

RULEBOOK
GAMBLERS
DEN



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GAMBLERS DEN

Beneath the surface of the world we know lies a hidden society. In winding tunnels and secret dens, clever moles, cunning lizards, and bold badgers gather for the most thrilling game in the burrow: *Gamblers Den*. Can you keep a straight face when you're bluffing? Can you smell a lie before it stinks up the den?

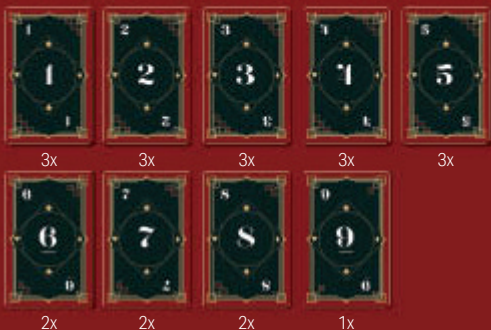


GOAL OF THE GAME

Earn Coins by bluffing well or by catching the other players in a lie. Be the first to collect 3 Coins to win the game.

CONTENTS

22 Game cards



8 Character cards



17 Coins

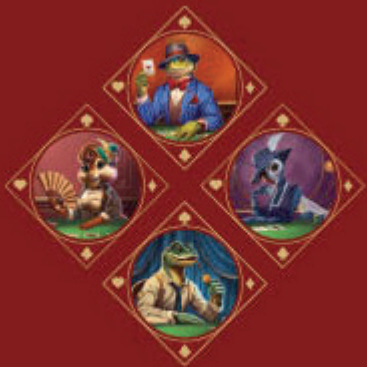
9 Proof of Trust tokens

1 Bid Leader token



SETUP

- 1 Shuffle the 22 **Game cards** and place them in a face down draw pile in the middle of the play area.
- 2 Shuffle the 8 **Character cards** and deal one to each player. Place your Character card face up in front of you.
- 3 Give each player 1 **Proof of Trust token**.
- 4 Place the **Coins** and any remaining **Proof of Trust tokens** in a supply close to the draw pile.
- 5 The oldest player begins the game; give him the **Bid Leader token**.



Example: 4 players

Peter



2



1



Kate



Sarah



4



John



3



5

GAMEPLAY

During the game, two cards are passed between players in what is called “the bid”. You may choose whether to bluff or be honest about the value of the bid. Try to catch others bluffing or try bluffing about the value yourself if your cards are too low.

At the start of each new bid (including at the start of the game), the bid leader draws the top two cards from the draw pile and looks at them. These cards are “the bid”. The bid will pass around the players. Whenever it reaches you, you must choose one of the options detailed from page 8 onwards. Play continues until one player gains their third Coin; then the game ends immediately and that player is the winner.



The bid

The Game Cards

The deck contains cards from 1 to 9 in various quantities (the quantity is shown by the number of red dots on the card). The higher of the two numbers becomes the tens digit, and the lower number becomes the units digit.

Example: a 2 and a 9 make 92; an 8 and a 6 make 86; a 3 and a 2 make 32.



92



86

RED
DOTS



32

Two identical cards are worth the hundreds value of that number.

Example: two 8s = 800; two 3s = 300, etc.



800



300

If the draw pile is empty and you need to draw new Game cards, shuffle the discard pile to form a new deck and draw as needed.

Once you have looked at the bid, pass the cards face down to the player on your left (clockwise). As you do, state the value of the bid. This value must be equal to or higher than the actual value of the cards you're passing.

If you state a higher value than the cards show, you are bluffing.

As bid leader it's safer to start at the true value of the cards.

When you receive the two cards (the bid) from the player to your right, you must choose one of the following options:

PASS, RAISE or REVEAL.

PASS

Pass the cards along without looking at them, keeping the stated bid value. It helps to repeat the value of the bid to show you "believe" this value.

Use this option if you believe someone is not bluffing or don't want to risk drawing higher cards. You won't have the opportunity to earn Coins or Proof of Trust tokens.

Note: The last player (the player to the right of the bid leader) cannot take this option, as the cards would return to the bid leader.



RAISE

Discard the cards that were passed to you without looking at them, placing them face down next to the draw deck so that no players see the cards. Draw two new cards to start a new bid, look at them, and pass them to the next player. You must now state a bid value higher than the previous bid (that you just discarded), regardless of the true value. If the new cards are actually higher, you cannot bid lower than their true value, as no under-bluffing is allowed. Take the Bid Leader token and place it in front of you.

Use this option when you believe you can increase the value of the bid to make it harder for other players and to have a chance to receive a Proof of Trust token.

Example: A bid of 54 has reached John. He believes he can draw higher cards, so he chooses to raise. He draws a 6 and an 8. He could bid 86 or go even higher. He can't bid lower than 86 since the true value is higher than 54. He chooses to be truthful and bids 86.



