

# Templari

by Michael Schacht

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English translation by Pitt Crandlemire; edited and formatted by W. Eric Martin

For 3-5 players aged 10 and up

## Contents

30 cards showing pieces of armor of Templars with the numbers 0-9 being represented three times; 60 coins; 1 set of instructions.

## Goal of the Game

Score the most points by getting collections, preferably many of the same color.

## Game Preparations

Choose a start player. This person shuffles the deck, then places it face-down. Each player takes 12 coins; this money supply may be kept hidden.

## Playing the Game

The game is played over several rounds, with each round divided into two phases:

1. Turn over 2 cards.
2. Auction these cards.

The game ends after 15 rounds, after which all of the cards will have been auctioned.

### *1. Turn over 2 cards*

In each round, 2 cards are revealed.

### *2. Auction these cards*

Now the revealed cards are sold as a lot. The start player makes the first bid at any amount of their choosing. The next player in clockwise order must make a higher bid or drop out of this auction. Then the next player in clockwise order either raises or drops out, etc. When all players but one have dropped out, the high bidder places the cards face-up in front of themselves, then pays a number of coins equal to the bid.

If no player bids on the lot, then the start player takes these cards for free.

Note: Players may not bid more than they can pay. If this occurs, the offending player

must discard one of their previously won cards as a penalty. This card is removed from the game. The revealed cards are auctioned once again, and the offending player may not participate.

### *Who gets the money?*

Once the price for a lot is set, you must determine who gets the money. Two factors play a role here: the winning bid, and the numbers on the cards that players have previously won. If the bid matches the number on an owned card, the owner of that card receives a share of the money.

*Example: Anna buys a lot for 7 coins. Bert owns the only card with a number 7, so Bert takes the 7 coins from Anna.*

Players who own the same number of cards with a matching number receive an equal share of the winning bid.

*Example: Dieter buys the cards for 9 coins. Anna, Bert and Claus each own one card with the number 9. Dieter pays Anna, Bert and Claus 3 coins each.*

A player who owns more cards with a matching number than anyone else receives all of the winning bid by themselves.

*Example: Anna buys the cards for 8 coins. Bert owns two cards and Claus one with the number 8. The 8 coins go to Bert because he owns more cards with the number 8 than Claus.*

If no one owns a card with a matching number, the money is distributed evenly.

*Example: Anna buys the cards for 6 coins. No one owns a card with the number 6, so the money is split evenly among all players other than Anna.*

Important: The winner of the auction never receives any of the money being distributed.

### *Two-digit numbers*

If the winning bid is a two-digit number, the units digit determines how the money is distributed. Thus, on a bid of 14, the number to match is 4; on a 10, the 0, and so on.

*Example: Claus buys the cards for 12 coins. Burt owns the only card with a 2. Because only the last number counts with double-digit bids, Burt receives the 12 coins.*

### *Remainders*

The bid won't always be evenly divisible. When this happens, round down to distribute the coins evenly. Place any remaining coins in the middle of the table (in the Pot) and distribute them with the payment of the next auction.

*Example: Anna must pay Bert and Claus 13 coins. They receive 6 coins each, and the remaining coin is placed in the Pot. In the next round, Bert must pay 9 coins to Anna and Claus. When the coins that lies in the Pot is added in, each of them will receive 5 coins.*

### *Bid restrictions*

An important restriction applies to bids: A player may not make a bid that matches the numbers on the cards that they have already acquired. This includes any two-digit bid in which the final digit matches these numbers.

Anyone who makes such a bid must pay a penalty coin to the Pot (provided they have money), even if they correct themselves immediately. The incorrect bid is withdrawn, and the player must make a new bid or pass.

*Example: Anna owns cards with the numbers 4 and 6. She may therefore not make bids of 4, 6, 14, 16, etc.*

### *Next round*

Whoever wins the auction becomes the new start player. The two phases are repeated: Turning over cards and auctioning them.

## **End of the Game**

After all cards have been auctioned, scoring occurs. The more cards you have of the same color, the more points you receive:

- 1 card = 1 point
- 2 cards of the same color = 3 points
- 3 cards of the same color = 6 points
- 4 cards of the same color = 10 points
- 5 cards of the same color = 15 points
- Whoever holds the most coins receives 2 points. If several players hold the same highest number of coins, they each receive 2 points.

The player with the most points wins. In case of a tie, the player with the highest sum of numbers on their cards wins.

### *Side auctions*

If a player runs into financial difficulty, they may — if they wishes — sell **one** of their cards in a side auction. They do this at the start of a round before new cards are turned face-up. Since the player is selling one of their own cards, they receive all of the money.

## **Variant**

At the start of each round, an additional "Exchange" phase takes place. (At the beginning of the game, no one owns any cards, so this phase is skipped.)

The start player goes first and announces whether or not they will exchange a card. If they do, they simply take a card from an opponent and places it in front of themselves, then give the opponent one of their own cards. The opponent can do nothing to prevent this. Then the next player in clockwise order has the opportunity to exchange, and so forth. After everyone has had the opportunity to exchange -- at most once per round -- new cards are turned over.

Players who chose to exchange a card may not participate in the auction this round ! If all players exchange cards, the auction doesn't occur and the start player takes the revealed cards for free.