

SLAM BLUFF



SLAM BLUFF RULES

CONTENTS:

- 1 x collapsible shaker with two dice inside
- Distribution of numbers on dice:
 - Die #1 (Blue) 0, 1, 4, 6, 8, 9
 - Die #2 (Red) 2, 3, 5, 7, 10, *

GAME RULES
SLIDE OUT TO REMOVE



OBJECT OF THE GAME

Be the last player standing.

GAME OVERVIEW

In Slam Bluff, players take turns shaking the cup, slamming it shut and declaring a number, choosing to either base it on the actual numbers they rolled or bluff. The next player can either accept the declaration or challenge it. If they accept it, they get to roll and **MUST** declare a higher number. If a player bluffs and gets challenged, they lose a life. If they tell the truth and get challenged, the challenger loses a life.

GAME SETUP

- Decide how many lives each player starts with. More lives means a longer game! We recommend between 3 and 5 lives.
- Give each player tokens, such as coins, to represent the lives they possess or simply record lost lives on a sheet of paper.
- The youngest player starts.

HOW TO PLAY

First Turn:

- Extend the cup and shake-it-up;
- Slam it flat to lock down the two dice;
- Look at the dice without revealing them to the other players.

Choose, based on the numbers you rolled to either:

Declare a number created by combining the digits shown on the dice (*for example, if a player rolls a 6 and a 7, they may declare 67 or 76*);

OR Bluff by declaring a different number than rolled.

Following turns:

The next player, clockwise, has to either:

Accept the previous player's declaration. If the player accepts, it is their turn to roll now. They extend the cup, shake it and slam it flat. They **MUST** now declare a higher number than the previous player's declaration (regardless of the actual result of their roll);

continued on back ➡

➡ continued from front

OR Challenge the previous player's declaration by accusing them of bluffing.

The challenged player reveals the result of their roll. If they were telling the truth, the challenger loses a life. If it turns out they were bluffing, the accused player loses a life.

When a player loses a life, a new round begins by the challenging player rolling the dice.

* FREE PASS RULE:

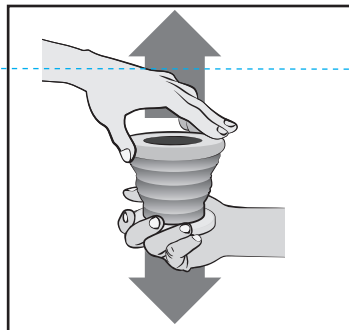
If a player rolls the * symbol they can declare a 'Free Pass', meaning they don't have to declare any number. (They may also bluff and declare a 'Free Pass' even if they did not roll the * symbol). If the next player accepts the declaration, they have to roll and declare a higher number than the one declared before the 'Free Pass'. If they challenge the 'Free Pass' declaration, the usual rules for a challenge apply.

Note: A 'Free Pass' cannot be declared on the first turn of the round. If the first player rolls the * symbol (for example *, 8), they can either declare the value of a single dice (in this case 8) or bluff. **The * symbol is not a wild number.**

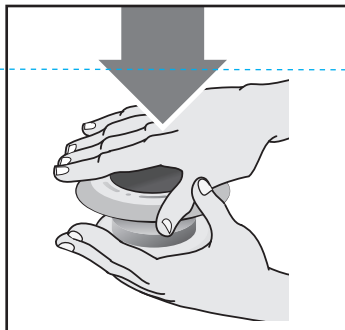
GAME END

When a player runs out of lives, they are out of the game. The last player standing wins.

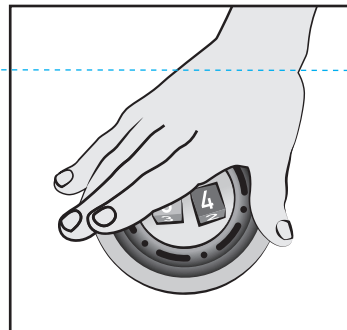
USING THE SLAM BLUFF SHAKER



To expand the shaker, hold the bottom with one hand whilst pulling up the cap. Thoroughly shake the cup, keeping it upright.



With the bottom cupped in your other hand, press the lid down so that the walls collapse, and the dice are trapped lying flat within the base.



Once collapsed, the shaker can be held at any angle and passed freely from one player on to the next. Before revealing what was rolled, players can keep it secret by placing their hand on top.

Author: David Capon
Patented Design: © Cheatwell.
© FoxMind Group LTD. All rights reserved.

Distributed in North America by:
FoxMind Canada Enterprises LTD.
Made in China.



⚠ WARNING: CHOKING HAZARD!
Not suitable for children under 3 years.
Contains small parts. Keep this information.

www.foxmind.com

