

## REMEMBER!

- When you take the cards from the meadow to your hand, **you can take the face up cards.**

**Example:** The player took the first card to their hand – they got a butterfly. The same illustration is visible on one of the face up cards on the meadow. The player decides to take it as the second card (so they have 2 butterflies).

- The player who decides to say “FALSE” **must have at least 1 card in front of themselves** because when it turns out that the illustrations on the cards are the same, such player must have a card that they can lose.
- During the game you cannot look at the cards in front of you (applies to both the two cards you got at the beginning of the game and any cards gained during the game).
- Ducks** are special and each of them is worth **3 points**. However, each duck is **different**, so ducks are never in pairs. There are 2 ways to get ducks:
  - By bluffing and when no opponent says “FALSE”
  - By saying “FALSE” when an opponent is bluffing to get a duck.

## END OF THE GAME

The game ends when there are only face up cards on the meadow. Then, players count the points for the cards they gathered:

- Each duck is 3 points,
- Each single illustration is 1 point
- Each additional illustration of the same kind is 1 point more than the previous one

The player who gathered the most points is the winner. In case of a tie, the winner is the player with more ducks. If there is still a tie, players rejoice in their shared victory.

**Example:** The player gathered 8 cards and got the following points:

- 6 points for 2 ducks
- 1 point for 1 daisy
- 3 points for 2 moles (1 point for the first and 2 points for the second)
- 6 points for 3 bees (1 point for the first, 2 points for the second and 3 points for the third).

The player scored 16 points in total.



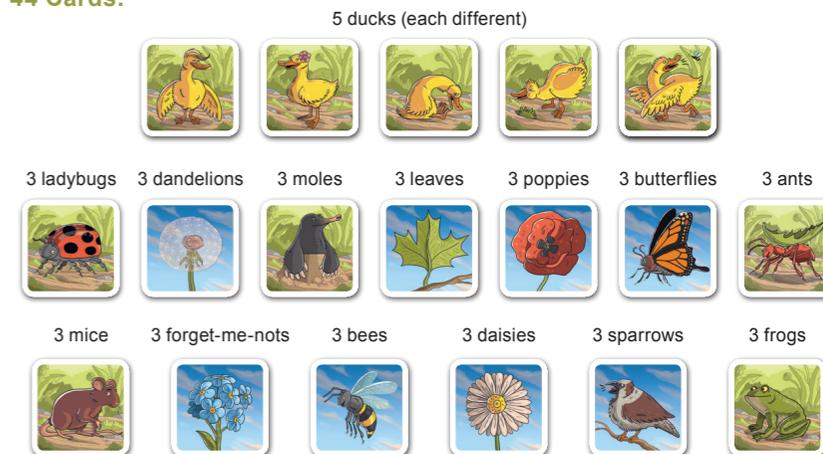
instrukcje wideo  
gry.nk.com.pl

f /NaszaKsiegarnia



## COMPONENTS

44 Cards:



## GOAL OF THE GAME

During the game players will be getting cards with different illustrations. At the end of the game they will be awarded points for all cards they gathered:

- The more cards with the same illustration a player has, the more points they are worth,
  - Each duck is worth 3 points.
- The player with the most points is the winner.



Wydawnictwo NASZA KSIĘGARNIA  
ul. Sarabandy 24c,  
02-868 Warszawa, Poland  
© 2018 Wydawnictwo Nasza Księgarnia  
© 2018 Michał Gołębiowski

