

SCAMBOO!

THINK LIKE A SCAMMER.
LEARN TO DEFEND.

FIRST TO 10 POINTS WINS

2-5 PLAYERS

AGES 13+



DON'T GET SCAMMED

01 OBJECTIVE

You are a scammer competing against other scammers. Successfully scam victims and be the first player to reach 10 points.

But beware: rival scammers can sabotage your attempt with their Defense Cards.

STEP A READ

Study a victim's vulnerability.

STEP B COLLECT

Work out what would work and collect the right Scam Tactics.

STEP C STRIKE

Pitch your scam out loud and hope nobody defends.

02 GAME PIECES

YOU TARGETS TACTICS DEFENSE



SCAMMER CARD

THE DARK CARD • 1 EACH

Gives you **permanent Scam Tactics** to use when attempting a scam.

- ◆ Can be used again and again.
- ◆ Don't count toward your chip limit.
- ◆ Can be blocked by a Defense Card.

Blocked? You keep your Scammer Card. Its tactics work again on future turns.



VICTIM CARDS

YOUR TARGETS • 5 FACE UP

Each card shows the victim's **name**, **trait**, the **Scam Tactics** they're vulnerable to and their **score**.



x2 means you need two of that tactic.



SCAM TACTIC CHIPS

YOUR TOOLS • 10 TYPES

Collect chips throughout the game and spend them when attempting scams.

- ◆ 10 different Scam Tactics (see below).
- ◆ Hold **max 10 chips** at the end of your turn.
- ◆ Scammer Card tactics don't count toward the limit.



DEFENSE CARDS

YOUR SABOTAGE • 1 HIDDEN

Each card **counters one Scam Tactic**. Use it to stop another scammer from scoring.

- ◆ Keep it **secret** until you use it.
- ◆ After using it: **discard** it, then **draw a new one**.

Why would a scammer defend? Every victim you save is points a rival doesn't get.

03 THE 10 SCAM TACTICS



10
CHIP LIMIT

You may hold a maximum of **10 collected chips at the end of your turn**. Your permanent Scammer Card tactics **don't count** toward this limit.

Already at 10? You can still Collect. Afterwards, return any excess chips of your choice to the supply until you're back to 10. It's a handy way to **swap out unhelpful tactics**.

04 SETUP

- 1 Place **5 Victim Cards face up in the middle of the table**. These are the active victims.
- 2 Stack the Victim Cards not in use **face down** as the Victim pile.
- 3 Place the Scam Tactic chips in their designated piles.
- 4 Place the Defense Card deck **face down**.
- 5 Each player receives:

1 SCAMMER CARD

1 DEFENSE CARD

1 PLAYER MAT
- 6 Keep Defense Cards **hidden**.



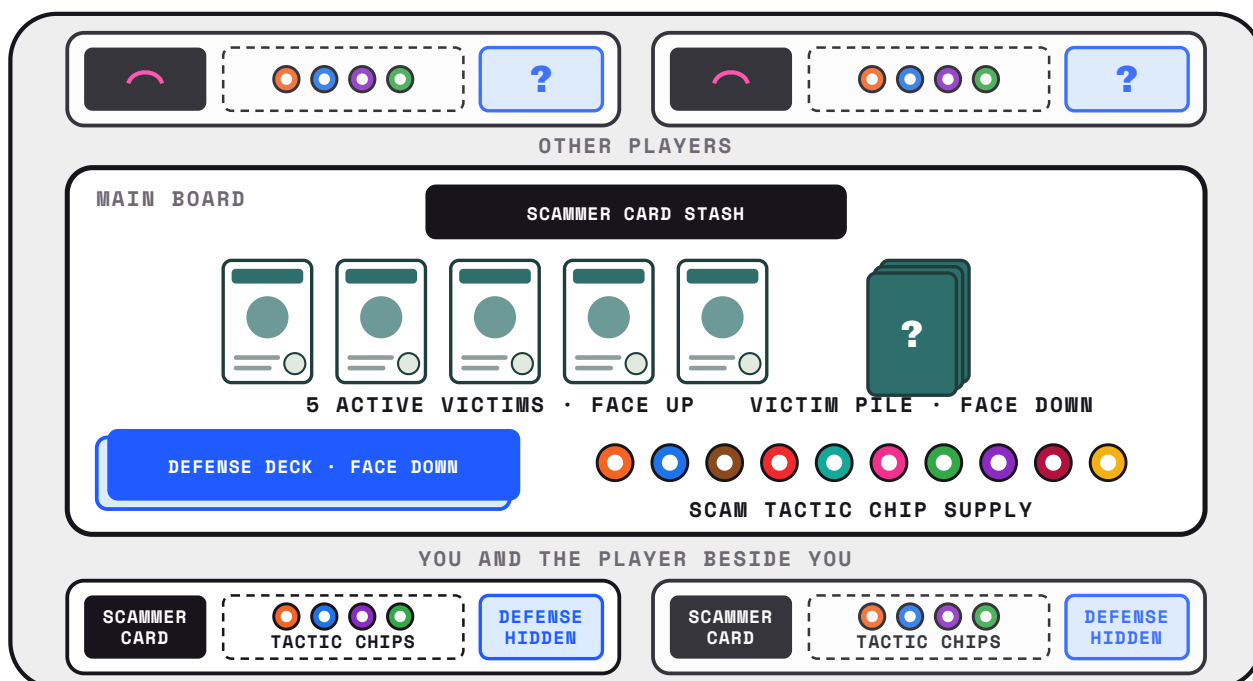
WHO GOES FIRST?

