1 Object of the Game

In *Braggart!*, players take on the roles of bragging warriors who are sitting around a table at a tavern. Each turn, one player takes on another role (a judge) who the other players must convince that they are the "greatest warrior". The players brag about themselves by playing a selected sentence (a set of cards) infront of the judge while the judge has his eyes shut. When each player has committed his sentence, the judge opens his eyes and reads the sentences one by one. Whoever the judge decides is the mightiest, or most suitable warrior, wins the round and collects victory points. Whoever has the most victory points at the end of the game, is proclaimed the winner.

2 Game Setup

Sort the cards by type, forming five decks. Shuffle each deck. Make sure there is enough room for a discard pile for each deck. The set of glue cards are spread out infront of the decks, they are communal and can be used by any player at any time. Get out some pencils and some paper which the players can write their own *glue words* (see below) on. Roll a die for who starts as the judge. Each player (except the judge) draws 5 cards from any deck(s). Take a number of judge cards from the judge deck, 8 is recommended, then the game will last 8 rounds. For a longer game, use more of the judge cards.

3 Game Round

- 1. The judge takes the top judge card and reads the situation and the pre-sentence alloud. The judge then closes his eyes (turns around, or leaves the room).
- 2. Each player may discard one card and then draws cards from any deck(s) until he holds 10 cards in hand. A player must draw all cards before looking at any of them. Each player now builds a *bragging sentence* from the cards in his hand and any glue words. Additional glue words can be handwritten on a piece of paper. The players place their sentences infront of the judge. When all players have done this, the judge can open his eyes.
- 3. For each sentence, the judge reads the judge card and the sentence out loud, each one preceded by the leading words on the judge card. While the judge is reading the sentences, the players should try to remain silent (to not reveal which sentence was played by them). The judge awards gold, silver and bronze *medals* for the played sentences. (For 3-4 players, use only the gold medal, for 5-7 use only the gold and silver medal). The medals are worth points which the players tally up as the game progresses. The medals are worth more in later rounds.
- 4. The player who collected the most points this round becomes the next judge and a new round begins.

Points for 3-4 / 5-7 / 8+ Players

Round	Gold	${f Silver}$	Bronze
1	1/2/3	-/1/2	-/-/1
2	1/2/3	-/1/2	-/-/1
3	2/4/6	-/2/4	-/-/2
4	2/4/6	-/2/4	-/-/2
5	4/6/9	-/3/6	-/-/3
6	4/6/9	-/3/6	-/-/3
7	6/8/12	-/4/8	-/-/4
8	6/8/12	-/4/8	-/-/4
Odd	+2/+2/+3	-/+1/+2	-/-/+1
Rounds			

What words are glue? The following word types are considered to be glue and may be written on a note and included in a bragging sentence: Grammatical articles (such as "a", and "the"), pronouns (such as "my" and "you"), prepositions (such as "of", "by", "for", and "with"), conjunctions (such as "and" and commas) and form changing suffixes (such as plural or possessive "s", "-ly", "-ing", "-ful", "-ity", "-able" and "-ness"). However, nouns, verbs, adverbs and adjectives may not be written as glue words.

4 Example Round

Amy, Betty, Cedric, Dieter and Ethan are playing *Braggart!*. The game is just about to start. Six decks have been stacked in the center of the table (the amplifier deck has been divided in two to reduce congestion). Eight judge cards have been randomly selected and shuffled into a deck. A die is rolled to see who starts as judge, it is Ethan, who takes the judge deck. The other players now draw 5 cards each from any deck, once they have done this, they may look at them. Ethan takes the top judge card and reads it.

"The Ugly Wench. The ugly wench will go home with the most impressive warrior." Ethan looks up from the card and says "Now you wouldn't want that!". By doing so Ethan has indicated his interpretation of this particular scenario and hinted at how the bragging sentences will be judged. A player may give this hint at his discretion. Ethan now reads the start of the sentence, "My ... defines me". He then turns around.

