

Bluff Pirate



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Jeu de bluff et de stratégie
Game of bluff and strategy
Bluff- und Strategiespiel
Juego de Bluff y de estrategia





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1 board, 5 ship counters, 5 bluff tokens, 2 treasure tokens, 90 accessory cards and 10 pirate cards.

A race has just begun to be the first to claim the secret island treasure. To move forward, you'll have to bluff without being found out!

Aim of the game: Bluff Pirate is a bluffing game. To move forward, players will have to place down sets of identical cards, keeping some of them hidden. Then it's down to their opponents to work out whether they're bluffing or not!

Getting the game ready: Place the board in the middle of the players. Put one of the two treasure tokens on each of the treasure island squares, with the closed chest facing up. Careful - none of the players must know what's on the back of the treasure tokens. Each player chooses a counter in a different colour, and the matching bluff token. They place their counters on the start square and keep their bluff token in front of them. All the cards are shuffled. Each player is dealt 5 cards, and the rest are placed face down in a pile on the square in the middle of the board.



Playing the game:

The youngest player starts, then play continues in a clockwise direction.

When it's their turn, each player can:

- **Pick up two cards** from the pile and place them in their hand, before doing one of two things:
 - they can place down a set of cards all showing the same accessory (choosing to bluff, or not to bluff),
 - or they can remove a card from their hand.

- Alternatively, they can board a ship.

Placing down a set of cards:

A set must be made up of 3, 4 or 5 cards of the same colour (accessory or pirate cards). When this set is placed down, **1 or 2 cards must be visible, and the others face down.**

This is the point in the game where the player can decide to bluff (or not to bluff), by placing cards face down that show a different item to the cards that are placed face up.

The vote

Once a player has placed down their set, their opponents must decide whether or not they are bluffing.

Everyone can talk out loud, but votes must be kept secret.

To vote, the players pick up their bluff tokens, choose which side to show without anyone else seeing ("**bluffing**" or "**not bluffing**") and place the tokens on the table. Each player has to keep their token hidden under their hand.

The player who has placed the set of cards down picks one of the voters, who then has to take their hand away and show their vote. The hidden cards in the set are also revealed.

1/ The voter voted for "**not bluffing**"

- Whether they were bluffing or not, the player who placed down the set gets to move their counter forwards as many squares as there were cards in the set (e.g. if they played 3 cards, they can move 3 squares).
- The voter cannot move their counter.
- The cards in the set are removed from play and placed face up on the corresponding squares on the board.

Then it is the next player's turn.

2/ The voter voted for "**bluffing**" and the player was not bluffing

- The player who placed down the set gets to move their counter forwards as many squares as there were cards in the set (e.g. if they played 3 cards, they can move 3 squares).
- The voter who wrongly accused the player of bluffing must move their counter back 2 squares.
- The cards in the set are removed from play and placed face up on the corresponding squares on the board.

Then it is the next player's turn.

3/ The voter voted for "**bluffing**" and the player was bluffing

- The player who placed down the set returns the cards to their hand, and does not move their counter.
- The voter who called their bluff gets to move their counter forwards as many squares as there were cards in the set.

Then it is the next player's turn.

Removing a card from a player's hand:

- If a player does not place down a set of cards, they must remove a card from their hand and lay it face up on the corresponding place on the board.
- If the player has less than 5 cards and it is their turn to play, they do not remove any cards from their hand.

Then it is the next player's turn.

NB: if there are no more cards left in the pile, all the cards on the board that have been removed from play are gathered up, shuffled, and placed face down in a new pile.

"All aboard!":

A player can also decide to board a ship. This counts as one turn, and so the player will not be able to pick up cards, place down a set, or remove cards from their hand during this turn. A player needs to have a pirate card in their hand to be able to board a ship.

The player places the pirate card down on the board, and calls out: **"All aboard!"**. Then they pick a player who is ahead of them in the race (the one in the lead, for example) and take 3 of their cards, which they add to their own hand. They are not allowed to see which cards they are choosing before they take them.

The pirate card that the player used is removed from play and placed face up on the corresponding square on the board.

Then it is the next player's turn.

NB: the player who is in the lead is not allowed to board a ship.

End of the game:

When a player reaches one of the two **"treasure island"** squares, they move their ship counter onto it and turn over the counter placed there: if they find the treasure, they win the game! If the token with the treasure is on the other finish square, then all the players have to try and be the first one to reach it. **The one who gets there first wins the game!**