BALDERDASH

How to Play

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How to Play

To make up answers that will bluff the other players, then points for finding other players into thinking your stuff as well as for cheating the real answers.

Set Up:
1. Double Bluff
2. Marvelous Movies
3. Laughable Laws

Game Play:
1. Each player rolls the die high roll becomes the first DASHER the easiest of each round. The DASHER rolls the die to determine which category to play if it is above the DASHERS roll their categories, play as usual the player with the highest number of points earns a point for each point they earn in that round. The first player to reach the “Finish” is the winner!

2. The DASHERS make up an answer that sounds or looks phony as all the answers to be found in the Balderdash game. The DASHERS are tallied and each player advances his/her colored mover on the board the number of points he/she earned in that round. The first player to reach the “Finish” on the board wins!

3. How do I win?! In each round the player directly to the DASHER’S left assumes the major roll. Follow the order of players in clockwise order. The first player to reach the “Finish” space on the board wins!

Scoring:
1. 1 point goes to a player for every player who guesses the real answer.
2. Double Bluff—players are given points for the real answer. No players guess the real answer. The scores are awarded to any player who writes an answer similar or very close to the real answer. It is okay if you didn’t score big this time. You can fool some of the people some of the time…

How do I win?! In each round the player directly to the DASHER’S left assumes the major roll. Follow the order of players in clockwise order. The first player to reach the “Finish” space on the board wins!

2-Player Game

Alternate turns being the DASHER even the die ahead at random for the corresponding category questions. Before turning it over and seeing the answer, the DASHERS makes up one of his/her own answers. After every second to read the real answer. Read both choices, in similar fashion, to the guessing players. If the guesser votes for the real answer, he/she advances 1 space; if the guesser votes for your bluff, he/she advances 2 spaces. Alternate until you reach the “Finish”.

Footnote

This is sometimes known as “IAnchor”, as unbelievable as they may be at the answers to be found in the Balderdash game. The DASHERS are tallied and each player advances his/her colored mover on the board the number of points he/she earned in that round. The first player to reach the “Finish” space wins, as if you didn’t score big this time. You can fool some of the people some of the time…”

10. If a player writes an answer that is similar or very close to the real answer, put that answer aside and try again. If the answer agreed to the real one and the real one is written down on their answer sheets in the “Question” section. Each category has a question associated with it:

1. Weird Words—Who is this person?
2. Marvelous Movies—What is this definition?
3. Laughable Laws—What does this stand for?

INSTRUCTION SHEET SPECIFICATIONS

Toy No.: B9176
Part No.: B9176-0920
Tare Size: 11x17
Folded Size: 3.5W x 8.5H
4 colors

12 to ADULT Players:

1. Weird Words—Who is this person?
2. Marvelous Movies—What is this definition?
3. Laughable Laws—What does this stand for?

Each player should get a pencil or pen along with several answer sheets.

Place the board in the middle of the playing area.

If a player writes an answer that is similar or very close to the real answer, put that answer aside and try again. If the answer agreed to the real one and the real one is written down on their answer sheets in the “Question” section. Each category has a question associated with it:

1. Weird Words—Who is this person?
2. Marvelous Movies—What is this definition?
3. Laughable Laws—What does this stand for?

The DASHERS then looks at all of the answers and makes sure they can be read clearly. If the DASHERS can’t read the answer, the player should write the answer more clearly. The DASHERS choses the player with the highest number of points in that category and the real answer.

After the laughter dies down, the DASHERS reads all of the answers aloud a second time. In extreme cases, when there are many players and some longer answers, a third reading may be necessary. A player should not reveal his/her own answer by shouting “that’s mine” or by nudging, winking or grunting.

Now turn over the card to read and copy the real answer. Read both choices, in similar fashion, to the guessing players. If the guesser votes for the real answer, he/she advances 2 spaces; if the guesser votes for the DASHERS own answer, he/she advances 1 space. Alternate until you reach the “Finish”.

Each player has to write an answer that’s as silly or serious as they want. Just try to fool the other players. Make sure your answer is high enough to win one of the double bluff spaces.

A player needs one piece on the board for every point earned. If a player looks only on one of the double bluff spaces, player then doubles his/her score for that round. For example, if a player is sitting on the double bluff space then space, it only earns twice as doubled to 1 point and hence may advance a double bluff space on the board.

The object of the game: To make up answers that will bluff the other players, then points for finding other players into thinking your stuff as well as cheating the real answers.