

Bluff Words Rules

Bluff Words! combines speed, word building, and bluffing. In this party game, you will be challenging each other's word skills and racing to use letters to complete words. 2-5 players, ages 8+, :20 play time.

Components:

- 108 cards, a one-minute sand timer

Set-up:

- Shuffle the deck of cards
- Deal 8 cards to each player
- Deal 8 cards into the middle of the table. 4 of these are dealt face up, 4 face down.
- Set the rest in a face down stack as a draw pile

Also: Prior to beginning a game of Bluff Words! all players should agree on a dictionary/online resource to be used to verify the legality of played words.

Goal:

Be the player with the least amount of points (exclamation points) from cards at the end of the game. To do this you will need to successfully challenge others when you think they cannot make words, and successfully make words when others challenge you.

Play:

On your turn, first peek at any face down card.

Then you must do either of these two things:

- A) Swap any face down card with a card in your hand placing your card face down.
- B) Play a card from your hand face up onto the table.

Play proceeds clockwise around the table.

Note: Cards are either consonants or vowels. The rarer the letter appears in the English language, the more exclamation points it has. There are also several “?” cards that can be used as any letter.

Challenging:

Eventually, players will think it is unlikely you can use all the letters to make words. Any player may challenge any other player by flipping over the sand timer. Once a challenge is called the player who last played a card:

- Has one minute to form all of the letters into words.
- All letters that have been on the table are used to form these words (not cards in hand).
 - Words must be at least two letters long
 - Words must not be acronyms, abbreviations, proper nouns, or onomatopoeias. Words must not require an apostrophe or hyphen.

Success: If the person who was challenged is successful (is able to use all cards to make words in the allotted time), they give all of the cards to their challenger who adds it to their score pile.

Failure: If the person who was challenged fails they take all of the cards and add them to their score pile.

Re-Set:

- After a challenge, deal 8 cards into the middle of the table. 4 face up, 4 face down.
- Play now continues to the left of whoever was last challenged.

Game End:

- The game ends when there's not enough cards to re-set the cards in the center.
- At this point players use their hand cards to make the longest word possible. These cancel out points from your pile. The unused cards from your hand are added to your score pile.
- Each card is worth points equal to the number of exclamation points. The player with the least points wins. If there's a tie, whoever has the least cards in their score pile wins.