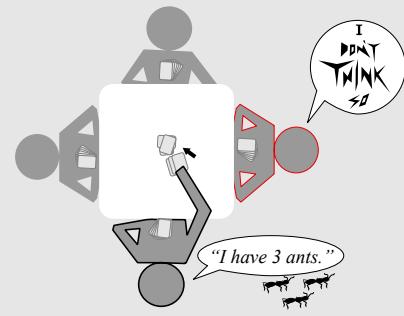
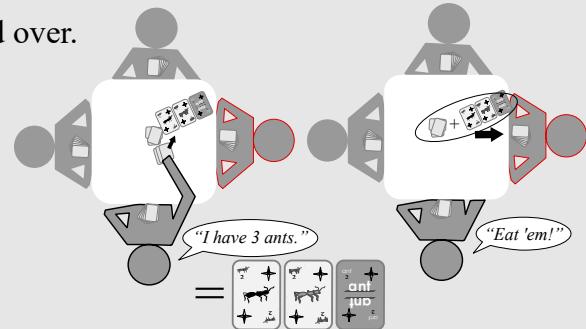


3. If a player wishes to challenge a player to confirm its truth or falsehood, any player may say "*I don't think so!*" **before the next player puts the next cards down.**

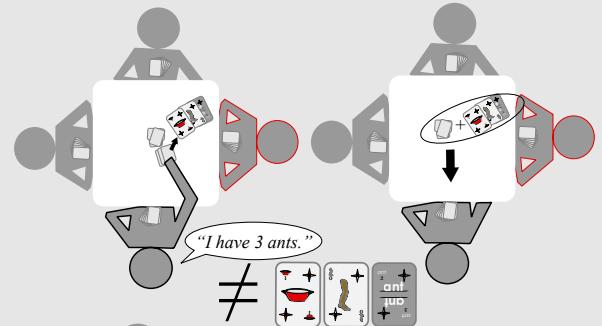


4. The cards in question are turned over.

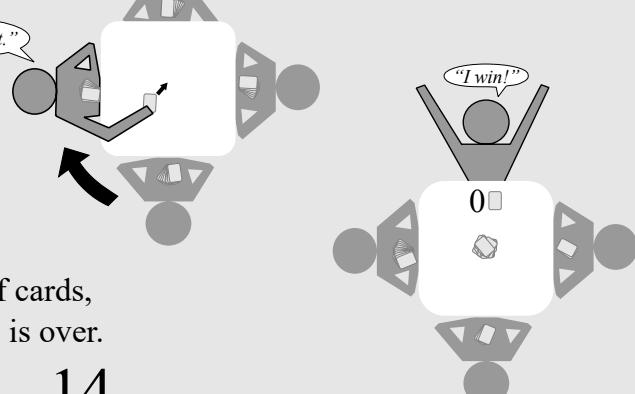
If the player was telling the truth, then the challenger must take all cards in the stack and add to their existing hand.



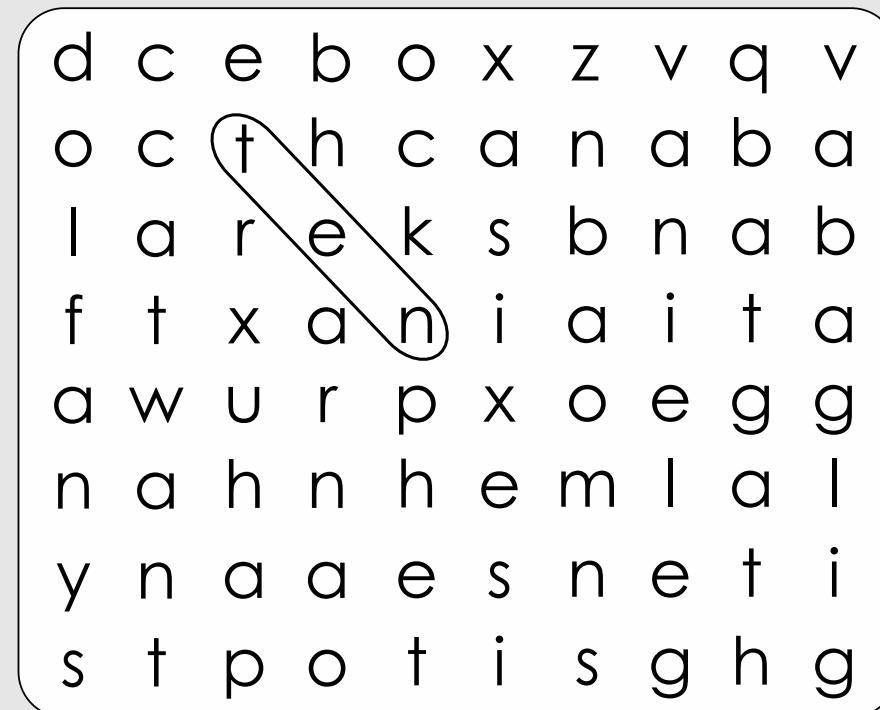
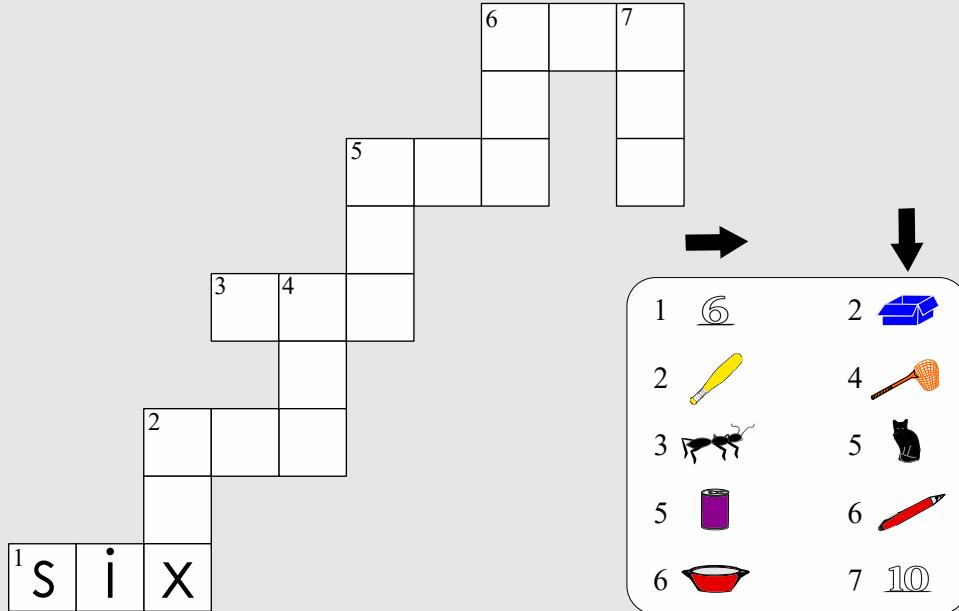
If the player was fibbing, the guilty player must take all the cards he/she played plus any cards that were below that and add to their existing hand.



A new central pile then begins with the next player. *"I have a bat."*



4. When any player runs out of cards, that player wins, and the game is over.



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