

# Cheat

3-10 players

52 cards

Difficulty: Easy

Duration: Medium

Be the first to get rid of all your cards by playing them face-down, bluffing when needed.

## SETUP

- Deal the entire deck as evenly as possible.
- Some players may have one extra card.

## SCORING

- If the challenger is right, the bluffer takes the pile.
- If the challenger is wrong, the challenger takes the pile.
- First player to empty their hand wins.

*Tip: Mix truth and lies unpredictably so opponents cannot read your pattern.*

## ON YOUR TURN

- Place one or more cards face-down and announce their rank.
- Ranks follow a sequence: Aces, 2s, 3s, and so on.
- You may bluff about what you played.
- Any player can call 'Cheat!' to challenge; cards are revealed.

Cheat is a bluffing card game where players take turns placing cards face-down and declaring their rank. The twist is that players may lie about what they are playing. Other players can challenge the claim, and whoever is caught — the liar or the false accuser — must pick up the entire pile.

## Objective

Be the first player to get rid of all your cards by playing them to the center pile, using bluffing when necessary to keep shedding cards.

## Setup

1. **Players:** 3 to 10 players.
2. **Deck:** Standard 52-card deck. Use two decks for 6+ players.
3. **Deal:** Deal the entire deck as evenly as possible. Some players may have one extra card.

## Gameplay

1. **Playing Cards:** On your turn, place one or more cards face-down on the center pile and announce their rank. The required rank follows a sequence (Aces, then 2s, then 3s, etc.).
2. **Bluffing:** You may place any cards regardless of what you announce. If you lack the required rank, you must bluff.
3. **Challenging:** After a player makes their claim, any other player may say 'Cheat!' (or 'I doubt it!'). The played cards are revealed.
4. **If the Challenger is Right:** The bluffer picks up the entire center pile.
5. **If the Challenger is Wrong:** The challenger picks up the entire center pile.
6. **No Challenge:** If nobody challenges, play continues to the next player with the next rank in sequence.

## Winning

The first player to successfully empty their hand wins. Note that your final play can still be challenged, so you may need to bluff your way to victory.

## Tips and Strategies

- Mix truth and lies unpredictably to keep opponents guessing.
- Challenge players who place many cards at once — the more cards played, the higher the chance of a bluff.
- Keep a mental count of which ranks have already been legitimately played.

## Tips & Strategy

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Build a reputation for honesty early, then use that trust to land a critical bluff later. Keep track of which ranks have been exhausted to spot impossible claims.

The optimal bluffing frequency depends on your opponents. Against cautious players, bluff often. Against aggressive challengers, play honestly more and let them burn themselves.