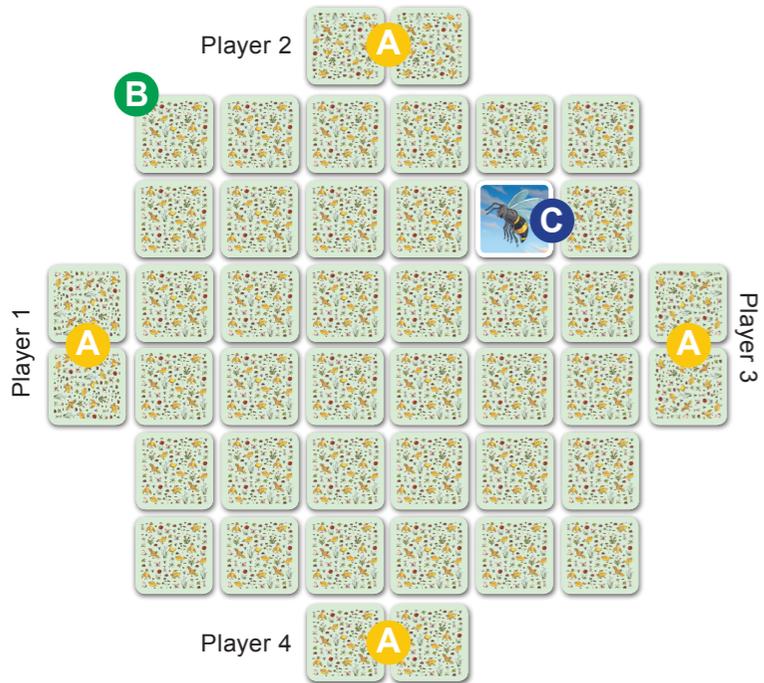
Board Game manager: Jarosław Basałyga  
Production Coordination:  
Krzyszyna Michalak  
Editing: Michał Szewczyk  
Marketing: Aleksandra Skłodowska  
Proofreading: Katarzyna Suszał, Arek Maj,  
Krzysztof Michalak  
English Translation: Michał Zwierzyński  
Graphics and layout: Paweł Nowicki



Check out our other games! • gry.nk.com.pl • f /NaszaKsiegarnia

## GAME SETUP

- Each player draws **2 cards** (make sure other players do not see them).  
**Note:** If a player draws 2 cards with the same illustration or any card with a duck, they should discard them and draw a new one until they have 2 different cards and no ducks (see the examples below).



Players place the drawn cards face down in front of themselves **A**.

**Note:** Players should remember the illustrations on their cards. You are not allowed to look at your cards during the game.

- Remaining cards should be shuffled and put face down on the table **B**. This is **the meadow**.

- One of the cards on the meadow should be turned face up **C**.

**Note:** The face up card cannot be the duck. If the revealed card is a duck, players should reveal another card. The revealed duck should then be placed face down in a different spot on the meadow so that the players don't know where it is.

## GAMEPLAY

During the game players will take turns and pick up **2 cards** from the meadow without showing them to the opponents. If the cards display THE SAME illustration, the player gets them. If the cards are DIFFERENT, the player does not win them automatically, but there is still a chance to get them! The player will win these cards if they successfully bluff and tell everybody else that the cards are the same. If a player manages to convince the others, they get the cards, but if they fail, one card will be awarded to one of the opponents.

The player who has recently been on a meadow (or the oldest player) starts the game. The player performs the below activities during their turn.

To make it easier, **activities of the active player are written in blue**, while **activities of their opponents are written in orange**.

- The player takes **2 cards** from the meadow. They hold these in their hand so that opponents can't see them.
- The player has to say **"THE ILLUSTRATIONS ARE DIFFERENT"** or **"THE ILLUSTRATIONS ARE THE SAME"**.
  - If the illustrations are different and the player does not want to bluff, they say **"THE ILLUSTRATIONS ARE DIFFERENT"**:
    - They place both cards back on the meadow: one of these cards has to be placed face up.
    - The player ends their turn and the next player in clockwise order begins their turn.

- If the illustrations are the same (or are different, but the player wants to bluff), they say **"THE ILLUSTRATIONS ARE THE SAME"**. Other players (starting with the player on the left) one by one decide whether this is **"TRUE"** or **"FALSE"**. This part of gameplay is presented on the below flowchart.

The player says **"THE ILLUSTRATIONS ARE THE SAME"**

Other players say **"TRUE"** or **"FALSE"**

Nobody said **"FALSE"**

**The player gets the 2 cards.**  
They do not reveal the cards to anybody! They just place them face down in front of themselves. Their turn is over.

Somebody said **"FALSE"**

The player reveals both cards

Illustrations are the same

**The player gets the 2 cards.** They place them face down in front of themselves. Their turn is over.

The opponent who said **"FALSE"** **loses 1 of their cards.** They randomly choose it from their gained cards (without looking at them) and place it face down on the meadow.

Illustrations are different

The active player does not get anything. They pass the 2 cards to the opponent who said **"FALSE"**. The active player's turn is over.

The opponent who said **"FALSE"** gets **1 of these cards** – they choose one card and place it face down in front of themselves. Then, they put the other card back on the meadow (face up).