Cache Refresh Bidding

1. Reveal IDs.
2. Flip/roll for first bid.
3. First bidder picks side, bids 0–10.
4. Take turns bidding until one player passes. Bid more than last bid, 0–10.
5. Last player to bid plays the side bid on, with fewer starting cards/credits:

bid	0	1	2	3	4	5	6	7	8	9	10
	5	5	4	4	3	3	2	2	1	1	0
	5	4	4	3	3	2	2	1	1	0	0

(if no other effects on starting cards/credits)

If the game would normally end in a draw, the player who won the bidding loses the game.

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