

Ravensburger® game no. 27 209 9  
A whimsical tactical bidding game  
for 2 to 4 players,  
ages 10 and up

# BIG SHOT



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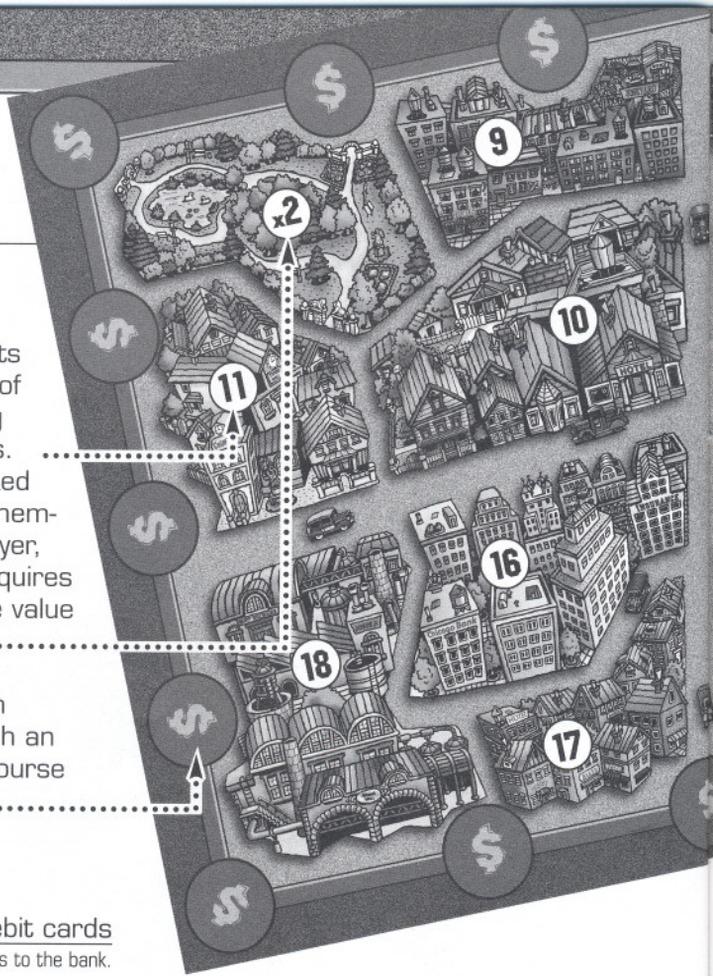
Ravensburger

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1 board

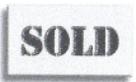
The board shows a downtown area in which thirteen large lots have been earmarked. Eleven of these have numbers indicating their value in millions of dollars. Two lots are park areas, marked "x2". These have no value by themselves, but if acquired by a player, and if the same player also acquires one or more adjacent lots, the value of the latter is doubled.

Circling the whole are eighteen auction-spaces in each of which an auction will take place in the course of play.



30 debit cards

record players' liabilities to the bank.



13 acquisition cards, marked "SOLD"

attest possession of lots.



4 calling cards

indicate players colours.



72 small cubes in 4 colours

represent players' claim to lots.



50 coins

in values of 1 million, 2 million and 20 million dollars.



1 playing piece (real estate broker)



