



HOW TO PLAY

Ages: 7 and up

Players: 2 to 4

OBJECT:

To be the first player to spell CHEATER in the same suit: RED, YELLOW, PURPLE, or BLUE.

CONTENTS:

1 pair of dice and 71 cards as follows:
14 Red cards – 2 C's, 2 H's, 4 E's, 2 A's, 2 T's, & 2 R's,
14 Yellow cards – 2 C's, 2 H's, 4 E's, 2 A's, 2 T's, & 2 R's
14 Purple cards – 2 C's, 2 H's, 4 E's, 2 A's, 2 T's, & 2 R's
14 Blue cards – 2 C's, 2 H's, 4 E's, 2 A's, 2 T's, & 2 R's
4 TAKE cards
4 SHOW cards
4 HIDE cards
1 BUST card
1 WILD card
1 CHEATER card

PLAY:

Remove the CHEATER card from the deck and place it in the center of the playing area. Each player is dealt 7 cards with the remaining cards placed face down to form a DRAW pile. The top card of the DRAW pile is turned over to begin a DISCARD pile.

- Each player now rolls the dice to determine who starts the game. Highest number rolled goes first and then play passes to the left.

- On your turn, always roll the dice first. If you do not roll doubles, draw one card from the draw deck and discard one card to the discard pile—or play an action card. Note—you must always have 7 cards in your hand at the end of your turn.

WHEN YOU'RE THE CHEATER:

Rolling Doubles: If you roll doubles, you become the CHEATER. Take the CHEATER card and place it in front of you. This clearly identifies you as the game's CHEATER. Now here's what you can do on your turn:

CHEATER POWER!:

- **Option One**- You can take two cards from the draw pile and discard two to the discard pile.
- **Option Two**- You can take the top card from the discard pile and discard one card from your hand to the discard pile.
- **Option Three**- This one really makes your opponents mad! It's a great way to get ahead in the game. Choose

any player, ask to see his hand (the cards must be clearly visible to all players) and take one of his cards. If you keep the card, you must discard one card from your hand to the discard pile. If you don't want the card, discard it to the discard pile. In either case, the player you took the card from **must draw** a card from the draw pile to return his hand to 7 cards.

LOSING CHEATER STATUS:

The CHEATER has these options on every turn, provided that the following 2 things do not happen:

- 1)** If another player rolls doubles, that player takes the CHEATER card, places it in front of him and becomes the game's new CHEATER.
- 2)** If you are the CHEATER and you roll doubles on your turn, you automatically lose your turn and your status as CHEATER. The CHEATER card is returned to the center of the playing area until another player rolls doubles and becomes the next CHEATER.

WHAT ACTION CARDS MEAN:

TAKE card- On your turn, if you have a TAKE card in your hand, you may use it by discarding it to the discard pile and stating that you are going to take a card from **any** player you choose, including the CHEATER. Identify the player, ask to see his hand (the cards must be clearly visible to all players) and take one of his cards. The player you took the card from **must draw** another card from the draw pile to return his hand to 7 cards. Play then passes to the left.

Note- If you draw a TAKE card on your turn it can not be used until your next turn.

SHOW card- On your turn, if you have a SHOW card in your hand you may choose to use it by discarding it to the discard pile and stating that you intend to have **any** player you select show you their cards, including the CHEATER. Identify the player and ask to see their hand. The cards must be clearly visible to all players. This is a **VIEW ONLY** card. Since you can not take a card from the player, you **must draw** a card from the draw pile to return your hand to 7 cards. Play then passes to the left.

Note- If you draw a SHOW card on your turn it can not be used until your next turn.

BUST card- On your turn, if you have a BUST card in your hand you may choose to use it by discarding it to the discard pile and stating that you intend to "Bust" any opponent's hand you choose, including the CHEATER'S. Identify the player, ask to see his hand. The cards must be clearly visible to all players. Roll one die. The number rolled represents the number of cards you may take from your opponent's hand and discard to the discard pile. Now return your hand to seven cards by drawing one card from the draw pile. Your opponent must then draw a card(s) from the draw pile to return his hand to 7 cards. Play then passes to the left.

Note- If you draw a BUST card on your turn it can not be used until your next turn.

HIDE card- The HIDE card is a defensive card. It can be used when the CHEATER asks to look at your cards or when another player attempts to use a TAKE, SHOW or BUST card against you. To use the HIDE card, announce that you are hiding your cards by discarding the HIDE card to the discard pile and then draw a card from the draw pile to return your hand to 7 cards. If a TAKE, SHOW or BUST card was used by an opponent, that player **must draw** a card from the draw pile to return his hand to 7 cards. Play then passes to the left.

WILD card- The WILD card can be used as a TAKE, SHOW, BUST or HIDE card only.

CONTINUE PLAY- If no one spells CHEATER by the time the draw pile is depleted, reshuffle and continue play.

THE WINNER:

The first player to spell CHEATER in the same color suit yells "CHEATER" and wins the game!

THE EXCELLENT CHEATER:

Win 2 consecutive games to achieve "Excellent Cheater" status!

THE ULTIMATE CHEATER:

Win 2 consecutive games IN THE SAME COLOR SUIT to achieve "Ultimate Cheater" status!

THE INFINITE CHEATER:

Win 3 consecutive games IN THE SAME COLOR SUIT to achieve "Infinite Cheater" status! You're an AWESOME cheater if you can win more times than this!

.....*Party Cheater*.....

For 5-10 player games combine two decks and play with one CHEATER card.

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