

GB

# COCK ROACH POKER

**A bluffing game with creatures  
no one likes.**

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Players: 2 - 6  
Ages: 8 - 99  
Play Time: ca. 20 - 30 min.

## Contents

- 64 cards with 8 motives in 8 colors →
- Rule Book

8



Bat



Fly



Cockroach



Toad



Rat



Scorpion



Spider



Stink bug

## Object

The players each attempt to 'palm off' as many cards as possible on the other players. This is done by offering a card to another player stating at the same time, correctly or incorrectly, what creature is pictured on it. The player who misjudges the other ends up with the card.

**The first player who gets four of the same card 'palmed off' on him, or who doesn't have any cards left in his hand when it's his turn to offer a card, loses.**

## Setup

→ with 2 players look on side II.

The 64 cards are shuffled and dealt out face down to all players.

## Game Play

The player going first (Marc, for our example) picks a card from his hand. He lays it face down on the table, slides it over to **another player of his choice** (in this case, Anna), and states e.g. "Cockroach".

Anna now has two options:

## → 1. Accept the card

Anna decides to accept the card. Before picking it up, she says loudly "true" or "false". "True" when she believes Marc's statement that the card is a cockroach, "false" when she doubts Marc's claim.

**If Anna believes or doubts correctly, Marc has to take the card. If she believes or doubts wrongly however, she has to take the card herself.**

## → 2. Pass the card on

Anna decides not to accept the card, but to pass it on. In this case, she is allowed **to peek at the card** before sliding it on to another player (perhaps Eva). In addition, Anna must either confirm Marc's statement "Cockroach" or make a new claim, e.g. "Stink Bug"  
...now Eva has two options, and so on.

A card can be **passed on**, each time to a player who hasn't seen it yet of course, until it has been passed to every player once. The last player who the card is passed on to only has Option 1, accept the card and must try to judge if the claim of the player who passed it to him was true or false. The player who the card is 'palmed off' on, takes it and places it face up on the table in front of himself.

This player starts the next round by offering a card from his hand.

## End of the Game

The game is over:

- either, when a player gets '**four-of-a-kind**', four cards with the same creature, e.g. four cockroaches, palmed off on him. This player has lost. The other players share in the victory.
- or, as soon as **a player with no more cards in his hand has to start a round. This player cannot offer a card and has lost.** All other players share the victory here as well.

## Two-Player-Game

For a two-player-game, **10 cards are removed from the shuffled deck of cards without being looked at**, before the cards are dealt. In addition, in a two-player-game Option 2, passing cards on, is of course left out.

The game is over:

- either, when a player gets '**five-of-a-kind**', five cards with the same creature (e.g. 5 cockroaches), palmed off on him.
- or, as soon as **a player with no more cards in his hand has to start a round.**

In both cases the player described has lost. **Have fun!**

Leðurblaka  
Bat  
Fledermaus  
Chauve-souris



Kakkalakki  
Cockroach  
Kakerlake  
Cafard



Rotta  
Rat  
Ratte  
Rat



Kónguló  
Spider  
Spinne  
Araignée



Fluga  
Fly  
Fliege  
Mouche



Karta  
Toad  
Kröte  
Crapaud



Sporðdreki  
Scorpion  
Skorpion  
Scorpion



Padda  
Stink bug  
Stinkwanze  
Punaise

