

# Cheat

With minimal rules and scope to bluff, cheat, shout and accuse, this is the perfect game with which to kick off the card playing at any family gathering.

## Number of players

This is a game for two or more players.

## Age and skill level

For ages five and above; level 2.

## Cards

Seat players around a table, spacing them so that their cards are out of view of their opponents. If you have more than four players, you may like to use two decks of cards shuffled together.

The players pick a card from the deck. The person with the lowest card is the dealer, who then distributes the entire deck between the players as evenly as possible. Cards are dealt individually and face down.

## How to play

The player to the left of the dealer starts the game by placing a card face down in the centre of the table and naming its value. For example, saying 'Four'.

The turn now passes around the table in a clockwise direction, and players must build on the previously played card by playing one higher, one lower or the same. So, for example, the next player must now lay a card face down on top of

the four and say 'Three', 'Four' or 'Five'. They can also play more than one card; so they could say 'Two threes' or 'Three fives'. Of course, they may not have any fives, let alone three of them, but in this game that doesn't matter. There is no option to pass or take any kind of penalty. If you haven't got a playable card, you simply have to play another card and bluff.

If a player suspects that an opponent is bluffing and has laid a card that is not what they said it was, the player can accuse their opponent of cheating. The accuser shouts 'Cheat' and the card (or cards) played is revealed. If the accuser has made a good call, the pile of cards on the table passes to the bluffer as punishment. However, if the call of cheat was wrong and the card played is correct, the accuser has to take up all the cards in the centre. The player who picks up the cards restarts the game.

The person who gets rid of all his or her cards first is the winner. For second and third places, players need to add up the numbers on their cards. Picture cards count as ten points and an Ace counts as 15. The person with the least points is second, and so on.