

Ages | Players  
**12+ | 2-6**

# **BALDERDASH™**

## **THE GAME OF TWISTING TRUTHS™**

GAME

### **Contents:**

56 Game Cards  
1 Answer Sheet Pad  
1 Instruction Sheet

### **The object of the game:**

To make up answers that will bluff the other players. Earn points for fooling other players into believing your bluff as well as for choosing the real answer.

Each player takes several answer sheets. You'll also need a pencil.

The youngest player is the first Dasher.

The Dasher chooses a category. All players write the category at the top of their answer sheets and write their initials in the answer section. Then, the Dasher reads the corresponding question from the light side of the first card.

### **Categories and the questions associated with them are:**

Weird Words: What's the definition?

Peculiar People: Who are they?

Incredible Initials: What do they stand for?

Marvelous Movies: What's this movie about?

Laughable Laws: What's this law?

All of the other players make up an answer and write it down in the answer section of their answer sheets.

Write an answer that's as silly or as serious as you want, just try to fool the other players.

**Note:** the Dasher doesn't make up an answer. While the other players are writing their answers, the Dasher writes the real answer from the dark side of the card on an answer sheet.

The Dasher then collects all of the answer sheets.

After placing all the answers including the real one in random order, the Dasher reads all of them out loud.

Moving clockwise, each player votes on which answer they think is real. The Dasher writes that player's initials in the Score section of the chosen answer sheet. It's okay for an answer to get multiple votes.

**After everyone's guessed, the Dasher reveals the real answer and scores are tallied as follows:**

- 1 point to players for every set of initials their answer gets
- 2 points to players who guessed the real answer
- 3 points to the Dasher if no one guesses the real answer
- 3 points to any player who writes an answer very similar to the real answer

Tally all points on a separate sheet of paper.

The next player in clockwise order is now the Dasher and play continues.

## **Winning:**

The first player to reach 14 points wins!

## Notes:

Players shouldn't get or give any clues as to which answer is theirs. They should be discreet when writing their answer and when giving it to the Dasher. The Dasher should also be discreet if they're having trouble reading an answer.

If a player writes an answer that is similar or very close to the real answer, that player immediately gets 3 points and is out of the round. (They don't get to guess.) If more than one player writes a similar answer, restart the round with a new card. The players with similar answers all get 3 points.

It's a good idea to take one card from the box and read all of the clues along with the answers. This will get the players familiar with the categories and with how the real answers appear.

## 2 Player Game

Alternate turns being the Dasher. As the Dasher, draw a card and read the corresponding question without turning the card over to see the answer. Make up an answer and write it on your answer sheet. Read both choices. If the guesser chooses your answer, get 3 points. If they choose the real answer, they get 2 points.

First to get 14 points wins.

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