12GoC Game 11: Bluffing Game

Designed by Ellie Dix

3-6 players | 20 minutes | Age 6+

Components:

- 64 playing cards (8 sets of 1-8 cards)
- 4 special cards: 2 x wild cards, 2 x backfire cards

Preparation:

- Shuffle all 68 cards together.
- Deal 7 cards to each player.
- Place the rest of the deck in a face-down draw pile.
- Randomly decide who will be the starting player.

Aim:

Be the first player to get rid of all your cards.

How to play:

- The starting player plays a single card face down in the centre of the table. They declare one attribute of this card - number, suit or terrain.
- Moving clockwise around the table, each other player either:
    - Passes and does not play a card or
    - Plays a card that they claim has the same attribute as the one that has been led.
- All players must play the same attribute until either
    - The player whose turn it is challenges the one before them or
    - Everyone has passed.
- In the event of a challenge, the challenged player must reveal the card they have played.
    - If the card matches the attribute declared, then the player who incorrectly challenged takes 3 extra cards from the draw deck.
    - If the card does not match the attribute declared, then the player who attempted to play the incorrect card takes 3 extra cards from the draw deck.
- There are two types of special card:
    - Wild cards: These can be played for any attribute and will always win a challenge.
    - Backfire cards: If these are revealed in a challenge, the challenging player is now required to play a card with the declared attribute (and the player of the backfire card draws 3 cards) or they themselves must pick up 3 cards.
- After a challenge or after all players have passed the player that picked up 3 cards or was the first to pass leads with another card and states the attribute.
- The round ends when one player has run out of cards.
- If a player incorrectly challenges when another player puts down their last card the challenger takes 5 points.

End of round scoring:

Players each score the number of cards they have in hand. For example, if a player has 3 cards in hand at the end of a round, they score 3 points.

End game:

The game ends after three rounds. The player with the lowest score is the winner.