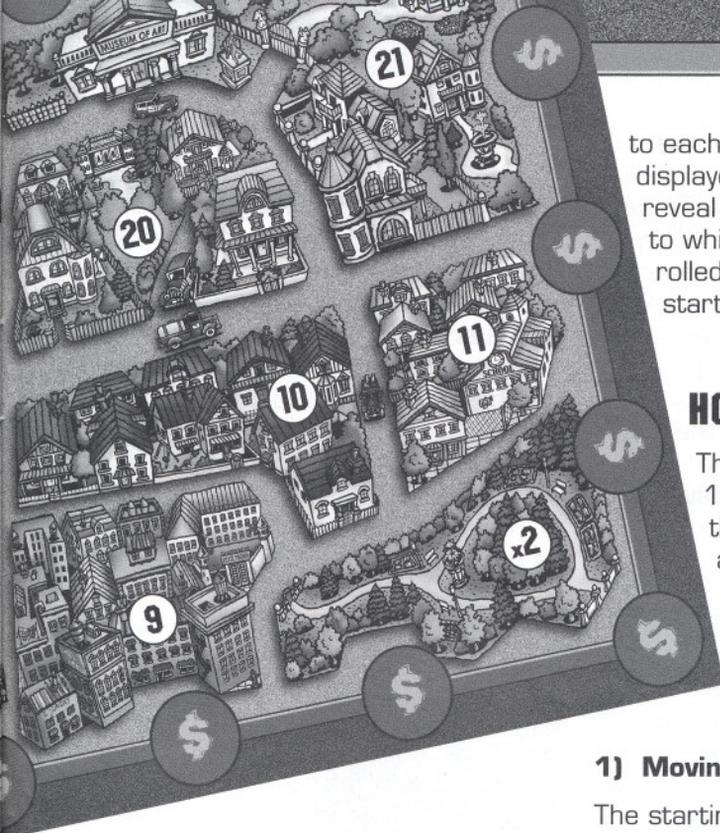
1 die

## WHAT THE GAME IS ABOUT

The scene is a city in the 1920's. A building boom is in progress: new blocks are arising everywhere, seemingly overnight. This has attracted out of town speculators who sense an opportunity to make big deals and pocket huge profits.

The players impersonate these speculators and try, by apportioning cleverly their claims (coloured cubes), to lay their hands on the most valuable properties... without falling too deeply in debt.

The player who amasses the largest fortune and acquires at least two lots, wins the game.



to each player. These, too, are displayed in front of them and reveal which coloured cubes belong to which player. The die is then rolled in turn to decide who will start the first round.

## HOW TO PLAY

The game is played over 18 rounds and ends when all the auctions have been held and all the cubes have been distributed on the lots on the board. Each round consists of the following two actions:

### 1) Moving the Broker

The starting player rolls the die and moves the Broker clockwise as indicated. (Immediately after the throw he passes the die to the player at his left, who will roll it in the following round.)

An auction takes place now for the four cubes that lie on the space at which the broker stopped.

### 2) Auction and entering cubes on the board

Bids are made in turn clockwise, beginning with the player left of the one who rolled the die. Each bid, in millions of dollars, must be higher than the preceding bid. Players may either bid or pass, but once a player has passed he cannot re-enter the bidding. If a player cannot bid because he is short of cash, he must either pass or request a loan from the bank (see below under **Loans**).

Bidding continues until all but one player have passed. Highest bidder

## PREPARATIONS

Before starting the first game, press out all components from their card-board frame.

Lay out the **board** and distribute the 72 little **cubes** at random on the 18 auction-spaces that circle the board - 4 cubes of at least 2 colours on each space. The **Broker** playing piece is also placed casually on any one of these spaces.

Select a banker. The banker has charge of the **money**, the **debit cards** and the **acquisition cards**. At the beginning of the game he gives to each player a starting capital of **10 million dollars**. Players must display their money in front of them.

The banker then shuffles the four coloured **calling cards** and deals one

pays the amount he had bid to the bank, then picks up the 4 cubes and distributes them as he pleases on any lots of his choice. The round is then over and a new round can begin. (Auction-spaces that have been emptied of cubes are of course skipped in subsequent rounds.)

**Note:** If nobody makes a bid, the player who rolled the die picks up and distributes the cubes at no cost.

### Acquiring Lots

Maximum number of cubes that can be entered on a lot is **seven**. To acquire a lot a player must have an undisputed majority of cubes on it.

If two or three players have "equal majorities" (distributions of 3/3/1 or 2/2/2/1), they cancel each other and the lot goes to the player with only one cube on it.

As soon as the seventh cube is entered, the player who acquired the lot slips an acquisition card (SOLD) under one of his cubes, signalling that the acquisition is final. The remaining six cubes are removed from the board.



### Tactical hints

You have only 18 cubes - therefore be thrifty and always on the lookout for chances to gain lots with only 1 cube. Also, be aware that as soon as there are 3 or 4 cubes on a lot, there will almost certainly be a take-over attempt on the very next turn.

*Example:*

*There are 4 cubes on a lot, 2 yellow, 1 red and 1 white; and that the broker is on a space with 2 red, 1 yellow and 1 black. Three players have now a chance of acquiring the lot.*

- *Red if he enters 2 red and 1 black (majority of 3/2/1/1);*
- *Yellow if he enters 1 yellow, 1 red and 1 black (also a majority of 3/2/1/1); and*
- *White, best of all, if he enters 2 red and 1 yellow (majority of 1/3/3)!*

*A fierce bidding fight is therefore looming...*

### Loans

Once in the course of each round a player may request an additional 10 million dollar loan from the bank. But he will not receive the whole amount. For the *first loan* he will receive only 9 million (1 million withheld as "interest" by the bank), for the *second loan* only 8 million, for the *third* one only 7, etc. Together with each loan he will receive a debit card which he must display in front of him; it signifies that at the end of the game he will have to return the full 10 million to the bank.



## END OF THE GAME AND ESTABLISHING WHO IS THE WINNER

The game is over at the end of the eighteenth round, when all the auction-spaces will be empty and all the cubes distributed on the lots.

