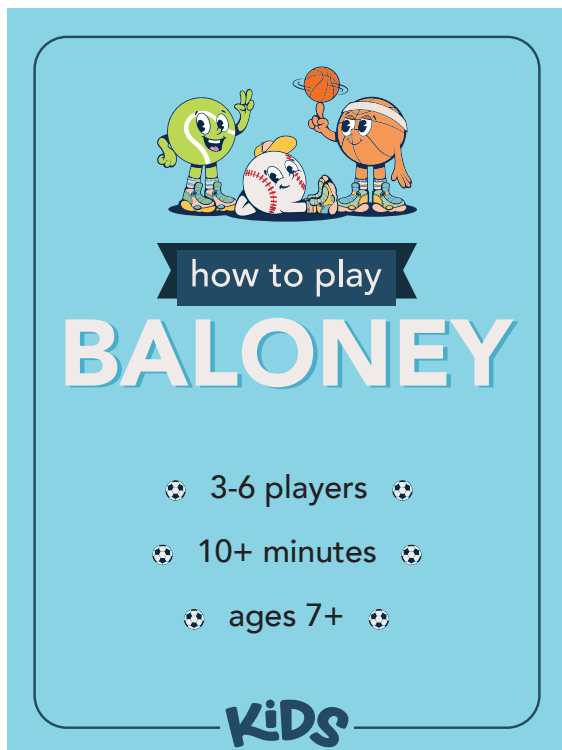




objective

Be the first player to discard your final card without being caught. The winner of the game will look through the cards at the generosity prompts and select one for their family to complete.

the deal

Once shuffled, deal out the cards evenly among all the players. Depending on the number of participants, some players might end up with one card more or less, but this doesn't significantly affect the game play. *Remove all jokers ahead of time.*

game play

Once the first player is chosen, they will begin the game by playing the lowest card rank, usually starting with Aces (e.g., "one Ace" or "two Aces"). The game then moves clockwise, with each player following in sequence. On their turn, each player will place one or more cards face-down in the center of the table. The cards are played in ascending order, starting from Ace, 2, 3, and so on, up to King. When placing cards, the player must verbally declare what they are discarding. For instance, if you put down two cards, you might say, "Two Aces." The challenge? You might not have two Aces, but you can still say you do!

The key to the game is bluffing or not. If you don't have the right card to play, you can lie and play a different card while claiming it to be the correct one. The goal is to shed all your cards as quickly as possible, so lying strategically is crucial. You can also choose to play dumb in the game to avoid being caught lying.

If a player suspects that someone is bluffing, they can shout "Baloney!" The accused player must then flip over the cards they played. If caught lying, they must take the entire discard pile into their hands. If the call was wrong and the accused was truthful, the challenger who called "Baloney" must take the pile. Each turn must follow the card

sequence. For example, if the previous player declared a "Three," the next player must put down "Fours," and so on. However, if the pile is called and the player gets caught, the sequence doesn't reset; the game continues from where it left off.

Players can place more than one card at a time as long as they announce it. For example, if it's time to play 7s, you can place down two 7s and declare "Two 7s." This increases the chance of not getting caught if you're bluffing with other cards mixed in. The game continues until one player successfully sheds all their cards, declaring them the winner. It's common to bluff heavily when you are down to your last few cards, so be strategic. If no one calls Baloney and you play your last card, you win the game.

If players dispute the accuracy of the cards, remember the rule: cards must always be flipped to confirm if someone calls them "Baloney." This keeps the game fair and prevents misunderstandings.

The game ends when a player discards their final card without being caught in a lie. If a player successfully places their last card and no one calls "Baloney," they are the winner. If caught bluffing on the final play card, the game continues until someone else sheds all their cards.