



A game about intuition and bluff
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3 to 6 players
Around 30 minutes
Age 12 or higher

Product information and support of the game
<http://www.winning-moves.de/vabanque>

Idea

A party meets for a game in the casino. After each player estimate how much money can be won at the casino tables, they play their character cards and move their pawns to a casino table. The payout can be multiplied or lost to cardsharps.

In the beginning, the stakes are low but they increase from round to round. If you carefully watch the others, you can win a lot.

Materials

- 12 Casino Tables**
- 6 numbered Platelets (optional)**
- 60 Tokens:**
 - 24 x 5s
 - 18 x 10s
 - 12 x 20s
 - 6 x 50s
- 6 Pawns**
- 24 Character Cards**
 - 4 cards per player:
 - 1 x Raise
 - 1 x Bluff
 - 1 x Cheat
 - 1 x Substitute card
- 80 Bills of Banknotes:**
 - 10 x 5 000
 - 20 x 10 000
 - 10 x 20 000
 - 10 x 50 000
 - 20 x 100 000
 - 10 x 500 000
- Game Rules**



Preparation

Depending on the number of players select the appropriate number of casino tables:

Number of Players	3	4	5	6
Casino Tables	7	9	10	12

Arrange the tables in a circle

Depending on number of players to select **tokens**:

Number of Players	3	4	5	6
5s	12	16	20	24
10s	9	12	15	18
20s	6	8	10	12
50s	3	4	5	6

Put the tokens in the middle of the circle in four piles separated by their values.

Arrange all **banknotes** by value.

Each player selects a **pawn** and the corresponding four **character cards**. Put the substitute card face-up in front of him, which acts as a reminder about his colour. Each player picks up the other three character cards.

Select a **start player**, who puts his pawn on a casino table of his choice. That player's left neighbour puts his pawn on the table two spaces over **clockwise**, etc.

Goal

The players try to win the most amount of money in four rounds by cleverly placing their character cards and pawns.

Game Play

The game consists of four rounds. Every round has the following five phases:

1. Place Tokens
2. Place Character Cards
3. Move Pawns
4. Payout
5. Determine New Order of Play

1. Place Tokens

In each of the four rounds only tokens of one value can be placed:

Round 1: **all 5s**

Round 2: **all 10s**

Round 3: **all 20s**

Round 4: **all 50s**

The start player places one of the tokens on a casino table of his choice. In clockwise order, each player repeats placing tokens on casino tables until all tokens of the corresponding value are placed.

Each casino table can have any number of tokens.

2. Place Character Cards

The start player chooses one of his three **Character Cards** ("Raise", "Bluff", or "Cheat") and places it face down on beside a casino table of his choice. Other players take turns to place their character cards until all cards have been placed.

Raise: It increases possible payout on that casino table by the value of tokens on that table. It has positive effects for all players (see "Payout").



Bluff: It has no effect but can make other players believe that a "Raise" or "Cheat" card has been placed on the table.



Cheat: The owner of the card receives all the payouts on that table (see "Payout").



3. Move Pawns

Beginning with the start player, each player decides whether they want to leave their pawn on the current casino table or **move it clockwise up to four tables.**

Each table can hold any number of pawns.

Tip: Try to avoid tables where you suspect a "Cheat" card by another player.

4. Payout

Character cards will be revealed and winnings paid out **only** on casino tables with **at least one pawn.**

Payouts on those tables are calculated in sequence according to the following rules:

a) Determine table value

The value of all tokens on a casino table is the base table value.

Each "Raise" cards doubles that value, two such cards triple the value, three quadruple the value etc.

Calculation of Table Value							
# of "Raise" cards	0	1	2	3	4	5	6
Table value =							
Value of token x	1	2	3	4	5	6	7

The "Bluff" card is only intended to confuse other players and has no effects.

b) Payout for Pawns

The owner of a pawn receives banknotes in the amount of 1000 x the table value - but only if **no opponent's "Cheat" card** is on that table! Each player on that table receives the full payout.

c) Payout for Cheaters

The owner of "Cheat" card receives banknotes in the amount of 1000 x the table value for **each opponent's pawn** present on the table.

Each player can win in two ways:

- **with his pawn:** only if no other player's "Cheat" card is on that casino table
- **with his "Cheat" card:** only if at least on pawn from another player is on that casino table

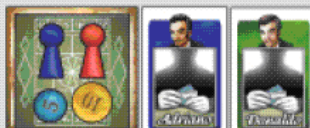


Example 1

Since there are pawns at this casino table, the character cards are revealed and winnings paid out. Value of 15 of tokens is tripled due to **Adriano's** and **Charlotte's** "Raise" cards. The final table value is 45. "Bluff" cards (such as **Donald's**) are always ignored. **Benedetta** gets 45,000 payout (1000 x 45) for her pawn because no opponents placed a "Cheater" card on the table. **Adriano** does not receive any payout for his pawn since **Benedetta's** "Cheater" card is on that table. **Benedetta's** "Cheater" card gets 45,000 payout (1000 x 45) for each opponent's pawn on the table (**Adriano**). All together **Benedetta** receives 90,000 on this table. All other players don't win anything.

Example 2

The table value is 15 in. **Adriano** and **Benedetta's** pawn don't get any payout because of other player's "Cheater" cards on the table. **Adriano's** "Cheater" gets 15,000 due **Benedetta's**. **Donald's** "Cheater", however, gets 2 x 15,000 (30,000) due to **Adriano** and **Benedetta's** pawn.



5. Determine New Order of Play

Players count their money and announce their fortune. The **richest player** becomes the **start player** of next round, the second richest is second, etc. The poorest player goes last.

Equal Riches: If two or more players have the same amount of money, their playing order reverses itself compared to the previous round. (Whoever went first in this round, goes last next round.)

The richest player stays in his or her chair. All other players seat themselves clockwise in the order just determined and take their money with them.

(If switching seats is not possible, the new order of play can be indicated using the numbered platelets. We recommend switching the seats since it improves the flow of the game.)

Before starting next round, all players collect their character cards. Place the substitute card in front of you. Both the pawns and the tokens stay on the tables.

Game End

The game ends **after** the **fourth round**. The player with the most money wins. Multiple players share the victory if they have the same amount of money.

