

BLUFFED

THE EXPLOSIVE GAME OF TRAPS, SURPRISES AND DECEIT

The premise

The aim of the game is to reach the end, by moving from colour to colour and using your bluffs to make your own luck. If you get a red, you move forwards to the next red space. The twist is that only you can see your card, so you are allowed to say whichever colour you want.

Setting up

First each player should pick a counter. Every player should have both a tile card and a rule card nearby so that they can double check the rules if they need to.

The Colour Cards (the ones with colours on them) should be shuffled and placed on the green "Deck" tile. After they are used, they are then put on the red "Discard" tile. The Yellow Cards should be put on the yellow tile when not in use. When there are only a few cards left in the deck, all the cards should be shuffled and put back in the deck.

The Colour Cards

The colour cards each say a colour on them. They also have a pattern which matches the colour for players who struggle to recognise the colours.

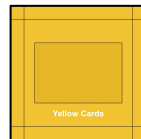
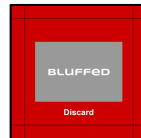
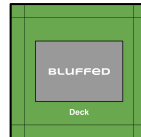
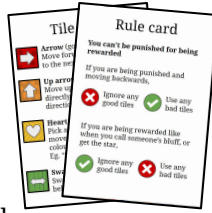
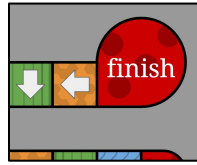
The 'best' colours are the ones at the bottom of the rainbow scale. The red card is not very valuable but is very common, whilst the pink is very valuable but also very rare. The grey 'nothing' card is the worst but also the rarest.



Who goes first (optional) Usually better, also less common

Each player gets 3 Colour cards. To win this minigame you need to put the highest card down. But if someone else puts the same card as you, you don't win. So the highest unique card wins. For example, if 5 players pick a Red, Yellow, Pink, Blue and Pink cards. Pink is the highest, but it's not unique because there are two pinks. Blue is the highest unique card so they get to go first.

So everyone is given the 3 cards each, then they each look at them and pick one to place face down. Then once everyone has placed a card down, everyone flips their card over and the highest unique card wins and this player gets to go first. The player to their left then goes second and it continues clockwise.



The start flag

The start flag (which currently looks like a green house) should be placed at a player's counter before their go. However this is optional. The start flag is important because if the player moves forwards, but then gets caught lying and they have to move back to where they started, players might forget where they began their go. The start flag makes this easier to remember. It is usually easier if one player is responsible for moving it before every go.

On your go

At the beginning of your go, the start flag should be placed next to your counter. Then, you pick up a card from the deck without showing it to anyone and you say a colour. This means that you will move forwards to the next tile of this colour. So if you say red you move to the next red space. You then give everyone an opportunity to call your bluff, using the 10 second timer if it takes too long and then the next player is able to take their go.



The End

To win you must get a red and land on the red finish tile. Then you win and the game is over.

When you are near the end, if you get a pink but there are no more pink spaces, this means you stay where you are.

Bluffing

Since only you see your card, you are allowed to bluff and say any colour. You might bluff to move onto a space further away; onto a good tile like a Star; away from a bad one like a Reverse tile or even just to spread chaos.



The Star tile

A good tile that moves you double next turn.



The Reverse tile

A bad tile that sends you backwards next turn. Avoid this!

More about the Colour Cards

If you get the nothing card you have to lie or you will move back 4 spaces. Purple will usually have a good special tile on it, whilst Orange will usually have a bad special tile on it.



Bluffing

If someone calls your bluff, one of two things happens, first the player shows their card, then...

If the player was bluffing

The player moves back 4 spaces from where they started their go*

The accuser moves forward to the next colour which the player said out loud (not the one on the card).

* if the player was about to land on a bad tile, the accuser gets to decide whether they move back 4 spaces or go forward to the bad tile (whichever is worse).

If the player wasn't bluffing

The player now gets to move double. So they move once like normal, but then they get to move again by the same colour. They get to use any good tiles that they landed on and ignore any bad ones.

The accuser apologises and moves back 2 spaces (or more if they have any Yellow Cards). They also get a Yellow Card.

Don't worry if you forget this during the game. There is a copy of this on the Rule Card.

Rule Card	
Bluffing If the player was bluffing	If the player wasn't bluffing
The player moves back 4 spaces from where they started.	The player gets to move twice, using the same colour.
The accuser moves forward, using the colour the player said out loud.	The accuser moves back 2 for more if they have any Yellow Cards. They also get a new yellow card.

