TWO PLAYERS ONLY

Another variation of the game is designed for two players only. One player chooses any one of the five words from a card, then flips the card and in random order, reads aloud all five definitions. The other player then chooses which one he believes to be the correct definition, and if right, scores *two points* and moves two spaces on the board. If the guess is incorrect, the *reader* scores *one point*. Play continues back and forth until one of the players reach FINISH.

FOOTNOTE

The **BALDERDASH®** definitions are the final authority for this game. Over two million words were thoroughly researched before the final entries were selected. Amazingly enough, every selection in the game has been recognized by at least one major dictionary as a legitimate word in the English language. Should any questions arise, please write Mr. or Mrs. Balderdash, c/o The Games Gang, Ltd., 1107 Broadway, Suite 1603, New York, N.Y. 10010.

If during the playing of **BALDERDASH®**, the game erupts into a riot, the creators of this game will not be held responsible.

One final note, Mrs. Balderdash wants it clearly understood that "he" also means "she" in the above rules.



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BALDERDASH®

the hilarious BLUFFING GAME

INSTRUCTIONS

PLEASE READ ALL INSTRUCTIONS BEFORE STARTING PLAY

OBJECT OF THE GAME

To invent a phony definition for each word in play that could be mistaken by the other players as the correct definition. To identify and choose the correct definition for each word in play.

To be the first player to reach the space marked FINISH.

PREPARATION FOR PLAY

Each player receives a definition sheet, selects a coloured playing piece, and places it on the board in the space marked START.

PLAYING THE GAME

1. The die is rolled by each player — high roll becomes the first *DASHER* (*leader* of each round).
2. The *DASHER* starts the game by taking the first card from the card box. (This card must not be shown to any of the other players until after the round is over).
3. He then rolls the die to determine which word will be played. If a "1" is rolled, the first word is played, a "2", the second word, and so on. If, however, a "6" is rolled, the *DASHER* may choose any one of the five words on the card. (*OPTIONAL PLAY:* Instead of rolling die to determine word in play, the *DASHER* may choose any one of the five words on the card.)
4. He then reads aloud the word in play and spells it for the other players who in turn write it on their definition sheets.
5. Each player then invents a meaning for this word that he thinks will bluff the other players, and writes it on his definition sheet.
6. Each player initials his definition sheet in the space marked NAME, and hands it to the *DASHER*.
7. While the other players are creating their definitions, the *DASHER* copies the (correct) corresponding meaning from the card onto his definition sheet, and returns the card to the rear of the card box. The definitions are found on the flip side of the cards; word #1 corresponds to definition #1, and so on.
8. The *DASHER* then looks at all the definition sheets, makes sure they can be presented clearly, arranges them, *including the real one*, in random order, and reads aloud each definition. (Hint: Do not reveal *the true meaning* by the manner in which you read the definitions).
9. After the laughter subsides, the *DASHER* reads all the definitions aloud a second time. In extreme cases, a third reading may be necessary.
10. Moving clockwise from the *DASHER*, each player then guesses which definition he thinks is the correct one. As each player chooses a definition, the *DASHER* writes this player's initials on the definition sheet chosen in the section marked SCORE.
11. After every player has guessed, the *DASHER* reveals the true meaning. The scores are totalled, and the playing pieces moved around the board accordingly (see scoring rules).
12. The player directly to the *DASHER*'s left becomes the *new DASHER*, and play continues in the same manner.

SCORING RULES

1. One point is given to each player for every vote (or guess) *his* phony definition receives.
2. Two points are awarded to each player who chooses the true **BALDERDASH®** meaning.
3. Three points are given to the *DASHER* only if *none* of the players choose the true **BALDERDASH®** meaning.
4. Three points are awarded to any player who submits a definition which is similar or very close to the correct meaning.

HOW TO WIN THE GAME

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

GROUND RULES

BALDERDASH® is not just a test of one's vocabulary. In fact, players are not expected to know the real meanings of *any* of the words found in the game. The main objective is to create definitions that will bluff other players. Anything goes. Just use your imagination.

A player may, as a bluffing trick, vote for his own definition but *never* receives a point for this vote. A player should *not* reveal his own definition when it is read by shouting "that's mine" or by nudging or winking.

IMPORTANT

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

Note: If the *DASHER* receives *more than one* definition closely resembling the correct meaning, the round is cancelled, and the *DASHER* chooses a new card.

However, each and every player that submits a definition closely resembling the correct meaning *still receives three points.*

OPTIONAL PLAY

When playing with four people or less, one variation of the game is to have the *DASHER* submit a bluff definition in addition to the real definition. This gives the *DASHER* a chance to bluff as well as creating more definitions from which to choose.