

Kyle Daniel's

# BRAGGART

*A game of heroes, lies and  
unfortunate fish*

2-6 wannabe heroes

Ages 10+

30-45 minutes

You sit in The Hero's Return, a tavern renowned for its heroic clientele. You're not a hero, but you talk a good game. You and your friends are holding court, regaling the crowds with your tales of derring-do. Can you fight your way through a drunken haze to concoct the best boasts? The most believable? Or at least ones that are funny?

[www.braggartgame.com](http://www.braggartgame.com)

[www.spiralgalaxygames.co.uk](http://www.spiralgalaxygames.co.uk)



## Contents

120 cards:

1 My Round card

6 Player Aid cards

92 Boasting cards (14 Scenes, 32 Deeds, 32 Foes and 14 Results)

10 Liar! cards (8 Liar! and 2 Outrageous Liar!)

11 Ploy cards

This rulebook

## Aim of the Game

To have accumulated the most money by the end of the game, through retaining valuable cards from your boasts.

## Setup

Argue amongst yourselves to determine who has performed the most impressive feat during their life. That player will start the game, give them the 'My Round' card, they should place it in front of them on the table.

Separate the player aid cards from the other cards and give one player aid to each player. The remaining player aids are returned to the box.

Shuffle the Boasting, Liar and Ploy cards and deal four cards face down to each player. These cards form their starting hand. The remaining cards form a face-down draw deck and should be placed in easy reach of all players.

## Play

The game is played over a number of rounds. Each round consists of two phases: Draft and Boast.

### Draft Phase

Place as many cards as there are players face up in the middle of the table. Starting with the player who has the 'My Round' card, and proceeding clockwise, each player chooses one of the face-up cards and adds it to their hand.

### Boast Phase

Starting with the player who has the 'My Round' card, and proceeding clockwise, each player will either: Go to the Bar or make a Boast.

### Go to the Bar

You visit the Bar for inspiration. Immediately draw three cards from the deck. This ends your turn.

## **Boast**

You may first play any number of Ploy cards from your hand - just follow the instructions on the card. If you gain another Ploy card as a result of a previous Ploy, you may also play that now or wait until a later turn. A player can not 'Go to the Bar' if they have played a Ploy card.

After playing any Ploys, you may now make a boast. A boast consists of between two and four cards: it must contain exactly one Deed and one Foe, and optionally one Scene and/or one Result. When playing your boast you must place the cards in front of you on the table and then read out the story on the cards in a suitably heroic or embarrassed manner.

## **Round End**

Once all players have had a turn (either visiting the bar or boasting) determine the winner and loser for this round. Each player adds the values in the top corner (either left or right, not both) of the cards in their boast together. The player with the highest value boast wins this round and moves all the cards from their boast into their score pile. In the event of a tie for best boast all tied players are counted as winners. Losing players who boasted may move one card from their boast to their score pile, the remainder are added to the discard pile.

Pass the 'My Round' card to the player with the lowest valued boast (or no boast). If there is a tie the 'My Round' card goes to the first tied player to the left of the current holder of the 'My Round' card.

## **Liar! & Outrageous Liar! Cards**

A Liar! or Outrageous Liar! card may only be played when another player is making a boast. You accuse them of lying and you "correct" their boast! Swap one card (or two for an Outrageous Liar!) from their boast with ones of the same type from your hand, and then force them to read out what they actually did.

Playing a Liar! or Outrageous Liar! card does not affect your choice of boasting or going to the bar in your own turn.

## **Hand Limit**

The hand limit is eight cards, if at any point you have more than eight cards in your hand you must immediately discard down to eight cards.

## **Game End**

The game ends at the completion of the round when the draw deck is depleted. If this occurs during the draft phase not all players may get to draft a card.

## **Winning the Game**

After the final round each player adds the values of the coins collected in their score pile. The coins are in the bottom right hand corner of the boast cards.

The player with highest total is the winner, and is declared Lord Braggart.

## **Advanced Play Option**

Instead of counting the coins in the player's score pile, you can count the card values for a more accurate score.

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