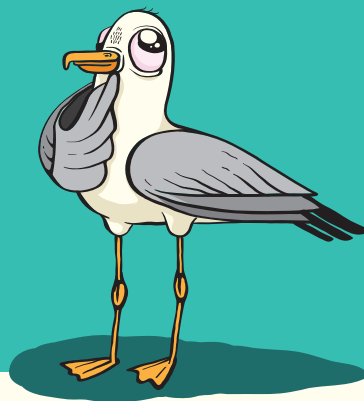


## HOW TO PLAY

# GULLIBLE

WILL YOU BELIEVE THE UNBELIEVABLE?

AGE 12+ PLAYERS 2+ MINUTES 15+



### AIM

Fool your opponents but don't be fooled yourself! For each random question, make up two fake answers that are more believable than the truth. Next, guess which of the other team's answers is the real one. Bet your chips carefully - the first team to run out of chips loses the game!

### GET READY

Split into two teams. They don't need to be exactly equal and you can play with just one player on each team!

Make sure the two teams are sat apart so they can't hear each other. Then give each team 16 chip tokens, an answer pad and a pencil. Unwrap only DECK ONE of the question cards and place these face down (no peeking!) between the teams.

### INVENT YOUR ANSWERS

Each team takes a fresh question card from the pile (make sure the other team doesn't see it). Write the correct answer on your answer pad in any space. Then, as a team, try and think up two more answers that are definitely wrong, but are more believable than the truth...

Both teams invent their answers at the same time. Try not to let the other team overhear you!



### PLACE YOUR BETS

When both teams are ready, it's time to challenge each other to find the truth!

In the first round, the team that finished writing their answers fastest reads their question out loud first (after this, take turns going first). Then they read the three answers they have written, and hand the answer sheet to the other team.

If you are in the other team, you have to decide, as a team, how believable the three 'truths' are. You must then place ALL your chips on the answer sheet. You can't hold any back! You can spread your chips across 1, 2 or 3 answers. The more confident you are that a particular answer is correct, the more chips you would put on it. If you're really confident you may even go 'all in' in one answer. But beware! All chips placed on a fake answer will be lost!

Turn me over, there's more on the back

Keep an eye on your opponents as you place your bets - their reactions may help you (or not!). Once you have placed ALL your chips and are happy with your bets, the other team reveals the correct answer! Any chips placed on the correct answer are kept - the rest are lost and go back in the box. Next it's the turn of the other team to guess - so repeat the process. When both teams have played, place the used cards in a separate pile and start a new round with a fresh question card for each team. To bet on the next question, you only have the chips that you won from the last question!

## WINNING

The first team to run out of chips loses the game, and the other team wins! But always finish the round - if both teams lose their last chips on the same round, it's a draw. Play again!

## STAY FRESH

When you finish playing, make sure you keep all the used cards separate from the fresh questions so they don't get mixed up. Once you've played all the cards in DECK ONE, go ahead and unwrap the next deck!

## ACCIDENTALLY CORRECT

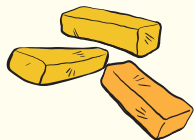
If you can prove that an answer invented by the opposing team is accidentally also correct (hello Google), you keep any chips you bet on it.

## YOUNGER PLAYERS

You can adapt the game for younger players by letting them swap their question card for a different one when needed (for example if they don't understand one of the words on it).

## WANT A LONGER GAME?

If you want to turn Gullible into a longer, epic game you can add this optional rule: when a team loses chips, HALF the chips (rounded up) go back in the box and the rest go to the opposing team!



## LET'S BE FRIENDS!

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### CREDITS

Game design: Rémy Wannebroucq

(this game was originally published as 'Pigeon Pigeon' in France)

Game translation and development: Gamely team

Visual design and illustration: Crush Creative

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