But at this point there will still be several lots containing fewer than 7 cubes, and it must now be determined who acquired these. The same rule applies: the lot goes to the player who has an undisputed majority of cubes on it (ex. 2/1 or 1/0). If there are equal majorities (ex. 2/2/1) the lot goes to the single cube. As before, an acquisition card is slipped under one of owner's cubes while the remaining cubes are removed from play. If there is a tie (ex. 2/2 or 1/1/1) nobody acquires the lot and all the cubes are removed from play.

Each player then calculates his final financial status - that is, the total value of the lots he acquired, *plus* cash in hand, *minus* the amount he owes the bank (10 million for each debit card he collected).

### Reminder regarding values

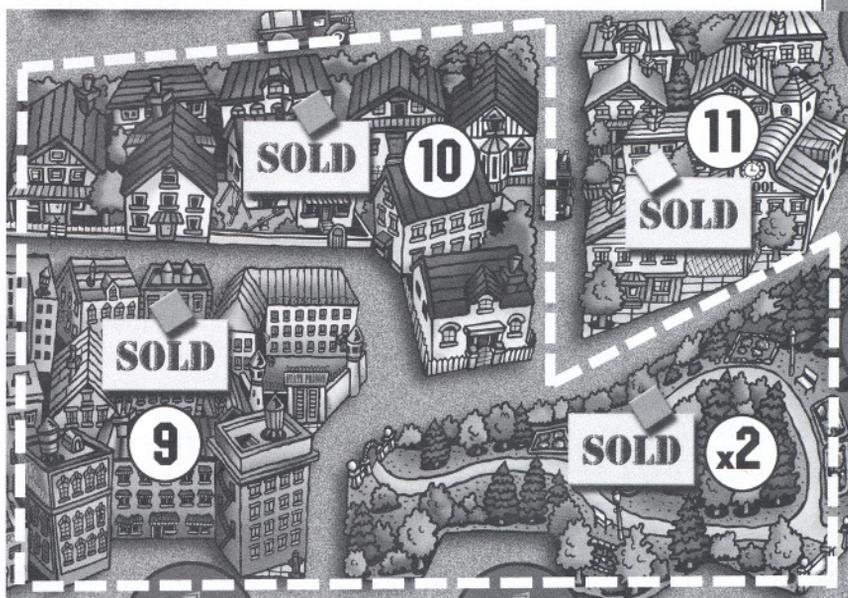
The numbers on the lots indicate their value in millions of dollars. The two park lots marked "x2" have *no value*, but if a player owns such a lot and also one or more neighbouring lots, the value of these is doubled.

Example:

Red has an "x2" lot and the two adjacent lots 9 and 10. White has the adjacent lot 11. Red's two lots are therefore worth together 38 million ( $9 \times 2 + 10 \times 2$ ), while White's lot is worth 11.

■ = red

□ = white



The player with the best balance, provided he acquired at least two lots, is the winner. In case of ties, the winner is the player who acquired the most lots. If still tied, the winner is the one who owns the most valuable lot.

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## A CHALLENGING VARIANT:

If you want an even more challenging game:

- Play with the same rules but keep your money *hidden*.
- Make requests for loans at the beginning of a round, before the auction has started.
- Players should *not* bid more than they can pay for. If a player makes a "mistake" and finds that he cannot pay for a bid he made, the auction must be repeated and the player at fault must show his money.

## THE GAME FOR THREE PLAYERS

The rules are the same as in the standard game, except that the cubes of the fourth colour (the colour on the left-over calling card) belong to a Ghost. The Ghost has no money and does not take part in the bidding. But players can distribute his cubes as they see fit, and can even, for

tactical reasons, make him acquire lots. When this happens, an acquisition card is slipped under one of his cubes in the usual fashion, but will be disregarded in the final reckoning.



## A SHARP TACTICAL GAME: THE GAME FOR TWO PLAYERS

The rules are again the same as in the game for four, except for the following:

- Each player plays with two colours and is given a starting capital of 10 million dollars for each colour.
- The money must be displayed in front of the players in two clearly separate piles. Place one of the calling cards next to each pile.
- Requests for loans must be made before the bidding is begun. Each player decides before his first bid, if and for which colour he wishes to request a loan. One loan for each colour may be requested in each round.
- After the auction, the highest bidder decides which of his two colours will pay for the bid.
- The "x2" sites double only the values of those adjacent lots that were acquired with the same colour. That is, they do not double the value of adjacent lots acquired by the same player, but with his other colour.
- Each player must acquire at least two lots with each of his colours.
- At the end of the game, earnings and debts of both colours are summed up together.