

Kuhhandel Master (Horse trading)

The card game for 2 to 6 scrupulous cow traders

Contents

40 Animal cards with red backsides
10 Pedigree cards with red backsides. (One of each animal)
4 Rat cards with red backsides.
66 money cards with green backsides

Goal

By bidding the players try to get as many (and preferably as expensive) animal quartets as possible. He who also succeeds in acquiring the corresponding pedigree cards and manages to burden another player with the rat cards (Dutch expression: to split in the stomach) will enlarge his chances of winning. The winner is the player with the most points.

(Personal remark: Funny, in Dutch it is literally called "Cow Trading" instead of Horse trading, hence the name of the game. Koehandel lit. means Cow Trading)

Preparation

- The **animal, pedigree** and **rat cards** (= all red backed cards) are shuffled and placed face down in a pile at the center of the table
- Every player receives the following starting money:

2 x 0 / 3 x 10 / 1 x 20 / 1 x 50

Flow of the game

After the starting player, the game continues to the left. The player who's turn it is has one of the following options:

- **Auction**
- Or
- **Horse trading**

After this the next player has his turn. He must also choose one of these two options. Etc.

At the start of the game only the "auction" is possible as there are no animals to do a horse trade with..

Auction

The player who chooses auction turns over the first card from the face down pile and auctions this card.

Dependent on whether an animal, pedigree or rat card is turned, different rules are followed for running the auction.

Animal card:

*There are 10 animal quartets in the game that yield points. Only a complete quartet will yield points. The value on each card is the value of the **complete** quartet.*

All other players (the auctioneer doesn't participate!) make bids as they please. There is no turn order in bidding. Each new bid must exceed the preceding bid by at least 10.

If the auctioneer can't entice the players to bid anymore he closes the auction and calls (for example) "30 going once, 30 going twice, 30 sold!"

If the sale is made, the auctioneer...

- Gives **the winning bidder** the auctioned animal card. The winning bidder places this card well visible in front of him. He pays the amount he has bid to the auctioneer.
- **Or** the auctioneer uses his **buying right** and keeps the card for himself. In this case he pays the amount of the winning bid to the **winning bidder**.

Nobody bids? If there are no bids, the auctioneer must close the auction by calling "zero going once, zero going twice, no sale" If still nobody bids the auctioneer gets to keep the animal card for free.

Pedigree card:

For all animal species (excluding the rat) there is 1 pedigree card. This card will yield at least 250 points (see page 8)

Pedigree cards are traded by Dutch Auction, in this case not the value but the **number** of money cards counts. The auctioneer places the pedigree card on the table within easy reach of all the players.

He starts by slowly and evenly counting down, starting from 10. The player that is the first to hit the card with his flat hand and yells "MINE" is the new owner of the pedigree card. He then pays the **number of money cards** to the auctioneer. The value of these cards is of no importance. (They could all be cards with value 0 or 500 or any combination of different or the same value cards) (so if you have to pay 4 cards you could pay: 0,0,0,0 or 0,0,100,500 etc.)

The auctioneer hands the pedigree card over to the new owner. The new owner places the pedigree card visibly in front of him.

Right to buy: If the auctioneer wants to use his right to buy he can do so. However, he must do this before he has seen the offered cards. (So before he knows the exact money value he would get). If the auctioneer executes his right to buy he must then pay the number of offered cards to the original buyer.

If nobody yells "MINE" when the bidding is at "1", the auctioneer gets the pedigree card for free.

Rat

The rat is the only animal that steals points. One of the animal sets of the player who has all 4 rats does not count in the calculation of points. (see scoring)

When a rat cards comes up for auction, the player **to the left of the auctioneer** has the first choice:

- He **takes** the rat card and places it open and well visible in front of him.
- **Or** instead he places one money card (of any value, even 0) **face down** next to the rat card.

After a player has decided to place a money card, his neighbor to the left has the same options. (take the card or place a money card) This continues (**including** the auctioneer) until a player selects to take the rat card. The player who does this, also **takes all the money cards** that were placed next to the rat card.

Important: The auctioneer that turned over the rat card starts the next auction again as auctioneer. If in this auction another rat is turned over again, the whole cycle starts anew and the auctioneer still gets to be the next auctioneer once somebody has taken the rat card. Etc.

Specifics during an auction

- **Not the exact amount of money**

Money is never changed. If a player cannot exactly match the amount of his bid with his money cards, he must pay more and doesn't get any money back. The same goes for the auctioneer if he chooses to execute his buying right.

- **Not enough money**

If a player bids more than he can pay, he must prove this is the case by showing his cards. The auction then starts over again. (With the same animal card)

- **Donkey money**

If the auctioneer turns over a donkey, the auction is briefly interrupted. All players, including the auctioneer, receive a money card:

1st donkey: 50
2nd donkey: 100
3rd donkey: 200
4th donkey: 500

After payment of these cards the auction is resumed as normal and the donkey is auctioned off like any other animal card.

Horse trading

If the auctioneer has animals that at least one other player also possesses, he may opt to offer a horse trade to one of these other players. This other player cannot refuse the horse trade.

