

BULLSHIT!

A GAME OF LIES, POOP AND DECEIT

Meet Bucky the Bull and his untrustworthy lying farmyard friends!

Bullshit is a game of lies, poop and deceit.

Inspired by the turn-based card game Bullshit (also known as Cheat or Bluff)

Watch as Bucky gets angrier and angrier!

Use strategy to have Bucky poop on your friends!

Bend the rules of the game with Wild Cards!

Things are going to get messy, it's time to play dirty!



How to Play

The Cards

Bullshit is a card game, played with a regular 52 card deck.

Our deck has 7 extra wild cards that are introduced during the game.

The goal of the game is to get rid of all the cards in your hand.

To Start

The deck is shuffled and dealt evenly amongst all players.

Whoever has the Ace of Spades gets to go first.

The first player must claim a King or a Two.

Game Play

When it's your turn you may place any cards from your hand onto the target in the centre of the table.

Once a card is on the target, you can make a claim.

The claim must be the card value above or below the last claim.

eg. If the last claim made was a 4, you can claim either a 3 or a 6.

To make your claim tap on the white circle on the left or the right of the target.

The maximum cards in a claim is four, but you can actually play any amount of cards.

If someone thinks you are lying, they can call Bullshit!.

Likewise if you think someone else is lying, you can also call Bullshit!

If you are lying, you pick up the pile of cards just played and then Bucky will poop on your cards.

To complicate matters, whenever you correctly accuse someone of Bullshit, Bucky rewards you with a wild card, which can be used to bend the rules of the game.

If you have played all of your cards, and nobody has called Bullshit on your last play, you win!

Wild Cards

There are seven wild cards which complicate the game.



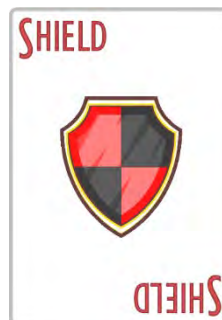
Chameleon

This card assumes the identity of the claim you've just made.

eg. If you claim 3 sixes, it will be played as a six.

If someone calls bullshit on your claim, it won't be accepted unless you have played other cards that don't match your claim.

This card is played the same as non-wild cards.



Shield

This card protects you against Bullshit for the current play.

You can play this card with up to 3 other cards, and all of them will be accepted as your claim regardless of what they are.

So, if someone calls Bullshit after you have played this card, they will always lose.

This card is played the same as non-wild cards.



Distract

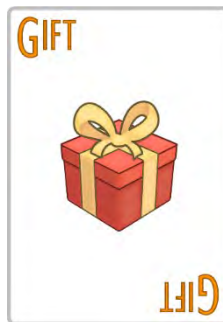
This card forces a player to skip a turn.

Place this card on the target, and then tap on the **player** to Distract.

When it is this player's turn, they will not be allowed to play any cards.

Once this card is played, you can continue with your turn.

When the player you've selected has skipped one round, they will be able to play again.



Gift

This card allows you to give another player up to 3 cards.

Place this card on the target, then add 3 additional cards.

After that tap on the **player** to Distract.

Once this card is played, your turn is over.



Poop

This card forces another player to pick up all cards on the play pile.

Bucky will also poop on them as if Bullshit was called.

Place this card on the target, and then tap on the **player** to Poop on.

Once this card is played, your turn is over.

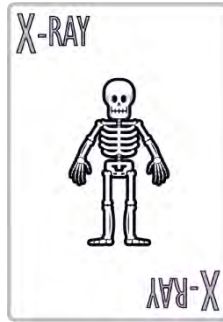


Nuke

This card destroys all cards on the play pile.

You can play this card with up to 3 other cards, and all of them will be destroyed regardless of what they are.

This card is played the same as non-wild cards.



X-Ray

This card allows you to see what another player is playing.

Place this card on the target, and then tap on the **player** to X-Ray on.

When the player makes their claims, you will be able to see their cards face-up in the play pile.

You can use this to tell if they are lying and call Bullshit when the time is right.

Taunts

In a multiplayer game, on the bottom left side of the screen, there is a speech bubble which allows you to send taunts.

In this version of the game, there are 10 to choose from.

Selecting a taunt, sends the message to all other players.

They can respond in kind if they wish!

Multiplayer

To play the multiplayer version of the game, you need to select **Join Game**, or **Host Game** from under the *Start Game* menu,

The first time you select either of these options you are required to enter a name and select an animal for your profile.

Host Game

When you select this option, you will be given a *Game Code*.

Share this code amongst up to 4 other friends.

When a friend joins the game their name appears below the game code.

Once your friends have joined the game, tap **Let's Bullshit!** to begin.

Join Game

To join a game you need a *Game Code* from one of your friends who are hosting a game.

Once you have entered the code, a list of your friends are shown below the game code.

Once the host taps **Let's Bullshit**, the game can begin.

Automatic Friend matching will be introduced in the next release of the game.

Trophies

When the game has finished, Bucky goes on a little rampage.

Afterwards a list of trophies is shown.

They are your personal accomplishments,
and since you may not want to give away your strategy,
it's up to you if you share them.

Leaving the Game

You can leave the game at any time by clicking on the Options button in the bottom right corner.

When in the options:

Leave To Farm exits the game gracefully and leaves back to the farm.

Quit exits the game quickly in a hot mess.

Things are going to get messy, it's time to play dirty!

Please send feedback through to:

beta@loadeddeckgames.com