



Blurgh™



How to play



F**k

From the makers of the original
Aussie swearing game

Fk. The Game**

Crowdfunded on Kickstarter in 2015



The quickest way to learn is to watch the video at:
www.blurgh.com/rules



*First you need
to draw each other*

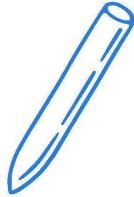
1

Each player picks out:



1 x scratch card

&



1 x scratch pen

Go to step 2 →

*Portrait
drawing tips*



- For best results, draw on a hard flat surface (remove any tablecloths, etc).
- Don't press too hard – just scratch gently to reveal the colour below.

- Use a pencil sharpener if you want a sharper line from your scratch pen.
- To remove large areas of colour you can use the back of the scratch pen.

Scratch cards can be used in future games, place them in the completed Scratch section. You do not need to make new faces every game and can assign the face cards to other people in future games.

2

**Draw the person opposite you
on your scratch card.**

Each player needs a portrait
drawn of them to play.



*Don't write
the persons
name*

Take turns to show each other.



*Remember
your face*

**Nominate a dealer and give
them the face cards.**

*Next, get your dealer
to create the deck*

3

Dealer adds 10 standard
Blurgh cards per player.



10 PER
CARDS player

FOR EXAMPLE

5 players x 10 = 50

6 players x 10 = 60

Remove any words your group may
find offensive.

4

Dealer adds 2 Pass and
2 Reverse challenge cards.

2



+

2

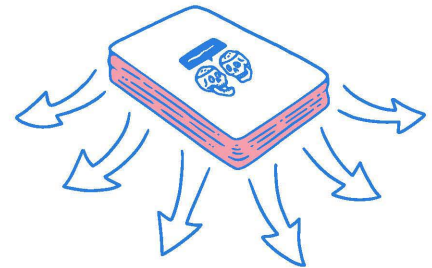


4 IN TOTAL
not per player

Experienced players add extra
challenge cards - see page 6.

5

Dealer shuffles and deals
as evenly as possible.



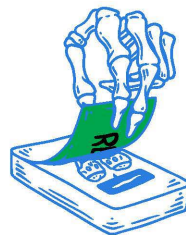
DON'T LOOK!
Keep cards face down



1 Take turns

Starting with the dealer, take turns to flip over one of your cards and place it face up in a pile in the middle of the table:

- Always draw the card away from you from the top of your deck.
- Don't cheat and look at your cards when turning!



Draw away
NO
peeking

2 Call your card

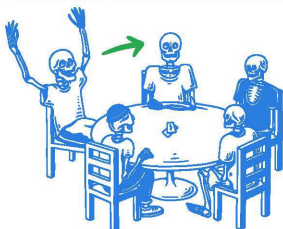
As soon as you flip your card over you need to call out what you see based on the rules - **see next page.** →

It's normally the player having their turn that has to say the answer, but some cards require other players to jump in and answer too.

✓ Get it right?

Nice work!

You've now lost that card, and the next player can take their turn.



✗ Get it wrong (or take too long)?

Oops!

The other players must now race to slap the pile on the table. The first player to slap the cards gives:

- two cards from the central pile to any of the players, and
- the remaining cards in the pile to you for losing your turn.

The good news? You get to take your turn again now and the game resumes.



3 Keep playing until someone loses all their cards

The first player to lose all their cards **wins.**

You're ready to
PLAY!

Playing tips

• **New to the game?**

Until you get the hang of it, leave the rule card out on the table for players to see.






• **Not sure how long is too long to call your card?**



Start with a couple of seconds, but it's up to your group to decide.



Basic rules

Get started with these basic rules, then add extra challenge cards and DIY cards to the mix (see pages 6 to 8).

