

For 2 or more players / Ages 10 to adult

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OBJECT

BEYOND BALDERDASH™ is not a test of one's knowledge. In fact, players are not expected to know the real answers to any of the questions in the game. The main objective is to make up answers that will bluff other players. Points are awarded for fooling other players, as well as for choosing the real and often unbelievable answer.

EQUIPMENT

Deck of BEYOND BALDERDASH™ cards
• Game board • 6 Tokens • 1 Die
• Bluffing pads

SETUP

Give each player a pen or pencil and a sheet from the bluffing pad. Each player then selects a colored playing piece and places it on the game board on the "START" step.

GAMEPLAY

1. Each player rolls the die. High roller becomes the first DASHER (leader of each round). The DASHER starts the game by taking the first card from the card box and chooses one of the five categories for play.
2. The DASHER reads aloud the category question to be played by the other players, who then write it on their bluffing pads in the section marked "Question." (Be careful no one sees the answer side.)
3. All players—except the DASHER—then make up an answer for the question that they think will bluff the other players, and write it on their bluffing pads. Be as wacky or as serious as you want. Remember: You earn points if others vote for your bluffs!

   WORDS—What is the definition?

   PEOPLE—What is this person known for?

   INITIALS—What does this stand for?

   MOVIES—What is this film about?

   DATES—What happened on this day?
4. While the other players are making up their answers, the DASHER copies the real corresponding answer, found on the flip side of the card, onto his or her bluffing pad and returns the card to the rear of the card box.
5. Players sign their bluffs in the space marked "Name," and hand them to the DASHER.
6. The DASHER looks at all of the answers, making sure they can be read clearly, without verbal fumbling. Arrange all the answers, including the real one, in random order, and read each one aloud. (**Hint:** Be careful when reading the answers out loud that you don't reveal which is the real one.)
7. After the laughter stops, the DASHER reads all of the answers aloud a second time. In extreme cases, a third reading may be necessary. Players should not reveal their own definitions by shouting, "That's mine!" or by nudging, winking or grunting.
8. Moving clockwise from the DASHER, each player then guesses which answer he or she thinks is the correct one. As each player chooses an answer, the DASHER writes this player's initials on the bluff chosen, in the section marked "SCORE."
9. After every player has guessed, the DASHER reveals the right answer. The scores are totaled, and the playing pieces are moved up the board.
10. The player to the DASHER'S left becomes the new DASHER, and play continues in the same way.

SCORING

- A player earns **1 point** for every vote (or guess) his or her phony answer receives.
- A player earns **2 points** for choosing the real answer.
- The DASHER receives **3 points** if no one chooses the real answer.
- Any player who submits an answer which is similar or very close to the correct answer earns **3 points.**
- A player who lands on the game board space marked "DOUBLE SCORE" automatically receives a double score for the **next** round.

WINNING

A player moves one space on the board for every point awarded. The first player to reach the top step, marked "FINISH," is the winner. No ties allowed. In each round, the player to the DASHER'S left moves his or her playing piece first, followed by the remaining players in a clockwise manner.

IMPORTANT

If the DASHER receives an answer from a player which is similar or very close to the correct meaning, he or she should not read this player's answer aloud with the other answers. Rather, the DASHER should put this answer aside, automatically award **3 points** to this player (who in turn, moves 3 spaces on the board) and then read this answer aloud only after the round is over. The round is played as usual (with one less answer), but the player who wrote the similar answer does not take part in the voting.

Note: If the DASHER receives more than one answer closely resembling the correct answer, the round is canceled and the DASHER chooses a new card. However, each and every player who submits an answer closely resembling the correct answer still receives **3 points.**

OPTIONAL PLAY

Instead of choosing the category, the DASHER may use the die to determine the next category to be played. Number 1 represents Words, Number 2 is for People, and so on. If a 6 is rolled, the DASHER chooses the category.

When playing with four people or fewer, you may have the DASHER submit a bluff answer in addition to the real answer. This gives the DASHER a chance to bluff, and creates more answers to choose from.

TWO-PLAYER GAME

One player becomes the DASHER, takes three cards from the deck and picks a category to play. The DASHER reads one of the questions aloud from the category chosen. The three answers from that category are then read aloud from each of the three cards in a random order. The other player must choose which answer he or she believes to be the right one, and if correct, scores **2 points.** If the guess is incorrect, the DASHER scores **1 point.** Play continues back and forth until one of the players reaches "FINISH" on the game board. **Note:** The initials category cannot be played with only two people.

FOOTNOTE

The BEYOND BALDERDASH answers are the final authority for this game. Amazingly enough, every selection in the game is absolutely real and has been recognized by at least two legitimate reference sources. By the way, a player may, as a bluffing trick, vote for his or her own answer but never receives a point for this vote.

If during play the game erupts into an absolute riot, the creators of this game will not be held responsible.

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PARKER BROTHERS

We will be happy to hear your questions or comments about this game.
Write to: Consumer Relations, Parker Brothers, P.O. Box 1012, Beverly, MA 01915,
or phone 508-921-3555.

Proof of Purchase

BEYOND BALDERDASH™

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