The other players would now normally be allowed to discard one card, but since it is the first turn, they do not. However, they still get to collect cards until they have eight cards in hand. Each player therefore draws 4 more cards, looking at them only when all has been drawn (i.e. a player must first decide what types of cards he will collect before collecting any cards).

Amy is holding the following cards: Burning, Great, Super, Drunkenness, Electrocution, Giant, Claymore and Diamond. She can't see anything more appropriate than to just play Drunkenness, it should repel the wench. Also, she feels that the other cards are pretty good so she won't mind hanging on to them. She places the single card infront of Ethan (who is still facing the other way).

Betty is holding the following cards: Altruistic, Brutal, Delicious, Flying, Infinity, Slaying, Bear and Battle Axe. In an attempt to scare the wench off she plays Brutal, Battle Axe, Bear and Slaying. She also scribbles the glue word "of" on a note and sticks it in between Battle Axe and Bear.

Cedric is holding the following cards: Magnificent, Miraculous, Pure, Peace, Ghost, Palace, Rapier, and Silver. He can't really see any way to make a repelling statement, so he goes for the opposite. He plays Magnificent, Silver and Palace into a bragging sentence and commits it.

Dieter is holding the following cards: Icy, Invisible, Weak, Agony, Man, Skeleton, Chest and Food. He thinks for a while and then plays Weak, Man and Chest into his sentence, and scribbles a couple of glue words to go with it. He places his sentence infront of Ethan and tells him that everyone is done.

Ethan turns around and picks up the closest pile of cards. He starts by reading the sentence "My ... defines me." and then reads the words in the sentence one by one. While doing so, he plays them out infront of him, so he'll have a good overview when it comes time to deal out the points. After Ethan has read the sentences, the table looks like below (glue words are lower case).

Ethan now reasons out loud: "Interesting contributions! Hmm, whoever played 'Magnificent palace' must have misunderstood my hint. A palace sounds quite attractive to the wench, I'm sorry, you're out." Ethan removes the sentence. "I was of course being ironic, you fool", Cedric mutters. Ethan continues by eliminating the bear-slaying battle axe, "It sounds quite manly, it won't keep the wench away." "Now then, who's getting first place?", Dieter

asks eagerly. "Well, I like the creativity of the weak, unmanly chest, but the simplicity of 'drunkenness' is almost better. I'm giving it the gold medal." Ethan replies to Dieters dismay.

Dieter collects 1 point for his silver medal, Amy collects two for her gold and will become the next judge. She takes the next judge card, reads it and turns around. The other players are now allowed to discard on card before replenishing their hands up to eight cards. The game then continues on for 7 rounds. Note that the point values for the gold and silver medals are increased every other turn.

$$My \left\{egin{array}{l} rac{ ext{DRUNKENNESS}}{ ext{BRUTAL BATTLE AXE of BEAR SLAYING}} \ ext{MAGNIFICENT SILVER PALACE} \ ext{WEAK un- MAN -ly CHEST} \end{array}
ight\} defines \ me.$$

THE APPRENTICE THE UGLY WENCH The ugly wench will go home with The apprentice wants to learn from the bravest warrior. the most impressive warrior. You need someone to carry your loot My ... defines me. I once stormed ... Braggart! 1.2β Braggart! 1.2β THE BARKEEP THE JOURNALIST The barkeep says it is tradition for the greatest warrior The journalist wants to write a biography about the most to pick up the tab for the entire party. interesting hero. I only have ... $I \ live \dots$ Braggart! 1.2β Braggart! 1.2β THE GENERAL THE NEMESIS The general is looking for a new officer for his army. Your arch-enemy appears, now is your chance to slay him. He needs someone who can lead the troops. I'll kill you ... I can inspire ... Braggart! 1.2β Braggart! 1.2β THE HISTORIAN THE MAYOR The mayor wants to promote the town's greatest warrior The historian will make a note of the greatest hero in his coming volume. with a medal.

I am ...

I once defeated ...

