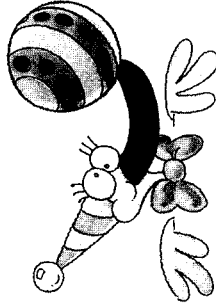


The Games Gang, Ltd.

BALDERDASH JUNIOR™

Playing Instructions
Ages 8 to 11. For 2 to 6 players.



CONTENTS:

Playing board, 6 playing pieces, 6 matching voting chips, one die, storage tray, 50 CHALLENGE Cards and 100 BALDERDASH JUNIOR word cards- with 200 words in two levels of play. The Purple side is recommended for beginning reading levels (ages 8 and 9). The Red side is more difficult and is recommended for ages 10 and up.

INTRODUCTION:

Each of the 100 BALDERDASH JUNIOR cards consists of a funny sounding but real word and three possible definitions. ONLY ONE definition is correct, the other two were made up by Mr. & Mrs. Balderdash to fool the players. Those who guess the correct definition move ahead on the board. The CHALLENGE cards give a player the chance to fool the other players by making up his/her own definition to these funny sounding words. The better a player can fool the others, the further the player moves on the board.

OBJECT:

(1) To guess the correct definition of words. (2) To not be fooled by Mr. & Mrs. Balderdash. (3) To be the first to reach the FINISH space.

TO PLAY:

1. Set up the playing board. Shuffle the CHALLENGE deck and place it to one side of the playing board with the duck facing up. Each player chooses 1 play piece and 1 matching voting chip. Place the playing piece on the START space. Roll the die to determine who becomes the first READER. Players decide which level of BALDERDASH JUNIOR cards to use (Purple—beginners, Red—advanced.) The color you decide to play is placed face up beside the playing board.
2. The first READER draws the top card from the deck and reads the word and definitions 1, 2 and 3 aloud. (Remember only one definition is correct, the other two are meant to fool the players.) You may pass the card around for all the players to read but make sure no one looks at the answer on the other side.
3. All players, including the READER, vote on which number definition they think is correct by placing their chip on the 1, 2 or 3 space on the playing board.

4. The READER then turns the card over to find the correct answer in the lower right corner and reads it aloud.
5. Each player who guessed correctly and was not fooled by Mr. & Mrs. Balderdash gets to roll the die to determine how many spaces he/she moves ahead on the board.
6. The turn ends and the player to the READER's left becomes the new READER and draws a new card. Everyone should get a turn as READER.

CHALLENGE SPACE

7. If you are on a CHALLENGE space when it's your turn to be the READER you *must* draw a CHALLENGE card instead of drawing a Purple or Red card. The CHALLENGE round gives you the chance to move ahead many spaces on the board and a chance to try to fool the other players.

IMPORTANT

The CHALLENGE card consists of a word, two definitions and a blank space. One of the two definitions given is correct. During the CHALLENGE round, the object is for the READER to fool the other players into voting for a definition he/she has made up to fill in the blank space. In this round, **ONLY** the other players vote for the answer they feel is correct. The READER does not vote and does not pass the card around because the correct answer is on the same side of the card as the word and definitions.

If any of the other players vote for the made-up definition then the READER has fooled them and earns a bonus move on the board. **THE BONUS MOVE IS TWO SPACES FOR EVERY VOTE THE MADE-UP DEFINITION RECEIVES.**

EXAMPLE:

A card reads:

LOOBY

- 1) **A clumsy person.**
 - 2) _____.
 - 3) **A funny bird.**
- LOOBY = 1**

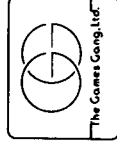
After silently reading the card and taking time to think up a definition to fill in the blank space, the READER might say:

LOOBY

- 1) **A clumsy person.**
- 2) **A red marble.**
- 3) **A funny bird.**

In the above example, the READER moves ahead two spaces for each player that votes for No. 2, the made up definition. All the players who voted for No. 1, the correct answer, roll the die to see how far ahead they move on the board. Those that voted for No. 2 or 3, do not move on this turn.

8. The first player to reach the FINISH space wins. In the event of a tie, all tied players take a turn with a CHALLENGE card. The winner, in this case, is the player who receives the most votes for his/her made-up definition.



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