

# CHEAT

The great game of truth & bluff!

Requires nerves of steel and a poker face

Shake the cup then slam down the top...



...now peek at your 'locked in' dice score



Tell the truth? ...bluff? ~ or risk losing a life?



Instant pop-up / slam-flat fun!

With its pop-up / slam-flat dice shaker, CHEAT is the classic game of truth, bluff & counter-bluff. The novel all-in-one dice cup is self-contained:

**Take it anywhere**

Home, work, bar or beach... suits them all

**Quick to pick up**

Just tell the truth... or try to lie!

**Wide age appeal**

It's the instant game for all ages

**Unique & original**

There's nothing quite like it...

2+ Players



Age 8+



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

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Keep contact details for reference.

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Item # 37004



# CHEAT

The ultimate game of truth & bluff

Players all start with 5 lives and the aim is to be the last one left 'in'.

The combination of the two dice create your score. Using the highest numbered die first, scores are ranked in ascending order as follows: (3 & 1 =) 31; then 32 / 41; 42; 43 / 51; 52; 53; 54 / 61; 62; 63; 64; 65 then the doubles 11; 22; 33; 44; 55; 66. The top overall score is 21.

The first player pulls the shaker fully open, rattles it then slams the top down to lock the dice in place. Hiding what has been thrown so nobody else can see, take a peek at the score. Once checked, the shaker is flipped over so that the dice are hidden from view. The first player can decide to tell the truth or they may choose to invent and call a bluff score. The score is then announced to the player on the left.

The next player can either accept the call or challenge it.

**If accepting the call:** the second player is not allowed to look at the previous throw. The shaker is pulled open so that they can now take a turn. No matter what dice combination is now thrown, they must claim a score that is either equal to or greater than the previous one.

**If challenging the call:** if you don't believe the previous player has thrown the score that they have claimed then you should call 'Cheat!'. The dice shaker must now be turned over to reveal the actual dice combination that was scored:

- If the dice show a combination that is **lower** than that claimed then the player who made the false claim loses one of their lives.
- If the dice score is **equal to** or **greater** than that stated then the challenging player loses one of their lives.

The player who won the challenge begins the next round, shaking the dice then slamming the cup shut and calling out a new start score.

Play continues in this manner, with players losing lives on each round. Players who lose all their lives drop out of the game.

Players calling '21' are claiming the highest possible score. If a challenge is called then the loser has 2 lives deducted. Rather than risk testing the claim, the second player may decide to accept defeat and elect to lose just one life instead of making a challenge.

Record lives lost with coins / tokens or keep a track on paper.

The last player remaining in the game will be the winner.

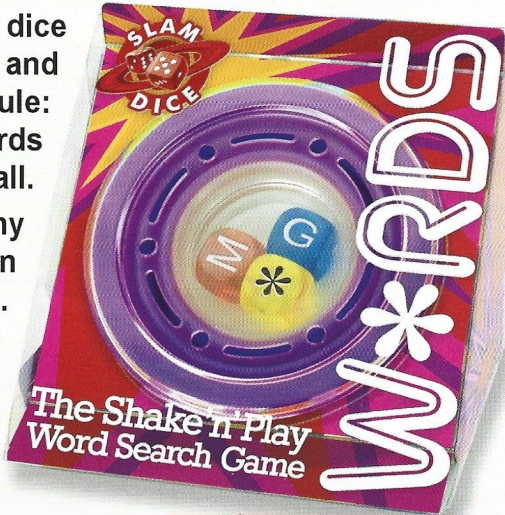
[www.cheatwell.com](http://www.cheatwell.com)

## W\*RDS!... Another Slam Dice game

The elegant pop-up / slam-flat dice shaker lends itself to a host of dice games, of which 'W\*RDS' is a classic.

Three colourful letter dice are thrown at random and used with one simple rule: you must find words which include them all.

They can be used in any order and the word can be as long as you like... but hurry, you only have 5 seconds to find a solution before the next player must take their turn!



For more information visit: [www.cheatwell.com](http://www.cheatwell.com)

## Using your Slam Dice shaker

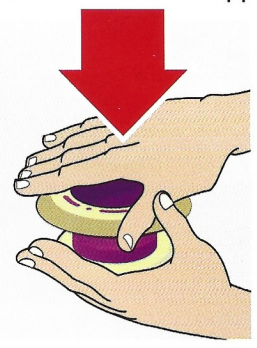
To open the shaker, grasp the bottom with one hand whilst pulling up with the cap.

Thoroughly shake the cup, keeping it upright.

With the base cupped in your other hand, press the lid down so that the walls collapse and the dice are trapped.



Once collapsed, the dice are held securely in position so the shaker can be turned upside down.



Before revealing what has been thrown you can keep it secret with your upper hand.