

Bluff Words Rules

Bluff Words! combines word building, bidding, and bluffing. In this high stakes party word game, utilize your skills in spelling, bluffing, and reading your opponents in order to capture the most cards! For 2-6 players, ages 8+, Bluff Words takes about 30 minutes to play.

Components:

- 216 cards, one betting board, 12 player cubes of 6 colors

Set-up:

- Set the betting board off to the side of the table along with each of the player cubes
- Shuffle the deck of cards
- Count out 35 cards to form the game deck then deal the rest of the cards to the players which forms their starting deck. Discard any remainder cards from the game.
- From the game deck, draw one face down and two face up cards to put in the middle of the table
- From each player's deck, they draw one face down and one face up card to start
- 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 most cards at the end of the game. Gain cards by successfully building words, bluffing, and calling out other people's bluffs!

Play:

First, if you had bid on a previous turn and you were not out-bid or challenged, immediately take all cards in the middle of the table, in front of you, and a number from the game deck equal to half of your bid amount (rounded up). You do not have to reveal if you were bluffing.

Then, you can do one of four things:

- 1) **Draw**: draw a card, look at it, and lay it face down next to the other cards in front of you
- 2) **Swap**: discard any number of face up and/or face down cards in front of you. Then draw cards to replace them. Swap face up cards for other face up cards, face down for other face down cards.
- 3) **Bid**: move your cube(s) up on the betting board onto a number. This represents how valuable of a word (based on exclamation points) you claim you can make. You may out-bid other players and then remove their cubes from the bidding board.
- 4) **Challenge**: if someone else has bid, you may challenge them.

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.

Note: Players may look at their face down cards at any time and there is no hand limit.

Challenging:

Eventually, players may think it is unlikely you can actually make a word of a value you say you have. When they challenge you, you now flip face up all of your cards and the cards in the center of the table and attempt to make the most valuable single word you can.

This will have one of two outcomes:

Success: If the person who was challenged is successful (they are able to make a word worth at least the number of exclamation points they claimed) they take all of the cards in front of the challenged, the challenger, and the middle of the table. Additionally, their challenger gives them cards from their deck equal to half the current bid rounded up. These are added to the player's discard pile.

Failure: If the person who was challenged fails, their challenger takes all of the cards in front of the challenged, the challenger, and the middle of the table. Additionally, the challenged player gives them cards from their deck equal to half the current bid rounded up. These are added to the player's discard pile.

Word Rules: 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.

Re-Set:

- Both players involved now draw one face up and one face down card from their player deck.
- Return bidding cubes to the player
- From the game deck, draw one face up and two face down cards to the middle of the table
- If at any point a player runs out of cards in their deck, they shuffle their discards to form a new deck

Game End:

- The game ends when there is not enough cards in the game deck to re-set. Or, if a player runs out of cards in their deck and discards and does not have enough cards to re-set, the game also ends.
- At this point, players will all count the number of cards they have from their deck, cards in play, and discards (or just set their card stacks in the middle and compare stack heights). The person with the most cards is the winner!

Letter	Value	Quantity	% of deck
A	!!	16	7%
B	!!!!	4	2%
C	!!!	8	4%
D	!!!	8	4%
E	!	22	10%
F	!!!!	4	2%
G	!!!!	6	3%
H	!!!!	4	2%
I	!	18	8%
J	!!!! !	2	1%
K	!!!! !	2	1%
L	!!!	10	5%
M	!!!!	6	3%
N	!!	14	6%
O	!!!	12	6%
P	!!!!	6	3%
Qu	!!!! !	2	1%
R	!!	14	6%
S	!	18	8%
T	!!	14	6%
U	!!!!	6	3%
V	!!!! !	2	1%
W	!!!! !	2	1%
X	!!!! !	2	1%
Y	!!!!	4	2%
Z	!!!! !	2	1%
?		8	4%