Braggart! 1.2β Braggart! 1.2β

THE YOUNG BOY	THE MERCHANT
The boy will tell all his friends about the mightiest warrior.	The merchant is looking for a bargain. He seems rather gullible
I fight with	$I'll \ trade \$
Braggart! 1.2β	$Braggart! \ 1.2 eta$
THE KING	THE ASSASSIN
2.12.11.10	1112 1100110011
There is room in the court for a new wealthy noble, a prestigious title	The assassin will kill the most reputable warrior in town. You'd better lay low.
$I \ own \ \dots$	I've only defeated
Braggart! 1.2β	Braggart! 1.2β
THE FAIR MAIDEN	THE DRUNK
Such beauty is unmatched in all the land! Sweep her off her feet!	The drunk is being very rude. He needs to be put in his place. Offend him!
$I\ have\ \dots$	You smell like
Braggart! 1.2β	$Braggart! \ 1.2\beta$
THE DEITY	THE THUG
The deity will grant a wish to the noblest warrior.	The thug is looking for trouble. Intimidate him!
I once donated to charity.	Fear my!

 $Braggart! \ 1.2\beta$

Braggart! 1.2β

The tourist will pay a hefty sum to employ the most widely traveled explorer as a guide.

I once explored ...

Braggart! 1.2\(\text{1.2}\)

The skilled blacksmith will work for the hero with the most impressive weapon.

THE MAPMAKER

The mapmaker will contract with the most exotic warrior.

I come from ...

Braggart! 1.2β

ACKSMITH THE PEASANTS

The peasants want to hire the bravest warrior to defend their village against a band of forty bandits.

I once cleared out ... singlehandedly.

THE WEALTHY RELATIVE

Braggart! 1.2β

Braggart! 1.2β

Braggart! 1.2β

THE RIVAL

 $I \ wield \dots$

Your life long rival appears, You can finally give him a piece of your mind.

Your wealthy relative is rewriting her will, and wants to include the most righteous hero.

You are ...

I am an advocate of ...

Braggart! 1.2β

THE MERCENARIES

A band of mercenaries are looking for a new chief. They will follow the most powerful warlord.

 $I slay \dots$

The minions will follow the most intimidating lord.

THE MINIONS

... flee in terror before me.

Braggart! 1.2β

Braggart! 1.2β

AMPLIFIER	AMPLIFIER	AMPLIFIER •
Absurd	Altruistic	Angry
Contrary to reason or propriety; obviously and flatly opposed to manifest truth.	Regardful of others; beneficent; unselfish.	Displaying or feeling anger.
Braggart! 1.2β	Braggart! 1.2β	Braggart! 1.2β
AMPLIFIER •	AMPLIFIER	AMPLIFIER &
Awardwinning	Bitter	Blind
Having won at least one award.	Cynical and resentful.	Unable to see, due to physiological or neurological factors.
Braggart! 1.2β	$Braggart! \ 1.2 eta$	$Braggart! \ 1.2 \beta$
AMPLIFIER •	AMPLIFIER •	AMPLIFIER C
Bloody	Blunt	Brutal
Covered in blood.	Having a thick edge or point, as an instrument; not sharp.	Savagely violent, vicious, ruthless, or cruel.
Braggart! 1.2β	Braggart! 1.2β	Braggart! 1.2β
♣ AMPLIFIER ♣	AMPLIFIER	AMPLIFIER 4
Burning	Chaotic	Charming
So hot as to seem to burn.	Filled with chaos.	Pleasant, charismatic.
Braggart! 1.2β	Braggart! 1.2β	Braggart! 1.2β
AMPLIFIER •	AMPLIFIER •	AMPLIFIER •
Comical	Cruel	Cursed
Being funny, whimsically amusing.	Not nice; mean; heartless.	Something that has some sort of divine harm, malady, or other curse.
Braggart! 1.2β	$Braggart! \ 1.2 eta$	$Braggart! \ 1.2 eta$
AMPLIFIER	AMPLIFIER	AMPLIFIER •
Dark	Defenseless	Delicious
Having an absolute or (more often) relative lack of light.	Lacking any form of defense; vulnerable; open to attack.	Pleasing to taste.
$Braggart! \ 1.2 \beta$	$Braggart! \ 1.2\beta$	$Braggart! \ 1.2 \beta$