The player who **most recently received a scam message**.

THEN WHICH WAY?

Play goes **clockwise**: the next turn is the player on your **left**.

05 TABLE LAYOUT



Each player (2–5) keeps their own **Player Mat**. Everything shared sits on the main board.

06 YOUR TURN

On your turn, choose **ONE** action:

♻️ TURNS GO CLOCKWISE

3

COLLECT 3 DIFFERENT TACTICS

Take 3 **different** Scam Tactic chips from the supply.

OR

2

COLLECT 2 MATCHING TACTICS

Take 2 of the **same** tactic — only if at least 2 of that chip are available.

OR

!

ATTEMPT A SCAM

Choose one of the 5 face-up Victims and try to scam them.



END OF EACH ROUND: TRADE

A round ends once every player has had a turn. Players may then **negotiate to trade Scam Tactic chips** with each other, on any terms both sides agree to.

Only collected chips can be traded. You still can't hold more than **10 chips**.

07 HOW TO ATTEMPT A SCAM

STEP 1

CHOOSE A VICTIM

Read their trait and the tactics they're **vulnerable to**. Check their score.

STEP 2

PLAN YOUR SCAM

Make sure you have every tactic the card lists. Use your **collected chips** and your **Scammer Card's permanent tactics**.

STEP 3

SAY IT OUT LOUD

Use the card's **Say** line: "I'm going to scam *name* using *tactic* because this victim *trait*."

STEP 4

FACE THE DEFENSE

Opponents may now play a Defense Card against **one** of the tactics you used.

DON'T JUST SAY



~~"I'll use False Identity and Flattery."~~



INSTEAD, SELL IT

"I'm going to scam Lonely Lizard using Flattery and False Identity, because this victim desperately needs love and attention."

08 DEFENDING



STOP A RIVAL'S SCAM

Any other player may play a Defense Card that **counters one of the Scam Tactics being used**. Say it aloud, just like the card:

"I am going to **Verify Identity** to protect against **False Identity**."

ONE VALID CARD BLOCKS THE ENTIRE SCAM

No point deduction. No partial block. The scam simply fails.

BLOCKING A PERMANENT TACTIC

A Defense Card can counter a tactic from the attacker's Scammer Card. This blocks the **CURRENT ATTEMPT ONLY**. The Scammer Card and its tactics stay in play.

09 BLOCKED OR SCAMMED?

OUTCOME A

SCAM BLOCKED

- 1 The scam **fails immediately**.
- 2 Put that Victim Card at the **bottom** of the Victim pile.
- 3 Draw a new Victim Card to replace it.
- 4 Return the tactic chips you used to their piles.
- 5 Your turn is over.
- 6 The defender discards their Defense Card and draws a replacement.



↓ BOTTOM OF THE VICTIM PILE

OUTCOME B

SCAM SUCCEEDS

You had **every tactic** the victim is vulnerable to **and** no opponent blocked you.

- 1 Take the Victim Card.
- 2 Add its points to your score.
- 3 Return the tactic chips you used to their piles.
- 4 Draw a new Victim Card so there are again **5 face up**.
- 5 Your turn ends.



→ YOURS TO KEEP
+2 POINTS

10 EXAMPLE TURN

1 PICK A TARGET

Ana eyes **Lonely Lizard** (2 pts), who is vulnerable to **FLATTERY** and **FALSE IDENTITY**.

2 PLAN

She holds a **FLATTERY** chip, and her Scammer Card gives her **FALSE IDENTITY** as a permanent tactic.

3 PITCH IT

"I'm going to scam Lonely Lizard using Flattery and False Identity, because this victim desperately needs love and attention."

4A BLOCKED!

Ben: *"I am going to Verify Identity to protect against False Identity."* Lonely Lizard goes to the **bottom** of the pile. Ben draws a new Defense Card. Ana loses her Flattery chip but keeps her Scammer Card.

4B ...OR SCAMMED!

If nobody can counter, Ana takes Lonely Lizard and scores **+2 points**. She loses her Flattery chip but keeps her Scammer Card. A new victim is drawn to refill to 5.



FIRST TO 10 POINTS WINS!

Keep collecting Scam Tactics, analysing victims, attempting scams — and sabotaging your competitors.

SCAMBOO!

THINK LIKE A SCAMMER.
LEARN TO DEFEND.