Rule 1.	Rule 2.	Rule 3.	Rule 4.
<p>Black text: Say background colour.</p> <p>Example:</p>  <p>You say RED</p>	<p>Coloured text: Say colour of text.</p> <p>Example:</p>  <p>You say YELLOW</p>	<p>Swear word: Say swear word*. (Regardless of text colour)</p> <p>Example:</p>  <p>You say SHIT</p>  <p>*Except for the word Fuck See rule 4</p>	<p>FUCK words: Don't say "FUCK". (These cards revert to rule 1 & 2)</p> <p>Example:</p>  <p>You say RED</p>  <p>You say GREEN</p>

Reverse:	Pass:
<p>Answer with the correct colour and change the direction of play.</p> <p>Example:</p>  <p>You say GREEN</p> <p>Play now continues in the reverse direction.</p>	<p>Everyone passes their entire hand of cards to the next player.</p> <p>Example:</p>  <p>You simply PASS your cards</p> <p>No answer is required, simply pass in the direction of play.</p>

If it's your face say:
<p>FUCK. Even if it's not your turn.</p> <p>Example:</p>  <p>On your face say FUCK</p> <p>If anyone other than this person answers, they must pick up all the cards.</p>

*Recommended for
new players*

Take a minute or two to practice turning over the cards (as a group) and saying the answers until everyone gets their heads around the rules.

The game is designed to mess with your head so don't feel bad when you stuff up!



Add extra challenge cards to make your games more fun.
The more you add, the harder each round will be.

Hard



SKIP:

Skip your turn. The next player along must answer with the correct colour.



SWAP:

Swap your entire hand of cards with the person the arrow points to. If it points between two people you can choose who to swap with. (A star card - see below - can be used to block this swap.)



STAR:

You want this special card in your hand! When a star card is played, all players compete to slap the deck. If you're the first player to do this, put this card to the side face up and use it at any time to negate a mistake or a card you don't want to play (e.g. the pass card!). Once the card is played it goes back into the central pile.



PICK UP / PUT DOWN:

No need to answer, simply pick up (+) or put down (-) the number on the card.

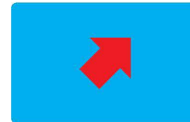
- Pick up: place the cards at the bottom of your deck.
- Put down: Discard from the top of your deck without answering them.

Harder



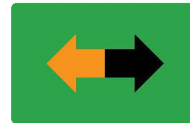
ALL PLAY:

All players compete to call out the correct answer and then slap the played cards. The first person to call the correct answer and slap can give two cards from their deck to any one or two players.



ARROW:

The player who it is pointing at says the correct answer based on the basic rules. e.g In this example the player it points to would say RED.



DUEL:

Dueling cards have two arrows. When the card is played, an arrow will be pointed at two opposing players. Each player competes to yell the correct answer depending on what colour each arrow is. If it is a black coloured arrow this player says the cards background colour. If it is a coloured arrow this player says the colour of the arrow.

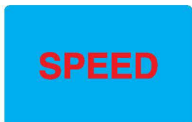


Harder



C-BOMB:

Choose a player to point to and simultaneously say CUNT. This player must then pick up all the played cards.



SPEED:

The previous player takes the central pile and turns over each card for this player to answer correctly. If they win then they can choose how to distribute the cards. Lose and they collect all the cards.



MISSPELLED:

Say the correct colour. Don't get confused!



Hardest



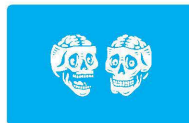
FLIP:

Swap the colour rules 1 and 2. For example, if the word FLIP was written in blue ink on a yellow background, you'd say YELLOW (the correct answer would normally be BLUE). The rule only applies to the one card and does not continue to all future cards (although you can if you're a masochist).



SPELL:

When there's a line under the word you need to spell the correct answer for the card followed by the answer. For example, if the answer was yellow, first you'd say Y,E,L,L,O,W, then you'd say YELLOW.



SKULL CARDS:

You do not want these cards! If you turn over this card, remove it from the central pile and keep it face up near you. You must now answer ALL turns where the answer is the colour of your skull card. E.g. If you have the blue skull card, you must answer all turns where the answer is BLUE! If another player answers, then they must pick up all the cards.

The black skull card means this player will now answer ALL turns where the answer is a swear word!

