



Learn like crazy...
without going mad!

Learnatic Card Games – Instructions

N.B. If players are beginners they may refer to the relevant 'Solution Sheet' (included in each Learnatic® deck of cards) until they become more confident.

GAME 2 - Bluff

Chance and Strategy – Outsmart Your Opponent!

Aim: To be the first to collect, in your hand, 1 matching set of 3 cards (*Word, Definition and Example*) and 2 other matching cards (*Word and Definition, Word and Example or Definition and Example* cards) by bluffing your opponent and avoiding being blocked by them

No. of Players: 2

Cards Used: *Word, Definition and Example* cards, 2 *Wild* cards

(Players take it in turns to be the dealer)

1. The first dealer shuffles all cards thoroughly and deals 5 cards to each player face down. Remaining cards are placed face down in a pile in the centre of the table. The dealer then takes the top card from the pile and places it face up next to the pile.
2. Each player reads all the cards in their hand without showing the other player and then groups together any matching *Word, Definition or Example* cards in their hand. (For ease of handling, players should position cards in their hand so that the coloured strips are visible on one side, creating a fan shape.)
3. Each player should aim to collect a set of 3 matching cards (*Word, Definition and Example*) and a set of 2 matching cards (*Word and Definition, Word and Example or Definition and Example* cards) in their hand. This is done by picking up a card and throwing out a card each turn (as described in point 4).
4. The first player (the non-dealer) picks up a card from the **face-down pile** OR the **face-up pile**. If they pick a card from the **face-down pile**, without showing the other player, they must decide whether to keep that card and return any other card from their hand to the **face-up pile**, OR whether to return the new card to the **face-up pile** (if they do not want to keep it). Alternatively, the player may pick up a card from the face-up pile, if they choose, and then throw out another card from their hand to the face-up pile.
5. Each player continues this process on their turn; picking up a card **AND** then putting down a card each turn (in that order), so that at the end of their turn **players always have 5 cards in their hand**.
6. When a player has collected a matching set of 3 cards and a matching set of 2 cards in their hand, they must wait until their **NEXT** turn to place their cards on the table and call 'Out'. They win the round.
7. If at any time the face-down pile runs out, shuffle the face-up pile and turn face-down to resume the game.

Blocking

At any time throughout the game before having their turn, a player may choose to challenge the other player if they suspect the other player is ready to call 'Out'. If this is the case, a player may call 'Block' on the other player. The nominated player must then show their cards to the player who called 'Block'. If the player is ready to call 'Out' on their next turn, then they have been 'blocked' and they must return all their cards to the bottom of the face-down pile and pick up 5 new cards from the face-down pile. The player who called 'Block' then has his or her turn and play resumes. If the nominated player is **not** ready to call 'Out', then they have escaped 'blocking' and that player is allowed to select one card from the other player's hand (without looking at the cards) to place on the face-up pile. The player with 4 cards remaining then picks up a new card from the face-down pile, and play resumes with the player who did not call 'Block'.

Wild Cards

A *Wild* card can be used to represent any *Word* card in the deck in order to complete a set of 3 cards or a matched pair. Only 1 *Wild* card can be used by a player to win the game. If a player ends up with 2 *Wild* cards in their hand they must throw one out onto the face-up pile (during their normal throw-out move) at any time they choose during the game. Their opponent is free to pick up the *Wild* card from the face-up pile on their next turn. If a player wins the game with the use of a *Wild* card, they must be able to correctly identify the word it is representing otherwise the win is invalid and their opponent wins the game.