

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

BALDERDASH™

THE GAME OF TWISTING TRUTHS™

GAME

How to Play

Contents:

- 1 Game Board
- 280 Game Cards
- 2 Card Box,
- 1 Answer Sheet Pad
- 6 Movers
- 1 Die
- 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.

Place the board in the middle of the playing area.

Set Up For Each Player

- Take several answer sheets. You'll also need a pencil.
- Choose a mover and put it on the start space.
- Roll the die. High roller will be the first Dasher.

How to play for each player

The Dasher rolls the category die and reads the corresponding category and question from the white side of the first card. (If a 6 is rolled the Dasher can choose the category.)

Write the category at the top of your answer sheet.

Categories and the questions associated with them are:

- 1 Weird Words: What's the definition?
- 2 Peculiar People: Who are they?
- 3 Incredible Initials: What do they stand for?
- 4 Marvelous Movies: What's this movie about?
- 5 Laughable Laws: What's this law?

Make up an answer and write it down in the answer section of your answer sheet. Write an answer that's as silly or as serious as you want, just try to fool the other players. Put your initials in the Name section.

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 black side of the card on an answer sheet.

When you're done with your answer, hand your sheet to the Dasher.

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

Moving clockwise, each player chooses which answer they think is real. The Dasher writes that player's initials in the Score section of the chosen answer sheet.

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

- 1 point to players for every vote 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

Each player moves the same number of spaces on the game board as points they earned.

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

Winning: when scores are being tallied, the player to the left of the Dasher moves first. The first player to reach FINISH 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, roll the die, 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, advance 3 spaces. If they choose the real answer, they advance 2 spaces.

First to the FINISH wins.

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