

BAMBOOZLED

THE BLUFFING DICE GAME

OVERVIEW: Are you a good bluffer? Most people aren't. Everyone has a tell, you just have to find out what it is. In this party style bluffing game, it is your job to figure out if they really got an unbeatable roll or if you are being BAMBOOZLED? Either way you're going to have to call out the bluffers and be the last one standing to become the ultimate BAMBOOZLER!

OBJECTIVE: Roll the dice and tie or beat the previous player's score, but as the dice scores go up the chance of actually rolling a higher score gets less and less likely. It's your job to know when to call out the bluffers and when to believe them. Exposed bluffers get a strike, but if they were telling the truth you get a strike yourself! 3 strikes and you're out! Last one standing is the winner!

BEFORE YOU START:

1. Separate the action cards (cards with BAMBOOZLED on the back) from the strike cards (cards with Strike on both sides).
2. Shuffle and deal one (1) action card to each player face down and place the remaining action cards in the middle of the table. Players may look at their action card, but should keep it hidden from other players.
3. Place the stack of strike cards next to the action cards.
4. Whoever got out of bed earliest today will go first.

PLAYING A ROUND:

The player starts by rolling both dice inside the cup, making sure to hide the dice in the cup so that the results are hidden from other players. The player will then look at the dice and choose to score their roll by placing the numbers in either order. Example: If the dice showed a 4 and a 3, you could choose for it to be a 34 or a 43. The ability to choose the order is for flexibility to develop your strategy. It will become more clear as you play why you may want to choose a lower score.

After deciding on a score using the rolled dice, Player 1 will then announce the true numbers displayed on the dice, or they may lie.

The next player (Player 2) must then do 1 of 2 things:

1. Accept the score as stated by Player 1 without knowing the true score. If they do so, Player 1's turn is over and Player 2 will now take their turn by rolling the dice and repeat the same steps as stated above, but must beat or tie the score stated by player 1.

OR

2. Player 2 can declare that Player 1 is bluffing and reveal what was actually rolled. If Player 1 was bluffing, Player 1 takes a strike card. If Player 1 was telling the truth, then Player 2 takes a strike card.

Once any player gets a strike card, the score resets to zero (0). The player receiving the strike card starts the next round by rolling the dice. Once a player receives three (3) strike cards, they are out of the game, and the next player would start the next round.

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DICE VALUES:

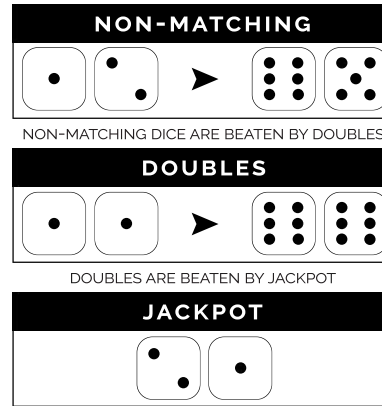
The rank of dice values is as follows, from lowest to highest:

1. Unmatching dice faces, in ascending order from 12 to 65 (a higher number beats a lower number).
2. Doubles beat unmatching dice and they range from 11 to 66 (a higher double beats a lower double).
3. Jackpot beats unmatched dice and doubles and is the best roll in the game. Jackpot is a roll of a 1 & a 2, scored as a 21.

Non-matching dice are beaten by (1) a higher set of non-matching dice, (2) a set of doubles, or (3) Jackpot. A set of doubles is beaten by (2) a higher set of doubles or (3) Jackpot. Jackpot cannot be beaten; it can only be tied.

On each turn the dice score must either tie or go higher than the previous player. The score doesn't reset until a player gets a strike or uses a Fresh Start or My Bad card.

See the chart below for dice value illustration:



DICE VALUES:

Once a player obtains three (3) strike cards, they are out of the game. The last player standing is the winner!

DIFFERENCE BETWEEN BLUFFING & BAMBOOZLING:

The player who rolled the dice may BLUFF by declaring a score that is not what they rolled.

The player receiving the dice is BAMBOOZLED if they accept the dice when the previous player was bluffing.

Players may bluff during any turn, even if they are starting the round, but players must bluff if they don't tie or beat the score from the previous player. When a player successfully BAMBOOZLES another player, they get to draw an action card.

ACTION CARDS:

Each player starts with one (1) action card, but can earn additional cards by BAMBOOZLING other players. A player can only hold two (2) action cards at a time, but once a player uses a card, they can earn another card. If a player already has two (2) cards, but they successfully BAMBOOZLE another player, they may draw a third card and keep the two (2) they like the best and discard the third.

There are two types of action cards:

1. Cards played AFTER a player rolls the dice.
2. Cards played BEFORE a player rolls the dice.

The next section will go through each action card and how to use it.

ACTION CARDS THAT ARE PLAYED AFTER YOU ROLL

These cards allow a player to declare a different score from what was rolled, but the card is not revealed unless a bluff is called. If no bluff is called, pass the dice and keep the card (hidden) to be used again later. If a player plans to use a card, but is not called for a bluff, it still counts as a BAMBOOZLE and the player may draw another card.

If the next player does call a Bluff, reveal and discard the used action card. Play then continues with the next player having to tie or beat the score created by the card.



JACKPOT (X1)

The player's roll is changed to a Jackpot. Declare that you rolled a Jackpot, and if a bluff is called, reveal and discard the card and treat the roll as a Jackpot.

To survive a Jackpot, the next player may use an action card of their own or attempt to tie.