Discard the cards



Draw two new cards and make a new, higher, bid for the next player



REVEAL

Reveal the cards and challenge the bid.

There are two possible outcomes:



The revealed cards are lower than the stated value -
You're right, it was a bluff.

The player to your right **loses a Proof of Trust token** (if possible), returning it to the supply, and **starts a new bid**, taking the Bid Leader token.

You **gain a Coin** from the supply.



The cards match the stated value -
You're wrong, it was truthful.

You **lose a Proof of Trust token** and the first player who stated the current bid value **gains a Proof of Trust token**. You must **start a new bid**, taking the Bid Leader token.

Use this option when you don't believe the bid is truthful and suspect a bluff. Flip the cards to reveal the truth!

Example: John bids 100. Kate doesn't believe it and chooses to reveal. She reveals 21; the bid was a bluff. John loses a Proof of Trust token. Kate gains a Coin. John starts a new bid.



Example: John bids 86. Kate doesn't believe it and chooses to reveal. She reveals the cards and is wrong, the bid was true. Kate loses her Proof of Trust token but this allows her to reactivate her Character card (see CHARACTER EFFECTS on page 13). John gains a Proof of Trust token. Kate starts a new bid.



Proof of Trust

Proof of Trust tokens are gained and lost during the game as a result of bluffing.

Whenever you collect two Proof of Trust tokens, immediately return them to the supply and **gain 1 Coin**.

If you are instructed to lose a Proof of Trust token and your Character card is inactive, you may flip your Character card back to its active side. The effects of your Character card is explained in detail on pages 14-15.

Last Call

If you are the last player to receive the bid (the player to the right of the bid leader), the "Last Call" rule applies to your turn: if you attempt to raise, you may treat a current bid as 10 points lower. There are some exceptions to this rule:

- You may not lower the bid when the outcome will have two identical numbers. For example, 66 (when the actual value is 76).
- You may not lower the bid when you have two identical cards. For example, 88 = 800.

Example: *The current bid is 53, you may treat it as 43 and choose to raise with a bid of 52.*



For the last player, this bid is 43

Example: The current bid is 200; you may not reduce. You choose not to raise so must reveal since you cannot pass.



END OF THE GAME

The first player to collect 3 Coins immediately wins the game.

CHARACTER EFFECTS

Each player has a unique Character card in front of them with a special effect. Each card has an active side and an inactive side. You may use your Character card at any time, but only if it is on its active side. When you use its effect, flip the Character card to its inactive side. An inactive Character card cannot be used for its effect until it is flipped back to its active side.

You may flip your Character card back to its active side whenever you lose a Proof of Trust token; this will allow you to reuse the effect. A number of effects move Character cards between players. Whenever this occurs, all cards must remain on their current side, active or inactive.

REMEMBER: You may use the effect of your Character card on any player's turn, unless stated otherwise.



OLIVER • MOLE-IN

You may use this effect at the beginning of any other player's turn, except the player after you in turn order. The targeted player must take the raise option. If a subsequent player reveals the bid and the targeted player stated the true value (did not bluff), that player receives a Coin. If the bid is raised and the bid leader token moves to another player, this effect does not occur.



HUGO • BURN CHEAT

You may use this effect at any time. Look at the top card of the draw pile. You may choose to place it back on top or at the bottom of the draw pile.



STEPHANIE • RABBIT IN THE HOLE

Whenever any player raises, you may change the direction of play. Play continues in this direction until changed again using this effect. If it is not currently your turn, gain a Proof of Trust token.



JAMES • OVER HUNDERRED

If the value of the current bid is revealed to be 100 or higher, you may use this effect to gain a coin.



VICTORIA • THREE OF A KIND

Whenever you are required to start a new bid, you may use this effect to draw three cards instead of two. Choose which two cards to use as the starting bid and place the remaining card on the bottom of the deck.



GEORGE • A TOAD'S FLASH

You may use this effect at any time. You may choose one of the cards in the current bid and flip it face up so everyone can see it. For the purpose of all the other rules, this card is still considered to be a face down card.



ELEANOR • CHIP-MUNK RESTART

You may use this effect at any time. Discard the current bid. All players must now pass their Character card to the next player in a clockwise direction without changing it from active to inactive or vice versa. You must start a new bid as normal.



LOUISE • THE IMPOSTER

You may use this effect at any time to copy the effect of any other Character card in the game (active or inactive). Exchange this inactive Character card with that Character card without changing either card from active to inactive or vice versa.

QUICK REFERENCE

PASS



PAGE 8

RAISE



PAGE 9

REVEAL



Gain a Coin

The bid leader **loses** a **Proof of Trust** token.



Lose a **Proof of Trust**
The bid leader **gains** a **Proof of Trust** token.

PAGE 10

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M N K Y
ENTERTAINMENT



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WARNING! Choking hazard. Not suitable for children under the age of 3. Contains small parts. Game components might deviate from the images used in the rulebook.

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