



I Doubt It

3-6 Players

Summary:

A simple bluffing game with an added layer of cards with light and dark sides. Inspired by a game I learned as "I Doubt It", though some people may also know the game as "B.S."

The Object:

Play out all of your cards.

The Deck:

Remove the Jokers

The Deal:

Deal out all of the cards until you run out. It's OK if it doesn't come out exact.

The Play:

Starting with the player to the left of the dealer, players take turns laying sets of cards face down on the table. The first player sets down Aces, the second player sets down twos, the next plays threes, and so forth. The cards can be either Light or Dark, so a player might put down as many as 8 cards that all have the same rank (note: you are not required to play every card that you can, only the cards that you want to play). Each time the player announces how many cards they are setting down and what the rank is ("Two Aces"), but they must play at least one card when it is their turn. After someone plays Kings, the next player starts again with Aces.

If you suspect that someone is not telling the truth about the cards they played, you can say "I doubt it!" to challenge them. Then the player must turn over their cards to show what they put down. If the player bluffed and put down different cards, they must pick up all of the cards on the table to put in their hand. If the player was not bluffing and shows they played the right number of cards in the correct rank, then the accuser must pick up the cards on the table and put them in their hand.

The End:

Keep playing until someone plays their last card. If they win the challenge, they win the game!

This is a bluffing game, so sometimes you need to lie and try to get away with it. Or make someone think you're lying when you're not. Can you tell when someone is bluffing?