

**RAT TOAD BAT SPIDER**

**COCKROACH FLY SCORPION STINK BUG**



**RAT TOAD BAT SPIDER**

**COCKROACH FLY SCORPION STINK BUG**



**RAT TOAD BAT SPIDER**

**COCKROACH FLY SCORPION STINK BUG**



**RAT TOAD BAT SPIDER**

**COCKROACH FLY SCORPION STINK BUG**



**RAT TOAD BAT SPIDER**

**COCKROACH FLY SCORPION STINK BUG**



**RAT TOAD BAT SPIDER**

**COCKROACH FLY SCORPION STINK BUG**



**RAT TOAD BAT SPIDER**

**COCKROACH FLY SCORPION STINK BUG**



**RAT TOAD BAT SPIDER**

**COCKROACH FLY SCORPION STINK BUG**

**INSTRUCTIONS**

Cockroach Poker is a game that is all about bluffing (lying). The deck of cards shows cockroaches, rats, stink bugs, spiders, toads, flies, bats, and scorpions instead of queens, 10s, aces, etc. The goal of the game is to force another player to collect four of any one type of critter. The deck includes 64 cards with 8 cards of each critter. To set up the game, shuffle the deck, and deal all of the cards out to players until no cards remain. On a turn, a player takes one card from their hand, lays it face down on the table, slides it to a player of his/her choice, and announces to the group what is hidden beneath the card (e.g., "Stink bug"). The player receiving the card can

1. Declare that the person is lying! They then reveal the card to the group and learn if they were right or wrong!
2. Declare that the person is truthful! They then privately inspect the card learning if they were in fact correct. They then pass the card to someone else and state what was told to them or rename the card.

If you are caught in a lie or if you were publically revealed as wrong, the card being discussed is flipped over to its picture side and remains in front of you as a “tombstone”! Four tombstones of the same critter and you are eliminated! Now that you know how to play Cockroach Poker, are you excited to give it a try?

1) Accept the card and announce to the group whether they believe the person passing the card is telling the truth or is lying. They then reveal the card to the group. If this player is wrong in their claim, they keep the critter card on the table in front of them face up sort of like a tombstone. If the person was right in their guess, the player who passed the card receives the card and they place it face up before them. OR• The player receiving the card can choose to peek at the card and then pass it face down to another player, either saying the original type of critter or stating a new type. This new player again has the choice of accepting the card or passing it along unless the card has already has been passed to every group member in which case the final player must take the first option. The game ends when a player has four cards (tombstones) of the same critter on the table in front of him. In either case, this player loses and everyone else wins. I recommend groups of 4-7!