DOUBLE (X2)

Change the value of one die to match the other, thus making doubles, and declare that you rolled that number. If a bluff is called, reveal and discard the card and treat the roll as the declared Doubles.

If the next player does not call a bluff, the player keeps their card hidden and may use it again.

I.E., a player rolls a 4 and a 2. This would generally be 24 or 42, but playing this card allows a player to select the 4 and make it double 4's, or the 2 and make it double 2's.

ACTION CARDS THAT ARE PLAYED AFTER YOU ROLL (CONTINUED)



UP/DOWN (X3)

This card allows a player to change the value of one die up or down by one (1) number, and a score is declared based on these numbers. If the next player does call a bluff, reveal and discard the card. The next player continues play with the declared score.

I.E., a player rolls a 5 and a 4. This would generally be 45 or 54, but this card allows a player to change the 4 to a 5 and now have double 5's.

ACTION CARDS THAT ARE PLAYED BEFORE YOU ROLL:

These cards are played after the previous player declared the value of their roll and before you have to decide to call a bluff (except the MY BAD card) or roll the dice.



FRESH START (X4)

This card allows a player to reset the score of the dice to zero (0) before they roll for their turn. The player then takes their turn as normal.



REVERSE (X4)

The Reverse card changes the direction of play until the end of the round or another Reverse card is played. A Reverse cannot be played on another player's turn.

Note: In the event that only 2 players remain, refer to the note under the Skip card.



MY BAD (X4)

This card allows a player to call a bluff on the previous player without having to take a strike card if the player didn't bluff.

Once a player uses a My Bad card, the round starts over at zero (0) and whoever played the card gets to start.

ACTION CARDS THAT ARE PLAYED BEFORE YOU ROLL (CONTINUED):



SKIP (X4)

This card allows a player to skip their own turn, forcing the next player to either accept the stated score or call a bluff. It cannot be used to skip another player other than yourself.

Note: In the event that only 2 players remain, the Reverse & Skip card are played as a Skip; however, in no circumstance can a player BAMBOOZLE themselves. If a player uses a Skip or Reverse the last player to roll must roll on their own score, even if they bluffed.



REVIVE (X4)

This card allows a player to return one (1) strike card to the draw pile, as long as they already have one. The Revive card can also be played if a player just received their final strike; the player can discard it and remain in the game.

If, during the game, the action card pile is extinguished, simply shuffle the used cards to make a new draw pile.

SIMPLIFIED RULES FOR KIDS! (NO BLUFFING)

Instead of bluffing, players will roll the dice and must beat the previous player's score. If you don't beat the score of the previous player, you get a strike. Players may roll openly so other players can see the dice and help younger players count and determine if they got a higher number than the previous player.

You receive BAMBOOZLED cards when the next player does not beat your score. The next player gets a strike and you get a BAMBOOZLED card. Players use cards the same way they are used in the normal game, but the "My Bad" cards should be removed before playing the simplified rules.

RULE VARIATIONS

MORE STRIKES

If you'd like to make the game last a little longer, just add to the number of strikes that each player can get. For larger groups you may run out of strike cards, but just keep track on a piece of paper.

NO LIMITS

Instead of limiting players to only two (2) action cards at once, players can keep and use as many BAMBOOZLED cards as they can collect by BAMBOOZLING other players.

FAQ:

WHO CAN CALL A BLUFF IF A SKIP OR REVERSE CARD IS USED?

The player that used the Skip or Reverse card does not decide if the previous player was bluffing. The next player to roll the dice must either accept the score or call a bluff.

DO I GET AN ACTION CARD IF I BLUFF, BUT THE NEXT PLAYER USES A FRESH START?

No, the Fresh Start card is used before a player has decided if the previous player was bluffing and will immediately reset the dice as if that player is starting the round.

CAN WE PLAY WITH MORE THAN 8 PLAYERS?

Yes! There is no limit, but you may run out of strike cards. If you do, just keep track on a piece of paper.

DO I AUTOMATICALLY GET A STRIKE IF THE PLAYER BEFORE ME ROLLS JACKPOT?

No, you can use a My Bad or Fresh Start card to reset the score to zero (0). You can also use a Skip or Reverse card. If you do not have a card, you can roll the dice and hope to tie, in which case the dice would pass to the next player as usual.

CAN I USE AN UP/DOWN CARD TO CHANGE A DIE TO 7 OR WRAP FROM 1 TO 6?

No, the change up or down can only change to the next sequential number between 1-6.

DOES 65 BEAT 33 SINCE 65 IS A BIGGER NUMBER THAN 33?

No, refer to the chart on page 2, but a double is only beaten by another double or Jackpot!

WHAT DO WE DO IF WE RUN OUT OF ACTION CARDS DURING THE GAME?

Just shuffle the discard pile to create a new draw pile.

THIS GAME IS SO FUN, DO YOU MAKE ANY OTHER GAMES?

As a matter of fact, we do! Come visit us at www.bluewasatch.com!

ONE FINAL NOTE

We do everything we can to make sure the rules are fair, fun, and easy to understand, but even we make mistakes. If you come across something that doesn't make sense or if you have any questions about the game or how to play, please reach out to us on our website or send an email directly to support@bluewasatch.com. We check our email probably more than any human should and will respond as fast as possible (generally within 24 hours).

We want to sincerely thank you for purchasing and playing BAMBOOZLED! We hope you enjoy the game and share it with your family and friends!

