

3-7 | 15 mins

80 GAME CARDS: 6 ONES, 5 TWOS, 4 THREES AND 3 FOURS IN EACH COLOUR & 8 WILDCARDS!

SHAM

THE QUICKFIRE BLUFFING GAME

GAMEPLAY

Aim Of The Game:

The aim of SHAM is to win the most cards by successfully bluffing, calling out other players' bluffs, and being the last player left in each round. Over the course of the game, players collect cards into a **Winnings Pile**. When the game ends, whoever has the largest pile of won cards is the overall winner.

Set Up:

Shuffle and deal 7 cards to each player, face down. Place the remaining cards face down in the middle, forming a **Draw Pile**. Players may look at their own cards but must keep them secret. The youngest player goes first. Play then continues clockwise.

Beginning The Round:

Begin the round by placing any number of cards face down in front of you (they can be of any colour or value if you're willing to lie!). Call out the total value and colour to the group, for example: "Four Red." All following players must follow, or claim to follow, the stated colour for the rest of the round.

Continuing Play:

The next player has three choices.

Choice 1: Place cards, claiming they are of the same colour with an equal or greater total value than the previous player, truthfully or as a lie. Remember that any players may now call "SHAM" on you!

Choice 2: "Pass" and play nothing, locking yourself out of the current round.

Choice 3: If you believe they are lying, call "SHAM." You may only call "SHAM" if you are still in the round. Once you place cards or pass, nobody may call "SHAM" on the previous player and their play is safe.

After placing cards on your turn, pick up cards from the **Draw Pile** until you have 7 cards in hand.

CALLING SHAM

Players may place any cards they wish while claiming they are something else. For example, they could claim they have placed "Four Red" when they actually placed 1 Blue and 2 Purple. Any player still in the round may call "SHAM" against another player who has just placed cards. That player then reveals the cards they played to the group.

If the accused player was telling the truth: The accuser is locked out of the current round. The accused player takes one random card from the accuser's hand. After looking at it, they may choose to keep the card in their hand or place it into their **Winnings Pile**.

If the accused player was lying: The liar is locked out of the current round. The accuser takes one random card from the liar's hand. After looking at it, they may choose to keep the card in their hand or place it into their **Winnings Pile**.

The value the next player plays from is the last honest or unchallenged value, not the value of a discovered SHAM. If it was the accuser's turn, they may continue their turn.

WILDCARDS

You may choose to play one Wildcard at the beginning of your turn. Resolve its effect immediately. "From the Grave" is played differently and may be placed at any time while you are out of a round by placing it face up in your **Played Pile**. After you have used a Wildcard, continue your turn as usual. Wildcards also apply to locked-out players. The powers they grant are detailed below.



Overflow

All players pick up until they have 9 cards. No one may pick up again until they have fewer than 7 cards.



Swap Hands

Swap hands with any player.



Going Down

Claim to place any card(s) with a lower total value than the previous player.



From the Grave

Call "SHAM" after you are out of a round. If you guess correctly, you re-enter the round.

LAYOUT/YOUR TURN

On your turn, place the cards face down in front of you, claiming what they are.

Then draw cards from the **Draw Pile** until you have 7 cards in hand.



ENDING THE ROUND

You win the round by being the last remaining player (all other players have either been called out or passed). Take all cards played during that round from everyone's **Played Piles** and place them into your **Winnings Pile**.

To start the next round, players should top up their hands to 7 cards. The player to the left of the winner then places any value or colour of cards face down. This cycle carries on until the end of the game.

WINNING THE GAME

Once there are no cards remaining in the **Draw Pile**, players' hand sizes will gradually decrease. The game ends when only one player has cards remaining in their hand. These cards are discarded and do not count toward any player's **Winnings Pile** or score. Each player then counts the number of cards in their **Winnings Pile** (not the card values). The player with the highest total wins SHAM!

EN WARNING! Not suitable for children under 3 years. Contains small parts which may cause a choking hazard.

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