The yellow card system

If a player calls someone's bluff incorrectly once, they move back 2 spaces. However, they also get a yellow card. The more yellow cards you have, the more your penalty increases.

The only way to get rid of yellow cards is to correctly call someone's bluff and then you can get rid of all of your yellow cards.

If you incorrectly call someone's bluff 5 times in a row, you get a huge penalty of -15 tiles. You also get banned from accusing people for the rest of the game.

Yellow card	
You incorrectly called someone's bluff so next time, you get a penalty	
Number of Yellow Cards	Penalty
0	Go back 2 tiles
1	Go back 4 tiles
2	Go back 6 tiles
3	Go back 8 tiles
4	Go back 10 tiles
5	Go back 15 tiles and you can no longer call bluffs



Horizontal Arrow (good/bad)

Move forwards or backwards to the next of this colour. If you land on a red backwards arrow, go backwards to the next red space.



Up arrow (good/bad)

Move up or down to the row directly above or below in the direction of the arrow. So from the first green up arrow, you would move upwards to the navy space.



Heart (good) (not optional)

Pick another player and move them forward to any colour of your choice. They have to use the ability on a symbol whether it is good or bad.

Eg. "move Player 1 to pink."



Swap (bad)

Swap places with the player behind you. If you are last, ignore this tile. If the player behind you is on the same space as another player, they are both moved to your space.



Reverse (bad)

On the next turn, you move backwards. If you are caught lying, you move back two colours. If someone incorrectly calls your bluff you move forwards like normal. You can only move off this space by having your go, or being rewarded eg. correctly calling someone's bluff.



Lightning (good) (optional)

You pick a player and move them back by the colour that they are on. If they are on red, they move backwards to the next red space. (Eg. "Player 1, (on red)")



Star (good)

On your next turn, move two colours. If you get a pink, you move to the next pink space, and then to next pink space after that. You can use any good tiles that you land on. Ignore any bad tiles.



Double card (good)

On your next turn, you can pick two cards instead of one and choose which one to use. You still only move once and you can still land on bad tiles. This also makes it easier to bluff!

You can't be punished for being rewarded

Sometimes you get punished and have to move backwards. This includes: getting caught lying (back 4 spaces); falsely accusing someone (back 2+ tiles); landing on a bad tile; or being moved back by someone using the Lighting tile.



When you are being punished, you have to ignore any good tiles. For example, if you wrongly called someone's bluff and have to move backwards onto an up arrow, it wouldn't be a punishment if you then got to move upwards.

However, this goes both ways, if you are being rewarded such as when you call someone's bluff or when you get to move double, you can ignore any bad tiles.

When someone moves you forwards using the heart you have use the tile whether it's good or bad.

If you are on a reverse tile, since moving off it is good, the only way to move off it is by being rewarded or having your go. If you get punished and have to move backwards, instead you stay where you are, because this is worse than moving backwards in this case.

Moving forwards as a reward is always optional, if you call a bluff and can move forwards, but want to stay on a star instead, this is allowed.

Rule card

You can't be punished for being rewarded

If you are being punished and moving backwards,

✗ Ignore any good tiles ✓ Use any bad tiles

If you are being rewarded like when you call someone's bluff, or get the star,

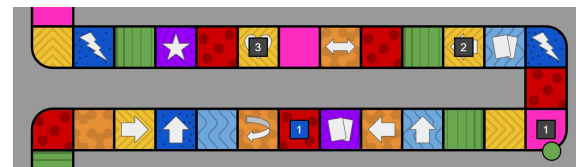
✓ Ignore any good tiles ✗ Use any bad tiles

An example go

The start flag is moved to the black counter to show that it is black's go and they started on the pink tile. Player 1 picks up a card, it says red. This will only move them 1 space. Instead they bluff and say yellow which will move them onto the forwards arrow (Black 2) then (Black 3), moving a total of 9 spaces.



Then Player 2 doesn't believe them so they call Player 1's bluff. Player 1 shows their card, admitting that they bluffed. First Player 1 moves back to the start flag (Black 1). Then as a punishment, they move back 4 spaces onto the orange backwards arrow (Black 4) then onto the orange reverse tile (Black 5). Because of this tile, they move backwards on their next go. As a reward, Player 2 moves forward to the next yellow space (Blue 2)



About the cards

The chance of each cards are as follows:

Colour	Number of cards	Chance of getting it	Average distance (tiles)
Red	12	17%	5
Orange	11	15%	6
Yellow	10	14%	7
Green	9	13%	8
Blue	8	11%	9
Navy	7	10%	10
Purple	6	8%	12
Pink	5	7%	14
Nothing	4	6%	0