

BLOOPS

THE RULES

8+ 2-5 10+

asmodee

In Boops, you start by memorizing 3 cards. Sounds easy, right? ...

Until they are swapped, more cards are added, or you're too busy enjoying your opponents' mistakes to notice that you've lost track!

This game contains 65 cards, which are divided as follows:



WHAT'S THE AIM OF THE GAME?

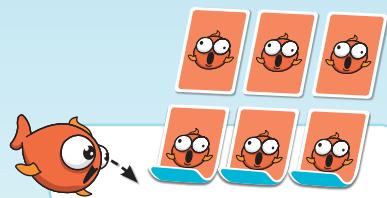
The player with the **lowest score** at the end of the game is the **winner**. So try to get rid of your cards as quickly as possible—without mixing them up, of course!

SET UP

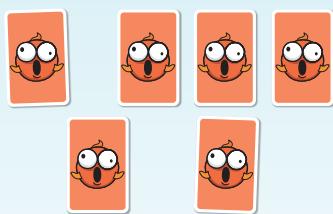
Set the BLOOPS card aside within reach of all players. Shuffle the remaining cards to form a draw pile.



Place 6 cards facedown in front of each player. Then, each player secretly looks at the 3 cards in the bottom row.



As of now, you can rearrange your cards at any time during play.



Remember: Once the game starts, no more peeking at your cards. Now is your chance!



HOW TO PLAY

The player who most recently forgot something goes first.

The game can continue in either a clockwise or counterclockwise direction; after all, a fish swims in whatever way it prefers in its bowl!

On your turn, **draw a card** and look at it **secretly**.

Then, you can either:

DISCARD THE CARD

Place it faceup on the discard pile.



OR

KEEP THE CARD

Place the card **facedown** in front of you and discard 1 **of your other cards** faceup without looking at it first.



Note: If the draw pile is depleted, shuffle the discard pile again.

EFFECTS

If you discard a 6, 7, 8, or 9, you **must** apply its effect **immediately**!

6 = Place the top card of the draw pile facedown in front of an opponent.

7 and 8 = Look at 1 card in front of you or 1 from an opponent.

9 = Swap 1 of your cards with 1 of your opponent's cards, facedown. Do not look at either card.

COUNTER-DISCARD

When a card is discarded, by you or an opponent, you can counter-discard one or more **identical cards in response** – even if it's not your turn!

On his turn, Flounder discards a **6**. Then, Rainbow counter-discards the **6** he has in front of him.

If you reveal the wrong card, return it facedown in front of you and **draw 1 card as a penalty** (see Penalties).

Ponyo reveals what she believes is a **6**; unfortunately, it's a **9**! She then flips the card back facedown in front of her and draws 1 card as a penalty.

If the discarded cards trigger **effects**, apply them in the same order the cards were discarded. Meanwhile, the other players can continue to counter-discard.

First, Flounder applies the **6** effect, and then Rainbow applies the effect of his **6**. Flounder remembers that he has another **6**, so he counter-discards it before applying its effect.

If there are no effects to apply or left to apply, the player whose turn it is can play immediately. Once that player has drawn a card, **counter-discarding is no longer possible**.

Once Flounder and Rainbow finish applying the effects of their cards, it's Ponyo's turn to play, and she draws a card. Dory remembers only now that she has a **6**. Unfortunately, it's too late since Ponyo has already drawn her card!

END OF THE GAME

The game can end in one of two ways:

CARD 20 IS DISCARDED

In this case, the game ends **immediately**. No one plays again.

OR

YOU SAY "BLOOPS"

At the end of your turn, say "BLOOPS" aloud to trigger the end of the game. **Your opponents each play a final turn**.

Place the BLOOPS card in front of you; you are now **immune** to the effect of any **9** that may still be discarded.



Before saying "BLOOPS", make sure you're headed towards victory. As the old saying goes, "Better a safe boops than a sorry one!"



SCORING

All players reveal their cards at the end of the game.

If you have **3 or more stars** among your cards, set them aside – **they're not tallied**!



Add up the values of your cards to determine your remaining points.

The player with the lowest score wins the game. In case of tie, share the victory.



PENALTIES

If you make a play error, draw a card as a penalty and place it facedown in front of you without looking at it.

Here are a few examples of common play errors:

- When you deal the cards incorrectly,
- When you look at one of your cards from the top row during setup,
- When you draw a card when it is not your turn,
- When you look at or reveal a card you shouldn't have,
- When you counter-discard a card with a different value than the one on top of the discard pile. In that case, you must return your card facedown in front of you along with the card drawn as a penalty.

There are probably many other ways to mess up; I'll let you discover them! It's up to you to convince your opponents that it wasn't a mistake at all.



EXAMPLE OF SCORING

PONYO



Ponyo has **23 points**. She said "BLOOPS!" aloud but had no clue that card 20 was hidden among her cards...

DORY



Dory has **45 points**. Her 11 is indeed counted because it's her only Star card.

FLOUNDER



Flounder ends up with **18 points** after discarding the 3 Stars he had before tallying. He wins the game!

GAME AID

AT THE START OF THE GAME

Look at the 3 cards in the bottom row in front of you and memorize them without revealing them to the other players.



ON YOUR TURN

DRAW A CARD
then, either

DISCARD IT

KEEP IT and
discard another
card.

WHEN A CARD IS DISCARDED

You can immediately counter-discard an identical card that is in front of you.

IF A CARD WITH AN EFFECT IS DISCARDED

Apply its effect immediately:



Without looking at it, place the top card of the draw pile facedown in front of an opponent.



Look at a card that is either in front of you or in front of an opponent.



Swap 1 of your cards with 1 of your opponent's cards, facedown. Do not look at either card.
Reminder: The BLOOPS card immunizes you against this effect.

IF YOU MAKE A PLAY ERROR

As a penalty, place the top card of the draw pile facedown in front of you.

THE GAME ENDS



If you say "BLOOPS" aloud.



When card 20 is discarded.

The game ends immediately.



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