HUGO KASTNER RECOMMENDS

KUHHANDEL

THE ART OF AUCTION

Dear reader! In the decades of the 80ties and 90ties, a time of budding for playing games and game(s) culture, an idea came into focus for game lovers, in which trading and auction had a dominant role: Klaus Teubers „Adel verpflichtet", Karl-Heinz Kochs „Auktion", Reiner Knizias „Modern Art" or Rüdiger Koltzes „Kuhhandel" are excellent representatives of this new genre. „Kuhhandel" especially demands a lot of intuition, an equal amount of ability to bluff and a well-developed sense for the right time for some essential „trading". How fantastic, that even when you are playing at your best you cannot triumph without the necessary bonus of chance. It is due to that fact that this classic bluff and card game is very well suited for any group of players. The modern edition, „Kuhhandel Master" has been expanded with new mechanisms and introduces the „Plague of Rats", which we need to minimize - we might succeed to do so by collecting geese and chickens. Try it out yourself! Some entertaining hours will be yours to enjoy, for instance at one of the many events of Österreichisches Spiele Museum. Website: www.spielen.at

Our lamp this time alights animal heads: Horses, cows, pigs, donkeys, goats, sheep, dogs, cats, geese and chickens. All those beloved domestic animals are of same value when collected which varies hugely from 1000 for horses to 10 for chickens. The trick in this is that a single horse is expensive, but might have no value at the end, as it it could change hands in a „horse-trade", here better „cow-trade", to translate the name of the game". Only a complete set of four animals makes a collector happy. But, stop, again we need to consider a detail in the rules: Rüdiger Koltze has decided for the final scoring that the total value of all quartets of a player is multiplied by the number of quartets he has collected. Simply said, Horses 100 + Goats 350 + Dogs 160, multiplied by 3, yields 4530; but Pigs 650+ Goats 350 + Sheep 250 + Chickens 10, multiplied by 4, result in 5040 points. So, what good are the proud horses? Blind collecting of expensive animals often does not work, you need to own several types of animals. How do I do that? Well, „Kuhhandel" gives the active player, albeit an incorrect definition, because all are active all the time, two choices: He can auction an animal from the draw pile or do a horse-trade with another player of his choice. Auction is fun, because the active player will try to regulate the price by clever timing, as he either receives the money directly from the player who won the auction or he can make use of his prerogative to pay the highest bid and get the animal, often for a bargain, himself. If you decide on a horse-trade you choose the animal for which you want to „bargain" by a secret offer in your hand" with the player of your choice. Who bid more money takes the animal from the opponent and adds it to his display. Should both players involved have a pair of animals each of the quartet, you play for both at the same time. High-risk horse-trading! Another problem are the money cards of values 0, 10, 20, 50, 100, 200 und 500. 500 are introduced into the game only when a donkey is revealed. For auction and trading you never get change if you need to overpay. The surplus goes to your opponent. So take care! You can go broke quite fast and the others will swoop down on your display like vultures! „Kuhhandel" needs steady nerves!

TIP #98

Designer: Rüdiger Koltze
Price: ca. 12 Euro
Year: 1985 ff.
Publisher: Ravensburger
www.ravensburger.de

PLAYERS: 3-5
AGE: 10+
TIME: 45+

Competence Info± Chance

It is hard to guess what amount of money is available to your opponents as money changes hands rather quickly. This lack of information, paired with the assessment of the animal display, introduces an element of luck into the game. But foremost you need to read your opponents „psychologically" correct to ensure that success will be yours.

Hugos EXPERT TIP
Absolutely, try your hand at the new edition „Kuhhandel Master". It has all elements of the classic original, but due to a more elegant auction mechanism the collecting of „weak" animals gets more interesting. And the rats make us shudder a bit.

Hugos FLASHLIGHT
„Kuhhandel" is a marvelous auction game which does not look its age. It is fun, again and again, to trick your opponent out of an animal for a paltry sum or entice them pay an exorbitant sum in the auction phase. No less a personage than Bruno Faidutti expresses his love for Kuhhandel as follows: "… favorite game of many German game authors, the one everybody is jealous of, the one everybody - including me - would have liked to invent."

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IMPRESSUM

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