

Practice a language with

BLUFF

Bluff is a game where players might have to lie in order to win the game. The players go by playing cards face down in a sequence, starting with aces, then two's, three's, four's, and so on. If you can't tell the truth during your turn, tell a lie and hope that the other players don't catch you; if you get caught, you have to pick up the cards in the pile and do language challenges. The first person to have no cards in their hand is the winner!

Alternate Names: Cheat, BS, I Doubt it

**What
you
need:**

Players: 2+

Materials: Speak in Spades Playing Cards Set (with Language Challenge Dice and 90 Challenge Booklet) OR a regular deck playing cards (find a free set of 30 language challenges [here](#))

Language Challenge Highlights:

The player who was wrong (either the player suspected of lying during their turn or the player who called bluff) should collect the center pile cards and do a language challenge chosen by the other players.



General Rules:

The deck is dealt evenly among the players and each player can look at their cards. Going clockwise and starting with the player who has the ace of spades (A♠), players take turns adding at least one card to the center pile in the following sequential order: **A, 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K, then back to A.** For example, after the first player puts down at least one ace, the next player must put down at least one 2 card, and so on.

When each player places cards in the center pile, they must say the number of cards placed and the card(s) value(s). For example, if a player is responsible for 3s and plays two cards during their turn, the player must say "two 3s." Even when a player does not have cards for the value they're responsible for, the player should lie when placing cards face down onto the center pile and saying what they played.

Whenever a player suspects that another player is lying, they can say "bluff" before the next play. This causes the suspected player to show the cards they added to the center pile. The player who was wrong (either the suspected player or the player who called "bluff") should collect the center pile cards and do a language challenge chosen by the other players.

The first player with no cards in their hand is the winner!



Step-By-Step Instructions:

1

Remove the Jokers (if playing with our language playing cards, remove the wild cards too) and shuffle the remaining fifty-two cards well.

2

Deal all of the cards evenly to each player. **Players can look at their cards once all of the cards have been distributed.**

3

The group should choose whether to go clockwise or counterclockwise. **The player with the ace of spades (A♠) will start the game.**

4

Each player is required to play at least 1 card (up to four) of a specific card value face-down during their turn.

- The card value being placed must follow the previous card value in the cycle. The card cycle is as follows: **A, 2, 3, 4, 5, 6, 7, 8, 9, 10, J (Jack), Q (Queen), K (King)**
- The player must state the number of cards placed and the cards' value(s). Examples: "two 3s", "three Kings", "one 8"

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The first player must **put the ace of spades (A♠) face down (the side that doesn't show the unique symbols) in the center of the group** to start the game and say "one ace". This card starts the game and the bluff pile, or the pile where players will add cards throughout the game.

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Starting left of the first player, players will continue placing their cards face down into the bluff pile. Here, the next player should put down 2s, and the following player should put down 3s, etc.

- The card value being placed must follow the previous card value in the cycle. The card cycle is as follows: **A, 2, 3, 4, 5, 6, 7, 8, 9, 10, J (Jack), Q (Queen), K (King)**.
- The cycle repeats after K (King) by continuing with A (Ace).

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If a player does not have cards for the value they're responsible for, the player should lie when placing cards face down onto the center pile and saying what they played.

- **Note:** Players may choose to lie even when they do have the necessary card values to play during their turn.

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Whenever a player suspects that another player is lying, they can say "bluff" and the suspected player must show the cards that were added to the bluff pile.

- **The player who was wrong** (either the suspected person or the player who called "bluff") **should collect all of the cards in the bluff pile AND do a language challenge chosen by the other players.**
- The player next to the punished player continues the game by putting down cards with the next number in the cycle
 - For example: if the last card(s) played were 5s, the player next to the punished player should continue the game by putting down 6s.

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The first player with no cards in their hand is the winner!