♣ AMPLIFIER	AMPLIFIER	AMPLIFIER
Diabolical	Dirty	Disturbed
Extremely wicked or cruel.	Unclean; covered with or containing unpleasant substances such as dirt or grime.	Showing symptoms of mental illness, severe psychosis, or neurosis.
Braggart! 1.2β	$Braggart! \ 1.2 \beta$	Braggart! 1.2β
AMPLIFIER •	AMPLIFIER	AMPLIFIER &
Divine	Double	Dozen
Eternal, holy, or otherwise supernatural.	Made up of two matching or complementary elements.	A set of twelve.
Braggart! 1.2β	$Braggart! \ 1.2 \beta$	$Braggart! \ 1.2\beta$
♣ AMPLIFIER ♣	AMPLIFIER •	AMPLIFIER C
Dreadful	Drooling	Easy
Causing dread; bad.	Secreting saliva in anticipation of food.	Requiring little skill or effort, soft.
Braggart! 1.2β	$Braggart! \ 1.2 eta$	$Braggart! \ 1.2 eta$
Champlifier Ch	♦ AMPLIFIER	♣ AMPLIFIER
Elongated	Engorged	Enormous
Extensive in length.	Of or pertaining to something that is overly filled with fluid, especially a blood vessel.	Extremely large; greatly exceeding the common size, extent, etc.
Braggart! 1.2β	$Braggart! \ 1.2 \beta$	Braggart! 1.2β
AMPLIFIER &	AMPLIFIER	AMPLIFIER 4
Eternal	Excited	Exotic
Lasting forever; unending.	Having great enthusiasm.	Foreign, especially in an exciting way.
Braggart! 1.2β	$Braggart! \ 1.2 \beta$	$Braggart! \ 1.2 \beta$
C AMPLIFIER C	AMPLIFIER	AMPLIFIER &
Expensive	Extraordinary	Fantastic
Having a high price or cost.	Not ordinary; exceptional; unusual.	Wonderful; marvelous; excellent; extraordinarily good or great.
Braggart! 1.2β	Braggart! 1.2β	$Braggart! \ 1.2 eta$



♣ AMPLIFIER	AMPLIFIER	AMPLIFIER
Mad	Magnificent	Massive
Insane; crazy, mentally deranged.	Exceptional for its kind.	Of or pertaining to a large mass; weighty, heavy, or bulky.
Braggart! 1.2β	$Braggart! \ 1.2 \beta$	Braggart! 1.2β
AMPLIFIER •	AMPLIFIER •	AMPLIFIER &
Maximum	Mega-	Mind-Blowing
To the highest degree.	Very large, great. Denoting a size larger than usual.	Having an overwhelming affect on the imagination; mind-boggling.
$Braggart! \ 1.2 \beta$	$Braggart! \ 1.2 \beta$	$Braggart! \ 1.2 \beta$
AMPLIFIER •	AMPLIFIER •	AMPLIFIER &
Miraculous	Naked	Numerous
Pertaining to miracles; referring to something that people can't explain.	Not wearing any clothes.	Indefinitely large numerically, many.
Braggart! 1.2β	Braggart! 1.2β	Braggart! 1.2β
AMPLIFIER •	AMPLIFIER •	AMPLIFIER •
Obscene	Old	Oversized
Offensive to current standards of decency or morality.	Of an object, concept, relationship, etc., having existed for a relatively long period of time.	Very large; especially of something larger than normal for its type.
Braggart! 1.2β	Braggart! 1.2β	Braggart! 1.2β
AMPLIFIER •	AMPLIFIER •	AMPLIFIER &
Perfect	Priceless	Promiscuous
Excellent and delightful in all respects.	So precious as not to be sold at any price.	Indiscriminate in choice of sexual partners.
Braggart! 1.2β	Braggart! 1.2β	$Braggart! \ 1.2 \beta$
AMPLIFIER C	AMPLIFIER C	AMPLIFIER C
Provoking	Puny	Pure
To cause discomfort or anger.	Of inferior size, strength or significance.	Free of flaws or imperfections; unsullied.
Braggart! 1.2β	$Braggart! \ 1.2 \beta$	$Braggart! \ 1.2 \beta$









