single round, a penalty is assessed for each word and the challenger for each word gets the associated bonus.

Note that if more than one player wishes to challenge a word, the first person nearest the speller's right is given preference. If there is an additional challenge (on a different word), the opportunity passes to the right.

## **Beginner's Rule**

Give each player two flips of the bid timer (20 seconds for those who prefer to use a stopwatch).

## **Advanced Rules (*Variants*)**

1. *Which way did he go? or I should have taken that right at Albuquerque!*  
Disallow Place names. Since place names often arrange letters in patterns not usually found in English, put the atlas away and concentrate on words that don't require capitalization.
2. *It's Quotable!* Include a coin with the dice. If it lands heads up, the high bidder can insert punctuation marks like a quote (') or dash (-) between any

two letters. If the high bidder chooses to punctuate the word, s/he must tell the roller where the punctuation goes. The punctuation does not lengthen the word, however; only letters are counted towards the word's length.

3. *Bid-tacular!* Each successive bid must be a higher number of words, regardless of the change in word length. This often forces winning bids to be at lower letter levels, resulting in new bidding strategies.
4. *Wordsmith.* No “Steal” tokens are used. This works best with well-matched anagram aficionados.

### **Two-Player Rules**

For two players, limit bidding to three bids apiece. That is, the roller gets the first opportunity to bid and then his / her opponent. Each gets a second and third bid, as long as each successive bid outbids the previous one, as in the regular game. The game is limited to eight rolls (four rolls apiece). Highest point total wins.

**Enjoy!**

The *Anabid!*<sup>TM</sup> dice:

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