

BOULDER BLUFF

RULEBOOK

2-4 PLAYERS | 30-60 MIN | 8+ YEARS

Who is the best climber among you all? Or, better said, who can (maliciously) brag about being the best climber? Because if no one came along to see you climb that boulder, no one can prove you didn't, right? Welcome to Boulder Bluff, a game of cunning climbing and, sometimes, cunningly not.

COMPONENTS

This rulebook

39 climb cards



15 boulder cards



10 injury tokens



5 chalk tokens

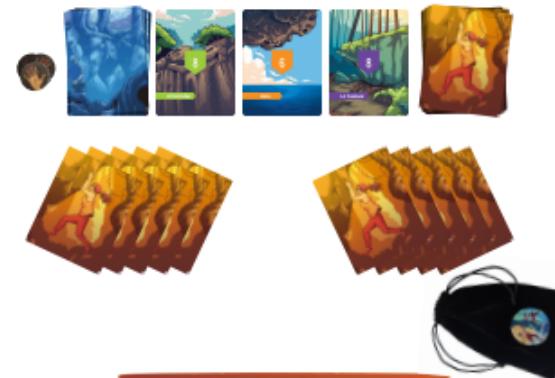


1 chalk bag



SETUP

1. Shuffle all **climb cards**, deal 5 to each player (which they keep concealed as their hands), then place the deck face down within reach of everyone.
2. Shuffle all **boulder cards**, reveal 3 face up in a row within reach of everyone, then place the deck face down near it.
3. Leave all **injury tokens** within reach of everyone.
4. Place all **chalk tokens** in the **chalk bag**, then give it to the player who most convincingly claims to be who has most recently climbed a boulder.



GOAL

Climb as many Boulder problems as you can to score points. The tougher the send, the more points you stack!

Use your Climb Cards, master the beta, and flash your way to victory. Be wary of animals in the forest, and try not to get too many injuries!

GAMEPLAY

Boulder Bluff is played in turns, starting with who has the chalk bag. On your turn, either **prep** or **climb**, then pass your turn by giving the chalk bag to the next player clockwise.

PREP

Draw a climb card, that's all. This may sound weak, but it's the only way to have more than five!

CLIMB

Choose one of the revealed boulder cards, then do the following:

1. Play as many of your climb cards as you want, keeping them face up or down in front of you as you choose, but with at least one face up.

2. Draw and reveal a chalk token from the bag.

3. In clockwise order from you, each player then chooses whether or not to climb with you, doing steps 1 and 2 as well. Then, if at least one other player climbs with you, resolve each of the steps ahead. If no one does so, simply claim the chosen boulder card, placing it in front of you, and skip to step 7.

4. Each player reveals all their played cards, then tally up their climb strength as follows:

- **Chalk.** $\pm X$ for the chalk token value.

- **Raw Strength.** $+X$ for each climb card value that shares a color with the chosen boulder card's value (some have multiple colors).

- **Technique Bonus.** $+1$ per climb card with a value if all of them have titles of the same color as the title of the chosen boulder card. Climb cards without a value are ignored by this.

- **Fatigue.** -1 per boulder card the player has already claimed with a title of the same color as the title of the chosen boulder card.

Keep this page open while playing, as a rule reminder!

5. Whoever has the highest climb strength claims the chosen boulder card (even if that is lower than the boulder card's value), placing it in front of them. You win any ties, and if you're not the one tied, you instead name a physical tiebreaker challenge that uses one's own bodyweight (such as push ups, sit ups, or squats).

6. Give an injury token to each player whose climb strength was lower than the value of the chosen boulder card. They then toss the token like a coin to see which injury they get, and place it on one of their claimed boulder cards that has no injury token. If all of their claimed boulder cards have an injury token, they only get that if it is a shoulder injury, replacing one of their finger injuries.

If the game runs out of injury tokens, use any kind of coin or token in their place.

7. Return all chalk tokens to the bag, discard all played climb cards in a face-down pile near the climb cards deck, deal each player as many cards as needed to refill their hands to five, then reveal a new boulder card to refill it to three.

Whenever the climb cards deck depletes, shuffle all discarded cards into a new deck.



This climb card adds its value to boulder cards that require either green or orange. Since its title is orange, it also adds +1 if played solely with other orange-titled climb cards towards an orange-titled boulder card.



This boulder card requires either orange or purple values to be climbed. Since its title is purple, who claims it gets -1 strength on all future attempts to claim purple-titled boulder cards. It is worth 12 points at the end of the game, but if you climb it with less than 12 strength, you take an injury.

CARD EFFECTS

Some climb cards include special effects that take place this turn if more than one player attempts the climb.

Angry Bear. Give all opponents -1 climb strength.

Boar Assault. Cancel the value of a climb card you choose after all of them are revealed.

Cute Squirrel. Negate everyone's Technique Bonus (the one for having climb cards and the boulder card with same-colored titles).

Howly Wolves. Only take an injury if you lack 3 or more strength.

Lucky Deer. Triple your chalk token value this turn.

Messy Meerkat. Draw another chalk token from the bag, which counts in addition to the one you already had.

GAME END

When the boulder card deck depletes, leaving the last three unclaimed boulder cards in the row, the next climb will be the last!

Once it is done, tally up each player's score by adding the value of all their claimed boulder cards, then subtracting 1 for each finger injury and 2 for each shoulder injury. Whoever scored the highest wins, with ties going for whoever has last claimed a boulder card!

As a variant, injuries can affect climbing instead of score. If you play that way, on step 4 of a climb (counting strength), a claimed boulder card that would count -1 instead counts -2 if with a finger injury, or -3 if with a shoulder injury.

CREDITS

Game Design: Brecht Hanssens

Game Development and Rulebook: Pedro Latro

Illustrations: Adi Saputra



ANIMAL KINGDOM EXPANSION PACK

In order to use this, shuffle all 14 climb cards with special effects (these and those from the base game), randomly return 8 to the game box, and shuffle the other 6 into the climb card deck.

Climb Card	Effect	Value
Annoying Ants	Every climb card with 1 strength played on this climb is now worth 2, for all players	1
Boiling Badger	All players in the climb must play all their 3's in hand right now, even if they don't match the color of the boulder card.	1
Crazy Chameleon	Treat all of the cards (played by any player) as having the same title color as the chosen boulder card, so there's a technique bonus for everyone.	1
Rare Rabbit	Everyone ignores fatigue during this climb. (And also injuries when playing the "Variant" version - see rulebook).	1
Tactical Trout	After all climb cards are revealed but before tallying up score, add 2 climb cards from the deck to your total, and 1 to each of the other players in the climb. Sneaky Snakes added this way do not take effect.	1
Sneaky Snake	See the instructions below.	3



SNEAKY SNAKE

A Sneaky Snake can only be played face down. Right before played climb cards are revealed, any Snake that was played simultaneously either (if that happens, everyone makes a countdown from 3, at the end of which players must simultaneously play their cards as (staying in the climb), or take all their played cards back to their hand (giving up from the climb).

If only one player remains in the climb, treat it as they claim the boulder card without revealing their climb cards, and skip to the last step of resolving a climb. If no one remains, simply return all chalk tokens to the bag.

try it out, and you'll soon learn different ways of using and abusing the Sneaky Shake to your advantage, and bluff your way to victory!