

BS Button Game® Expansion Pack rules

How to play:

The BS Button Game® Expansion Pack is a stand-alone game that can be combined with the original BS Button Game® for more fun with more friends. It contains a new sound button, (4) activist cards, and (52) standard playing cards.

- Deal the cards equally to all players, and start a discard pile with any extras. Dealer chooses a card value and discards one to four cards facedown. For example, the dealer may say, “Three 9’s” and place three cards in the discard pile. Play continues clockwise and the next card higher or lower in sequence, in this case an 8 or a 10, is played.
- A player without the appropriate discard(s) must bluff. Any player can call a bluff by pushing the BS Button, and the discards are revealed. If the call is valid (the cards played were **not** the value stated), the entire discard pile is added to the bluffer’s hand. If the call is invalid (the cards played **were** the value stated), all discards are added to the caller’s hand. Play resumes as before.
- The first player to discard every card while avoiding a valid call of BS wins.

Play the activist, and take control of the game:

(1) In lieu of discards, I can play an Activist card. I say, “Activist,” lay one card facedown on the discard pile, name an opponent, and call out any card value. Here's what happens next:

- You must (a) discard one to four cards **of the value I called**, or (b) call a bluff by hitting the BS Button and reveal the discard that I claimed was an Activist.
- If you called a bluff and the discard is an Activist, the discards are added to your hand.
- If the card is not an Activist, all discards are added my hand.
- Play resumes to your left, and the card higher or lower card in sequence to the last one called is played.
- An activist card is removed from play once exposed.

(2) Activists are wild.