

BAD BEETS



COMPONENTS

- 15 Role Cards
- 50 Beet Tokens
- 15 Ice Cream Tokens
- 5 Action Reminder Cards
- 1 Rulebook

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Bad Beets pits you against the other kids at the dinner table as you all try and get rid of your beets. The first player to get rid of all of their beets wins!

STARTING THE GAME

1. Shuffle the deck and deal one card face down to each player. Players can look at their own cards, but no peeking at what anyone else has!
2. Give each player 8 Beets and a Reminder Card.
3. The last player who ate vegetables goes first. If playing multiple games, the winner of the previous game goes first.

TAKING YOUR TURN

1. CHOOSE YOUR CARD

Pick up the card passed to you by the player to your right, or, if you are taking the first turn of the game, draw a card from the deck.

Choose a card to keep, and pass your other card face down to the player on your left.

The next player may NOT pick up the passed card until their turn!



2. TAKE AN ACTION

Choose one of the following actions:

Eat a Beet - Get rid of 1 Beet. (No player may call bluff on this action.)

Feed the Dog - Get rid of 3 Beets.

Tattletale - Guess a player's card. If you guess correctly, give them 4 Beets.

“Share” - Give 2 Beets to another player.

You don't need to have the Action card you are claiming, but other players may call your bluff!



3. ALLOW OTHER PLAYERS TO REACT

During your turn, other players may reveal reaction cards or call your bluff.

Nuh-uh! - If a player tries to guess your card with Tattletale, reveal this to give them 4 Beets instead of them giving you 4 Beets.

Copycat - If another player claims Feed the Dog, reveal this to get rid of 2 Beets.

Whenever a card is revealed, discard it and draw a new card.

4. PLAYERS MAY CALL YOUR BLUFF

Whenever a player uses an action (other than Eat a Beet), any other player may call their bluff. Any player at the table may call bluff, but once someone does, no one else may do so.

When someone calls bluff, the player who declared an action must reveal their card, discard it, and draw a new one.

If the player reveals a card different from the action they claimed, the action does not happen, and the player who called bluff correctly gets rid of a Beet.

If the player reveals a card with the same action they claimed, the player who called bluff gains a Beet, and the action is completed as normal.

Remember, whenever a card is revealed, discard it and draw a new card.



5. RESOLVE EFFECTS & PASS THE TURN

After any reactions are played, and if no players successfully called your bluff, resolve your action.

At the end of the turn, if there are two or more copies of the same card in the discard pile, shuffle the discard pile into the deck.

GAME END

The first player to get rid of all their Beets wins!

ADVANCED RULES

THEY'RE GOOD FOR YOU!

When you choose Eat a Beet, you may force any player (including yourself) to discard their current card and replace it.

WE ALL SCREAM FOR ICE CREAM

To play a longer session of Bad Beets, use the Ice Cream Tokens we've included to track wins.

The winner of each game gains an Ice Cream Token. The first player to get three ice cream tokens wins the match!



FAQ

Q: If both players get rid of all their Beets on the same turn, who wins? (e.g. A player uses Copycat with 2 Beets in reaction to another player with 3 Beets claiming Feed the Dog.)

A: Since react effects happen before a player's normal action, the player using Copycat would win before a player could resolve Feed the Dog. However, if multiple players use Copycat at the same time to get rid of their last Beets, all of those players win the round.

Q: Do I have to decide who I am choosing and what card I am naming with Tattletale before players decide to call bluff or not?

A: Yes. You must also declare who you are choosing to "Share" with before players choose whether or not to call bluff.

Q: Do I have to reveal my card when someone Tattletales on me?

A: Yes, you must reveal your card when someone

guesses it with Tattletale (unless, of course, you successfully call bluff on the Tattletale action).

Q: Do I reveal Tattletale when I use it?

A: No. You do not reveal the action unless someone calls your bluff.

CREDITS

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