

Boulder Bluff Rule Book

2-4 players | 30 minutes | 8+ years

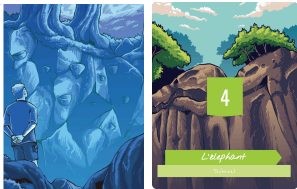
Who is the best climber among you all? Or, better said, who can (maliciously) brag about being the best climber? Because if no one came along to see you climb that boulder, no one can prove you didn't, right? Welcome to Boulder Bluff, a game of cunning climbing and, sometimes, cunningly not.

Components

This rulebook
38 climb cards



15 boulder cards



1 injury tokens (-1/-2)

5 chalk tokens

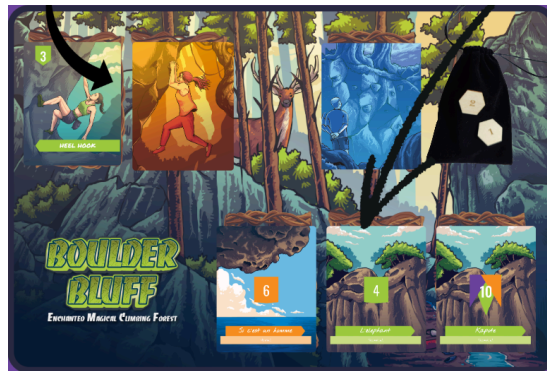


1 chalk bag



Setup

1. Shuffle all **climb cards**, deal five to each player (which they keep concealed as their hands), then place the deck face down within reach of everyone.
2. Shuffle all **boulder cards**, reveal three face up in a row within reach of everyone, then place the deck face down near it.
3. Leave all **injury tokens** within reach of everyone.
4. Place all **chalk tokens** in the **chalk bag**, then give it to the player who most convincingly claims to be who has most recently climbed a boulder.



Goal

Have the highest total difficulty among your claimed boulder cards!

Gameplay

Boulder Bluff is played in turns, starting with who has the chalk bag. On your turn, either **prep** or **climb**, then pass your turn by giving the chalk bag to the next player clockwise.

Prep

Draw a climb card, that's all. *This may sound weak, but it's the only way to have more than five!*

Climb

Choose one of the three revealed boulder cards, then do the following:

1. Play as many of your climb cards as you want, keeping them face up or down in front of you as you choose, but with at least one face up.

2. Draw and reveal a chalk token from the bag.

"In clockwise order from you, each player then chooses whether or not to climb with you, doing the above steps as well. If at least one other player climbs with you, resolve each of the steps ahead. If no one does so, simply claim the chosen boulder card, placing it in front of you, and skip to step 6."

3. Reveal all played cards, resolve any effects written on them, then tally up each player's climb strength as follows:

- +X for the sum of all their climb cards that share a color with the chosen boulder card (note that some card values have multiple colors).
- +X or -X for their chalk token.
- If all their non-brown cards match the base color of the chosen boulder card, +1 for each such card.
- -1 for each boulder card they have already claimed of the same base color as the chosen boulder card, as well as for each injury they have on such cards. *The more you climb a certain type of boulder, the higher your fatigue for it!*



This climb card adds its value to both orange and green boulder cards, but its base color is orange.

This boulder card requires purple values to be climbed. Since its base color is purple, who claims it gets -1 strength on all future attempts to claim purple boulder cards. It is worth 6 victory points at the end of the game, but if you climb it with less than 6 strength, you take an injury.

4. Whoever has the highest climb strength claims the chosen boulder card (even if the strength is lower than the boulder card's value), placing it in front of them. You win any ties, and if you're not the one tied, you instead name a physical tiebreaker challenge that relies on one's own bodyweight (such as push ups, sit ups, squats, and the like).

5. Give an injury token to each player whose climb strength was lower than the value of the chosen boulder card, which they toss like a coin to see if it will count as either one or two injuries, then place on one of their claimed boulder cards of the same color as the chosen boulder – if they don't have any, they don't get the injury. *If you run out of injury tokens, use any kind of coin or token in their place.*
6. Return all chalk tokens to the bag, discard all played climb cards in a face-down pile near the climb cards deck, deal each player as many cards as needed to refill their hands to five, then reveal a new boulder card in the row.

Whenever the climb cards deck depletes, shuffle all discarded cards into a new deck.

Game End

When the boulder card deck depletes, leaving the last three unclaimed boulder cards in the row, the next climb will be the last one! Once it is done, tally up each player's score by adding the value of all their claimed boulder cards minus the value of all their injury tokens.

Action Cards

All brown climb cards are action cards, which include effects that take place if more than one player attempts the climb. As any climb card, they can be played face up or face down, and you can play as many as you want.

Angry Bear

Give all opponents -1 strength this turn.

Boar Assault

Cancel the value of a climb card you choose.

Cute Squirrel

Cancel the written effect of a climb card you choose.

Lucky Deer

Triple your chalk token value this turn.

Wolves Cry

Add an injury token to the winner of this climb.