

BS Button Game® rules

Let's play!

- Deal the cards equally to all players, and start a discard pile with any extras. Dealer names a card and discards **up** to four cards of the same value face down. For example, the dealer may say, "Three 9's" and place three cards facedown in the discard pile. Play continues clockwise, and the next player calls the card in ascending or descending sequence to the last one played, in this case an 8 or a 10, and places 1-4 cards facedown on top of the three 9's.
- A player without the appropriate discard(s) must bluff. Other players can call a bluff by hitting the BS Button, which flashes red and calls out one of 60 different sounds; then, the discards are revealed. If the call is valid, all discards are added to the bluffer's hand. If the call is invalid, all discards are added to the caller's hand.
- Jokers and bureaucrats are wild. When played as wild cards, bureaucrats become part of the discard pile. Bureaucrats and wild cards are removed from the game once exposed.

Playing the bureaucrat:

- Let's say that you bluff and that another player hits the BS Button. Normally you would add the discard pile to your hand, but if you have a bureaucrat card, you can place it face up on the discard pile and override that valid call of BS. Then you call the next card and play it. Play continues as before.
- Let's say you hit the BS Button to call a bluff, but you're wrong. Normally you'd add the discards to your hand, but if you have a bureaucrat card and you place it faceup on the discard

pile, you're forgiven. You also call the next card and play it.

- **Please note: After a bureaucrat card is played, no one picks up the discards. That bureaucrat card, however, is removed from the game.**

WINNING

- The first player to discard every card in his hand while avoiding a valid call of bullshit wins.