

Age: 12 to Adult
Players: 2 or more

BALDERDASH™

How to Play

Contents:

1 Game Board
336 Game Cards
1 Answer Sheet Pad
6 Movers
1 Die
1 Instruction Sheet

Balderdash™, the classic bluffing game, has gone beyond hilarious. With outrageous, and unbelievable but true questions and answers that now include the Laughable Laws category, play the game that asks your friends to “call your bluff”. Each game card lists People, Words, Initials, Movies and Laws that you’ve probably never heard of and aren’t supposed to know anything about. But, that’s where the fun *really* begins, because you get to make up an answer that’s as silly or as serious as you want! Now mix in the real answer and vote. You score points for guessing correctly and for bluffing the other players. So grab the bull by the horns and play Balderdash, the game that’s hilarious beyond belief!

Please remove all contents from the package, and compare them to the list above. If any items are missing, please call 1-800-524-8697.

The object of the game:

To make up answers that will bluff the other players. Earn points for fooling other players into believing your bluff as well as for choosing the real answer.

Set Up:

1. Place the board in the middle of the playing area.
2. Each player should get a pencil or pen along with several answer sheets.
3. Each player picks a colored mover and puts it on the “Start” space.

Game Play:

1. Each player rolls the die; high roll becomes the first DASHER (the leader of each round). The DASHER rolls the die to determine which category to play. If a “1” is rolled, he/she plays the first category on the card and so on. If a “6” is rolled, the DASHER can choose any category to play. As optional play, the DASHER may choose one of the five categories for play without rolling the die. All players should agree on which way to play before the game.

2. The DASHER reads aloud the category question for the other players who then write it down on their answer sheets in the “Question” section. Each category has a question associated with it:



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?

3. Every player, except the DASHER, makes up an answer and writes it down in the “Answer” section. This is where it gets good...you get to write an answer that’s as silly or serious as you want. Just try to fool the other players. Make sure your answer is legible and that no one can see what you’re writing!
4. While the other players are writing their bluffs, the DASHER writes the question on his/her answer sheet, along with the real answer from the back of the card, then replaces the card to the back of the card box.
5. Players sign their bluffs by marking their initials on the bottom of the answer sheet in the space marked “Name”. This bluff should be handed to the DASHER without the other players seeing it.
6. The DASHER then looks at all of the answers and makes sure they can be read clearly. If the DASHER cannot read the answer, he/she should quietly ask the person who wrote it. The DASHER arranges them, including the real one, in random order, and reads each answer aloud being careful not to reveal which answer is the real one.
7. After the laughter dies down, the DASHER reads all of the answers aloud a second time. In extreme cases, when there are many players and some longer answers, a third reading may be necessary. A player should not reveal his/her own answer by shouting “that’s mine” or by nudging, winking or grunting.
8. Now, moving clockwise from the DASHER, each player chooses the answer that he/she thinks is real. As each player chooses, the DASHER writes that player’s initials on the answer sheet chosen in the section marked “Score”. As a bluffing trick, you can vote for your own bluff but you will not earn a point for this vote.
9. Once every player has guessed, the DASHER reveals the real answer. The scores are tallied and each player advances his/her colored mover on the board the number of points he/she earned in that round. The player to the DASHER’s left becomes the new DASHER and play continues. (It’s ok if you didn’t score big this time. You can fool some of the people some of the time...)
10. If a player writes an answer that is similar or very close to the real answer, put that answer sheet aside and only read the answer copied from the game card. The round is played as usual but with one less answer. The player who made up this answer automatically earns 3 points and does not participate in

the guessing or voting during the round. If two or more players submit an answer that is close to the real answer, the round is cancelled and the DASHER chooses a new card. The players that had the answers similar to the real one earn 3 points each.

Scoring:

1 point is given to a player for every vote his/her answer earned.

2 points are given to each player who correctly guesses the REAL answer.

3 points are given to the DASHER if no players guess the real answer.

3 points are awarded to any player who writes an answer very similar to the real answer.

Double Bluff

A player moves one space on the board for every point earned. If a player lands directly on one of the Double Bluff spaces, that player then doubles his/her score for the next round. For example, if a player is resting on the Double Bluff space, then scores 3 points, his/her score is doubled to 6 points and he/she may advance 6 spaces on the board.

How do I win?!

In each round, the player directly to the DASHER’s left advances his/her mover first, followed by the remaining players in clockwise order. The first player to reach the “Finish” space on the board wins!

2-Player Game

Alternate turns being the DASHER. Roll the die, draw a card and read from the corresponding category question. *Before turning it over and seeing the answer, the DASHER makes up one of his/her own answers.* Now turn over the card to read and copy the real answer. Read both choices, in similar fashion, to the guessing player. If the guesser votes for your bluff, you advance 3 spaces; if the guesser votes for the real answer, he/she advances 2 spaces. Alternate until you reach the “Finish”.

Footnote

Truth is sometimes stranger than fiction. Yes, as unbelievable as they are, all the answers in Balderdash are very real and have been recognized by at least two legitimate reference sources. Who said you can’t always believe what you hear?

Also, continued playing of Balderdash may make your teeth whiter, your clothes cleaner and your friends funnier. Okay, so maybe we were bluffing about the clothes, but hey, you never know!

Product names and other product identifiers are the trademarks of third parties who are not related, associated nor in any way responsible for such references in the Balderdash game.

Mattel, Inc. 333 Continental Blvd., El Segundo, CA 90245 U.S.A.

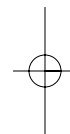
© 2003 Gameworks Creations Inc.

Retain this address for future reference.
Mattel U.K. Ltd., Vanwall Business Park, Maidenhead SL6 4UB. Helpline 01628500303. Mattel Australia Pty Ltd., Richmond, Victoria. 3121. Mattel East Asia Ltd, Room 1106, South Tower, World Finance Centre, Harbour City, Tsimshatsui, HK, China. Mattel SEA Ptd Ltd. (993532-P) Lot 13.5, 13th Floor, Menara Lien Hoe, Persiaran Tropicana Golf Country Resort, 47410 PJ. Tel:03-78803817, Fax:03-78803867

Call us toll-free 1(800) 524-TOYS with any comments or questions about our products or service. Monday through Friday, 8:00 a.m.-6:00 p.m. Eastern Time. Outside U.S.A., see telephone directory for Mattel listing.

www.mattel.com

B9176-0920



INSTRUCTION SHEET SPECIFICATIONS	
Toy:	Balderdash
Toy No.:	B9176
Part No.:	B9176-0920
Trim Size:	11"W x8.5" H
Folded Size:	3.6"W x 8.5" H
# colors:	one
Colors:	Black

