

Balderdash (Rules Summary)

Object & Set-Up:

- to make up answers that will bluff other players. You earn points for fooling other players into believing your bluff as well as for choosing the real answer.
- to win: be the first player to have your pawn reach the “finish space” on the board.
- each player receives a pad and pencil, and puts their pawn at the “start” space on the board.
- players roll the die, and the person who rolls highest is the “Dasher” for the first round

Turn Sequence:

- Step 1: the Dasher rolls the die to determine the category
 - 1.) Weird words: “what is this definition?”
 - 2.) Peculiar People: “who is this person?”
 - 3.) Incredible Initials: “what does this stand for?”
 - 4.) Marvelous Movies: “what is this movie about?”
 - 5.) Laughable Laws: “what is this law?”
 - 6.) Wild: the Dasher may choose any of the above categories.
- Step 2: the Dasher reads the category question aloud for the other players.
- Step 3: every player but the Dasher makes up an answer and writes it down on the paper. Make up anything you want- serious or silly. Keep it hidden from the others. Initial the bottom.
- Step 4: the Dasher writes the real question and answer on his pad and puts the card in the box.
- Step 5: the Dasher takes all the answers, shuffles them with the real one, and reads them aloud. Players can’t reveal their answers to others in any way. (ex: winking, nudging, etc)
- Step 6: in turn order, all other players say what answer they think is real and the Dasher writes down on each answer card the initials of each person who voted for it.
- Step 7: the Dasher reveals the real answer, scores are tallied, and the pawns moved accordingly.
- Step 8, the Dasher position then moves to the next player on the left.

Scoring:

- 1 point is given to a player for every answer on his card.
- 2 points are given to each player who guesses the real answer.
- 3 points are given to the Dasher if no player guesses the real answer.
- 3 points are awarded to any player who writes an answer similar to the real one.

Answers Similar to the Real Answer

- if a player writes an answer that is similar or close to the real one, set it aside and use the real one. The round is played as usual but with one less answer. Whoever came up with the close answer scores 3 points but does not participate in the round. If multiple players do it, they each earn 3 points and the round is canceled.

“Double Bluff”

- if a player’s pawn lands directly onto one of the Double Bluff spaces, that player doubles his score (and thus movement) for the next round.

Rules for 2-Players

- players alternate turns being the Dasher. The Dasher reads the category but doesn’t read the answer, and makes up his own answer. The other player must determine which of the two answers is the real one.
- if the guesser picks the bluff, the Dasher moves 3 spaces. If not, the Dasher moves 2 spaces.