

# Tavern Bluff

LIES. ALE. TREASURE.  
DON'T REVEAL RED.

## COMPONENTS PER PLAYER



## SETUP

- 1 Each player places a counter on the table face down to start the round. Oooo! could it be WHITE or RED?!
- 2 Each player secretly keeps their counters hidden from the other players.
- 3 Choose a starting player.

## HOW TO PLAY

### 1 PLACING COUNTERS

Starting with the first player and moving clockwise:

Place 1 counter face down in front of you. You may place either a WHITE COUNTER or your RED BLUFF COUNTER.



- Counters must remain hidden at all times.
- Continue taking turns. On your turn you may:
  - place another counter face down on your pile
  - OR
  - start the bidding phase

This continues until all counters are placed or a player starts the bidding. If all counters are placed, the next player MUST begin bidding.



### 2 BIDDING

The bidding player announces how many counters they believe they can reveal without revealing a red counter.

I CAN REVEAL 5 COUNTERS!

Bidding continues clockwise. Each new bid, must be higher than the previous bid.



Once all players pass, the highest bidder must attempt the challenge.



**IMPORTANT:** The highest bidder must always reveal ALL of their own counters first, in the order they were placed.

## OVERVIEW

Tavern Bluff is a fast-paced social bluffing game for 2 or more players (4-8 players recommended).

Hide your red counters, bluff your way to the top, and don't get caught!

## OBJECTIVE

Win two rounds without revealing a red counter.  
Place half of your gold coin to show you have won a round.  
Win a second round, claim the other half of your gold coin and win the game!

## WIN THE GAME BY:

- Winning two rounds OR
- Being the last player with counters remaining.

### 3 REVEALING COUNTERS

The highest bidder now begins revealing counters.



After revealing all of their own counters, they may choose counters from any other players.



You may switch between piles freely and do not need to fully clear one player's pile before moving to another.

## WINNING A ROUND

If the highest bidder successfully reveals the number of counters they bid, WITHOUT revealing a red counter, they win the round.



They then place half of their gold coin on the table. If they already have half a gold coin on the table then they win the whole game.

## LOSING A ROUND

If a red counter is revealed, the bidder immediately loses the round.

- 1 The LOSER shuffles all of their remaining counters and places them face down on the table.
- 2 Another player randomly removes one counter.
- 3 The removed counter is returned to a box WITHOUT ANY OTHER PLAYER seeing what it is!



This permanently reduces your available counters. A player who loses all counters is eliminated.

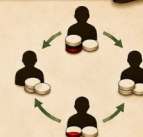
## GAME PLAY STAGES



## STARTING THE NEXT ROUND

After a round is won or lost:

- 1 All counters are collected.
- 2 Players secretly prepare their remaining counters.
- 3 A new round begins.



The player to the left of the previous round's bidder starts the next round.

## BLUFF, DECEIVE, AND SURVIVE!



- There is nothing stopping you from placing your red counter early to mislead, pretending your counters are safe.
- But be careful – if nobody outbids you, you may be forced to reveal your own red counter first.
- Deception is survival. Outwit your rivals and walk away with the treasure (or their counters).

## QUICK ICON GUIDE

