



Welcome to the world of bidding and trick-taking card games!

## GAME OBJECTIVE

The object of the game is to be the team with the most points at the end of the game. Players bid on the number of tricks they think their team will win, and they bid on the suit to be defined as trump. The team that wins the bid earns points by making the contract. Opponents earn points by defeating the contract.

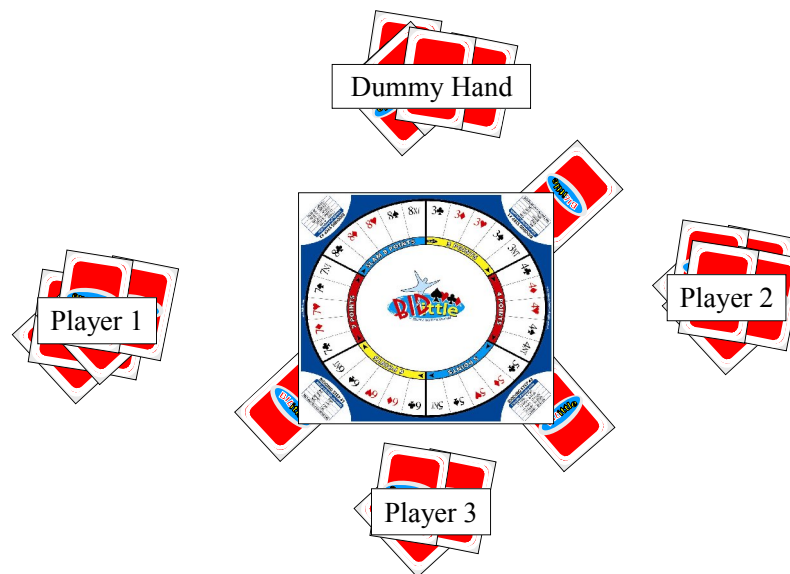
## PLAYING WITH 2 OR 3 PLAYERS

Like the game of Bridge, the game of BIDittle is more enjoyable when played with four players. However, it is not always possible to have 4 players available. Below are instructions on how to adapt the game with 2 or 3 players. Please be sure to read the entire white BIDittle instruction booklet where important game information on selecting the dealer, the bidding auction, playing of the hand, and scoring rules are described in more detail.

## BIDittle INSTRUCTIONS ADAPTED FOR 3 PLAYERS

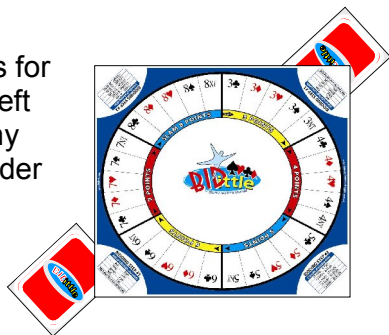
1. Each player selects 4 pyramids of one color.
2. One person is selected to be the **scorekeeper**. Player names are written in the corresponding color column on the score pad.
3. Select one player to be the first **dealer**. The dealer is the player who passes out the playing cards. Refer to the white BIDittle instructions for directions on how to select the first dealer.

4. The dealer distributes seven cards to each player plus an extra hand of cards for the dummy hand. Cards are dealt one at a time beginning with the player sitting to the left of the dealer.
5. Four cards will be left over. Deal one more card to the dummy hand and place one card face down under the corner of the game board to the right of each player.
6. Each player bids independently.
7. After each player bids, the dealer may optionally turn over one or more of the dummy cards before bidding again. This step gives players an opportunity to see the quality of the potential dummy hand before bidding further.
8. The highest bidder, after three consecutive passes, becomes the declarer. The remaining 2 players play together as defenders.
9. After the contract is defined, each player picks up the BIDittle card located to the player's right on the game board. Each player now has 8 cards in hand.
10. After the opening lead, declarer turns over all of the dummy cards face up across from declarer. The game is played and scored the same as if playing the BIDittle game with four players.



## BIDittle INSTRUCTIONS ADAPTED FOR 2 PLAYERS

- The 7 and 8 numbered cards are removed from each suit. Only 24 BIDittle playing cards are used.
- Each player selects 4 pyramids of one color.
- One person is selected to be the scorekeeper. Player names are written under the corresponding color column on the score pad.
- The dealer distributes seven cards to each player plus an extra hand of cards for the dummy hand. Three cards will be left over. Deal one more card to the dummy hand and place one card face down under the corner of the game board to the right of each player.
- Each player bids independently.
- After each player bids, the dealer may turn over one or more of the dummy cards before bidding again. This step gives players an opportunity to see the quality of the potential dummy hand before bidding further.
- The highest bidder, after three consecutive passes, becomes the declarer.
- After the contract is defined, each player picks up the BIDittle card located to the player's right on the game board. Each player now has 8 cards in hand.
- After the opening lead, declarer turns over all of the dummy hand cards and places them face up in between the two players.
- **The player who leads the trick controls which card is played from dummy.** If dummy wins the trick, the player who last led a card wins the trick and leads again from the dummy hand.
- **Enjoy!**