This horse trade **is performed instead of the auction** and follows these rules:

First, he challenges an opponent. He calls the animal he wants to horse trade about. After that he makes a bid by placing one or more cards **face down** on the table. It is allowed to include cards with value 0, only play cards with value 0 or even placing all your money cards!

The challenged player has 2 options:

- **Accept**

The challenged player accepts the bid. He gives the animal that was horse traded to the challenger and takes the money cards, without looking at them first.

- **Counter offer**

The challenged player places, also face down, a counter offer on the table. In this case both bids are exchanged and counted secretly. The player making the highest offer gets the animal from the other party.

Important: Everybody keeps the money he received from the other player.

In case of a tie: Both players keep the exchanged money and make a new offer. If this is again a tie, the challenger gets the animal.

In case both players have **two animals** of the same quartet, the horse trade **must** be about both these animals. If a player has two or three animals and the other player has just one animal of this quartet, the horse trade will always be about one animal.

Horse trading with Rats

Horse trading with rats is almost the same as regular horse trading. There is one difference. The player making the **highest** bid loses his rat(s) to his opponent. With horse trading with rats, both players must own at least one rat. In case of a tie in bidding, the horse trade is repeated. If after this the players are tied again, the challenger gives his rat(s) to the other player.

No pedigree horse trading

Pedigree cards cannot change ownership. There is no horse trading with pedigree cards.

End of the game and scoring

As soon as all the cards are auctioned off, all players, in turn, must perform horse trading. A player that only has complete quartets in front of him is skipped. If all quartets are complete, the game is finished.

1. Rat Quartet

The owner of the rat quartet excludes one of his animal quartets from scoring. Both quartets (rat and animal) are removed from the game and those points are not scored.

2. Calculating total value of animal quartets

Every player sums the total value of his animal quartets.
(Remember, the value of every animal card is the value of the complete quartet. (4 cows = 800 points))

3. Matching pedigree cards

For every **matching** pedigree card 250 points are added to the total points.

Exception: When a player excludes an animal quartet because of his rats and he has the corresponding pedigree card, this pedigree card is not counted here (but it is in step 5)

4. Multiplication

After all points are totaled, the sum is multiplied by the **number of animal quartets**.

For example, if a player has 3 quartets, he triples his total points.

Attention: The pedigree cards belong to the quartet and do not influence the multiplication.

5. Count non-matching pedigree cards

For every pedigree card **without** the corresponding animal quartet the player adds 250 points **after** his multiplication to his point total.

The player with the most points is the winner. Money has no effect and is worthless at this stage.

Example of scoring

A owns at the end of the game:

- Quartet of rats
- 3 Animal quartets: Goose (40), Dog (160), Cow (800)
- 2 Pedigree cards:
 - 1x matching (dog), 1 x non-matching (horse)

1. Quartet of rats excludes the quartet of geese.
2. $800 \text{ (cow)} + 160 \text{ (dog)} = 960$
3. $960 + 250 \text{ (matching pedigree card dog)} = 1.210$
4. $2 \text{ animal quartets} = \times 2 = 1.210 \times 2 = 2.420$
5. $2.420 + 250 \text{ (non-matching pedigree card horse)} = 2.670$
Player A has 2.670 points!

For 2 players

When playing this game with 2 players the same rules apply as with 3-6 players. There are some changes:

Preparation

Both players receive their starting money (page 2)

Two (times four) money cards with values 50, 100, 200 and 500 are placed on the table for when the donkeys show up (page 6)

The money cards with value "0" are removed from the game. They won't be used in a two player game. Hereafter, all remaining money cards are shuffled and ten cards are randomly and unseen removed from this pile.

The money cards that remain are shuffled together with the animal, pedigree and rat cards. The resulting pile (containing green and red backed cards) is placed face down on the table.

Flow of the game

In the game there are no **auctions**, instead there is **division**.

Horse trading functions exactly like in the 3-6 player game.

Division works as follows:

Player A looks secretly at the top card of the pile and decides:

- To **keep** the card for himself
- Or, to **give** it to his opponent.

If A keeps the card for himself, his opponent immediately receives the next card from the pile. Player A does not get to see this card.

If A decides to give the card to his opponent, he himself is the one that immediately receives the next card from the pile.

After this player B gets his turn.

Animal, pedigree and rat cards are placed open in front of the players once received. Money cards are kept in hand. If the pile is completely divided, the only option is to horse trade.

Scoring remains the same (as is described on page 8)

Alternative game for 2-6 players:

For even more tactic and tension we've included to more variants:

- **Super horse trading**

If a player starts a horse trade, he is still allowed to auction off a card afterwards.
(Or divide cards in case of a 2 player game)

- **Pecuniam non olet** (money doesn't smell)

After scoring the players add the value of their money cards in hand to the total amount of points they scored.

Example: At the end of the game, player A still has money cards with a total value of 430 in hand. In the example of scoring on page 9, he would now score a total of 3.100 points: $2.670 + 430 = 3.100$