Skull cards are transferred to other players when pass and swap are used. This can be avoided by using a star card.



Make it your game! Use the Scratch cards to create your own rules using words and pictures, then keep them for future games. Here are a few ideas to get you started. Find and share your ideas at www.blurgh.com

Custom names

John

Write a player's name. When this is played, the person whose name it is must answer the correct colour.

Surname

Every player with that surname competes to answer first.

*Swap with
Kate*

Or, why not use the name to create any rule card you think of?

Example:

*Vic
drink*

*Swap with
Anna*

Custom swear words or colours

Add your own custom swear word or colour in any language.

Example:

Bollocks

バカ

Crikey

Shucks

Brown

Sheiße

Action cards

All play

Write or draw an action. The last person to perform the action gets all the played cards.

Stand up

*Jazz
hands*



Bark like a dog



Yell a word, catchphrase or sing

Individual

Write or draw action. Once played, keep the card face up and perform an action each time a certain word or card is played. Forget to, and you'll be forced to pick up the pile. The card can go to other players on swap and pass cards.

*Clap on
clock*

Start clapping each time this word appears

*On yellow
Yell
"GO LAKERS"*

Yell this phrase on all yellow answers

Personality

Write a name or draw a person/group that's well known to your group. E.g. A celebrity, friend, artist, boss, etc.

Decide on the rule for this card, and make sure every player understands it!

Example:

The Rock



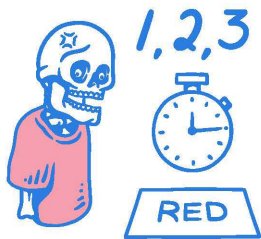
Flex your muscles.

Einstein

Poke out tongue.

Homer

Shout DOH and slap forehead.



How long is too long to slap?

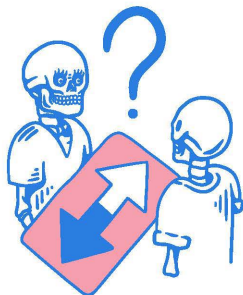
Start with a couple of seconds, but it's up to your group to decide.

0.5s... SLAP!



What happens if someone slaps too early?

If the group decides someone slaps too early then all the played cards go to this player.



What if the arrows point between two people?

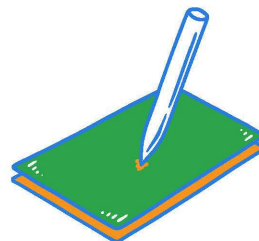
If an arrow is pointing between two players, only one of these players needs to answer. If this player is incorrect, the played cards are split between these two people. So you could stuff up the person sitting next to you too!

Try mixing up the rules!

This is your game so be as creative as you want!

For example:

- On your face card: Set an action or phrase (e.g. Take a drink)
- On a reverse card: the previous person must call the answer
- On the C Bomb card: Change the word you say



How do I know what colours are in each scratch card?

If you want to know what colour lies below the scratch surface we recommend making a very small scratch. This way the card can be used later.

What if we run out of scratch cards?

These cards are designed to last. Used scratch cards can be kept for future games - simply place them in the scratch card holder section of your box (see the diagram to the right).

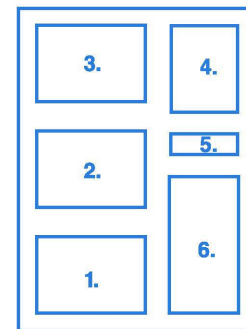
You can also buy more scratch cards from www.blurgh.com.



Blurgh box sections

1. Blurgh playing cards
2. Challenge cards
3. Scratch cards
4. Your scratch cards holder
5. Scratch pen sharpener
6. Scratch pen

Top down view





#Blurgh™

**Show us your faces and
scratch card designs**

Find and share your game ideas at
www.blurgh.com

Follow us:
[@blurghgame](https://twitter.com/blurghgame)

WARNING:

Some of the swear words may be offensive to some players, please remove them if they are. All swearing in Blurgh is designed to be played in a fun, friendly and positive manner. We do not condone any sexist, racist or antisocial behaviour.