Game Rules  
2- 4 Players  
Ages 7+

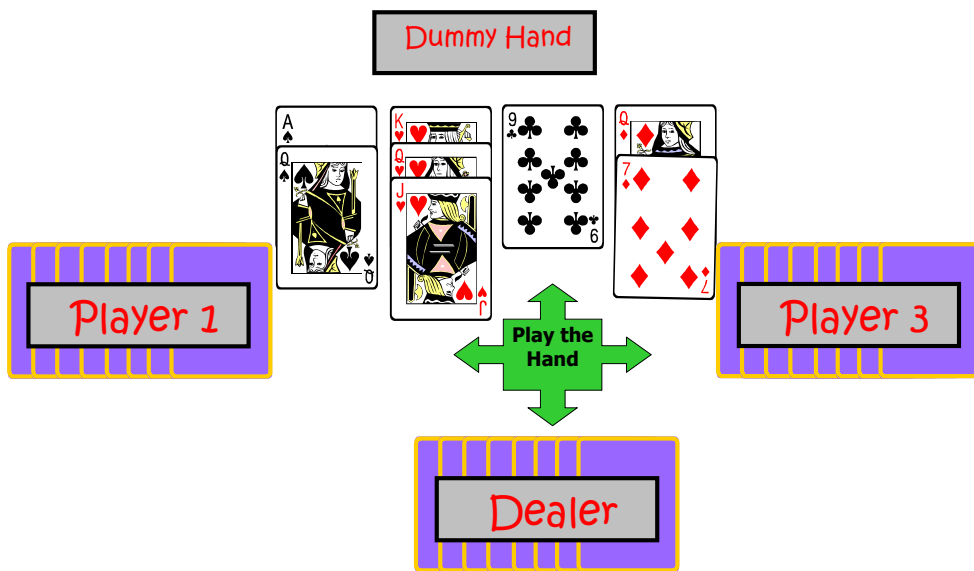
## Welcome to the world of bidding and trick-taking card games!

Little BIDittle is the first game in the BIDittle game family. This game introduces new players to card suits, higher-ranking card order, trump, and basic trick-taking concepts. Below are the playing instructions adapted for 2-3 players.

## LITTLE BIDittle ADAPTED FOR 3 PLAYERS

- Each player selects 4 stackable pyramids of one color.
- One person is selected to be the **scorekeeper**. Player names are written under the corresponding color column on the score pad.
- Select one player to be the first **dealer**. The dealer is the player who passes out the playing cards.
  - One player spreads the playing cards face down on the table.
  - Each player picks one card and turns it over. The player with the highest card is the first dealer. If two or more players tie with the highest card, the player with the higher-ranking suit becomes the dealer. Suits are ranked in the following higher to lower order: Spades ♠, Hearts ♥, Diamonds ♦, Clubs ♣.
  - After the dealer is determined, the cards are returned to the deck.
- Two players will play together as a team and sit across from each other at the table. The dealer does not have a partner for this hand. Players switch seats after each round of play so that all players have an opportunity to be the dealer.

- The dealer places a playing card, one at a time, on each corner of the BIDittle game board beginning with the player sitting to the left of the dealer.
- After all of the cards have been dealt, each player picks up the 8 playing cards located to the player's right side. The remaining stack of cards becomes the dealer's dummy hand. The dealer displays the dummy hand cards on the table so all players can see the cards. The cards are sorted by suit and order.



- The dealer starts the bidding auction. Bidding proceeds in clockwise rotation, and the dealer bids for both the dealer's hand and dummy hand.
- The bidding auction ends once three consecutive players pass. The contract is awarded to the team that last bid before the three passes. The game is now played the same as if playing with four players.
- Once play is complete, the cards are collected and given to the player sitting to the left of the last dealer. The player sitting opposite the new dealer switches seats and moves one seat to the new player's left side.

## LITTLE BIDittle ADAPTED FOR 2 PLAYERS

- Place the game board in the middle of the table. Players take a seat next to each other. Each player will have a dummy hand displayed on the opposite side of the game board.
- Each player selects 4 pyramids of one color.
- One person is selected to be the **scorekeeper**. Player names are written under the corresponding color column on the score pad.
- The first **dealer** distributes the playing cards by placing a playing card, one at a time, on each corner of the BIDittle game board beginning with the player sitting to the left of the dealer.
- Each player picks up the stack of cards located opposite each player. This stack of cards is the player's dummy hand. Each player displays the dummy hand cards on the table and sorts the cards by suit and value order.
- Each player picks up the 8 playing cards located to the player's right side. Sort the cards by suit and order.
- The dealer starts the bidding auction. Refer to the Little BIDittle game instructions for information on the bidding auction. Bidding rotates between the two players. The bidding auction ends once three consecutive players pass. The contract is awarded to the player that last bid before the three passes.
- The game is now played the same as if playing with four players.
- Enjoy!

