

# BS (Cheat)

The rules on one page

## Players

2 to 10. Many groups use two decks with 5 or more.

## You need

A standard 52-card deck, without the jokers

## Goal

Be the first to get rid of all your cards

## Game ends

When a player's last cards go down and are not shown to be a lie. That player wins.

## Setup

1. Use a standard 52-card deck without the jokers. With 5 or more players, you can shuffle two decks together. See the versions further down.
2. Choose a dealer. The dealer shuffles and deals out every card, starting with the player on their left and going around to the left.
3. Deal 2 or 3 cards at a time to each player. On the last time around, deal one card at a time until the cards run out. Some players may end up with 1 more card than others.
4. Pick up your cards and keep them hidden from the other players.
5. The middle of the table starts empty. The cards played there make the pile. The player on the dealer's left takes the first turn and calls aces.

## How to play

1. **Call the next rank.** The first player calls aces. The next player calls 2s, the one after calls 3s, and so on up through 10, jack, queen and king. After kings, the next player starts again with aces. The rank goes up by one every turn, even after a challenge.
2. **Play 1 to 4 cards face down.** On your turn, put 1 to 4 cards face down on the pile. Say how many you played and name the rank for your turn, such as "Three 7s." The cards do not have to be what you say. You must play at least 1 card, even if you hold none of that rank.
3. **Challenge a play you doubt.** After a player calls their cards, any other player may challenge by calling out "Cheat" or "I doubt it." It does not have to be the next player. A challenge must come before the next player puts down cards. After that, it is too late.

4. **Turn the cards over.** Turn the challenged cards face up. If any card is a different rank from the one called, or the count is wrong, the player who played them picks up the whole pile. If the call was true, the challenger picks up the whole pile.
5. **Carry on to the left.** After a challenge, the player on the left of the one who was challenged takes the next turn. They call the next rank up, as usual. The rank does not go back to aces.
6. **Go out to win.** The first player to get rid of all their cards wins. Your last play can be challenged like any other. If nobody challenges it, or it was true, you win. If it was a lie, you pick up the pile and the game goes on.

## Scoring

**The first player to play their last cards wins, as long as that last play is not challenged and shown to be a lie.**