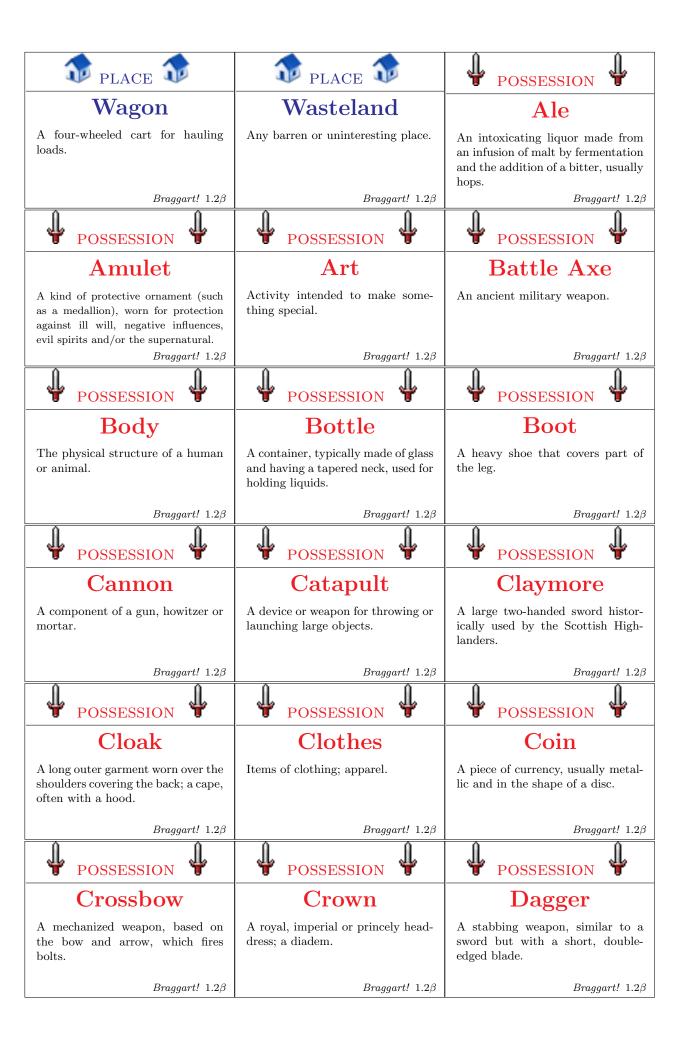














POSSESSION P	POSSESSION	POSSESSION POSSESSION
Slingshot	Spear	Staff
A Y-shaped stick with an elastic band between the arms used for shooting small projectiles.	A long stick with a sharp tip used as a weapon for throwing or thrusting.	A long, straight stick, especially one used to assist in walking.
Braggart! 1.2β	Braggart! 1.2β	Braggart! 1.2β
POSSESSION P	POSSESSION P	POSSESSION P
Throwing Knife	Trophy	Turd
A knife designed and weighted so that it can be thrown effectively.	An object, usually in the form of a statuette, cup, or shield, awarded to mark a special achievement.	A piece of solid animal or human feces.
Braggart! 1.2β	Braggart! 1.2β	Braggart! 1.2β
POSSESSION P	POSSESSION P	POSSESSION P
Wand	War Hammer	Wine
A magic stick or staff.	A medieval hammer-like weapon used in close combat.	An alcoholic beverage made by fermenting juice of grapes.
Braggart! 1.2β	Braggart! 1.2β	Braggart! 1.2β
GLUE	GLUE	GLUE
and	the	a(n)
Braggart! 1.2β	Braggart! 1.2β	Braggart! 1.2β
GLUE	GLUE	GLUE
of	- S	by
Braggart! 1.2β	Braggart! 1.2β	Braggart! 1.2β
GLUE	GLUE	GLUE
with	for	my
Braggart! 1.2β	Braggart! 1.2β	Braggart! 1.2β