

DECEPTION

A GAME OF LIES



**THE OFFICIAL RULE
BOOK & PLAY GUIDE**

RULES ARE RULES

DECEPTION

A GAME OF LIES

Are you someone who can feel the heat of your friend's pants when they're on fire? Can you call them out before their nose starts to poke you from across the room?



Perhaps you're someone who can stretch a story and lie your way out of any corner you're backed into.

This is a game to determine the most ingenious deceiver and inquisitive interrogator....

It's up to you to determine who is who!



SET UP

Ever feel like you're being set-up?

4 PLAYERS:

2x Confessors,
1x Deceiver
1x Judge

5 PLAYERS:

3x Confessors
1x Deceiver
1x Judge

6 PLAYERS:

4x Confessors
1x Deceiver
1x Judge

7 PLAYERS:

4x Confessors
2x Deceivers
1x Judge

8 PLAYERS:

5x Confessors
2x Deceivers
1x Judge



GAME PLAY

1) Shuffle the number of Identity cards to suit the amount of people playing the game and deal each player 1x Identity card, face down.



2) Whoever receives the Judge card will reveal themselves to the group.

Everyone else must keep their identity to themselves.

4) The judge will then shuffle all Category cards and flip 1x Category card face up for all to see. All other players now have one minute to think of a story based on the flipped Category card.

5) Those holding a Confessor card are required to tell true stories based on real events that took place in their lives.



6) Those holding a Deceiver card are required to tell a story that is totally fabricated.



7) From the left hand side of the Judge, all players must then go around and take turns telling their story. No comments or questions should be made during this part of the game.

8) Once all stories have been told, each player will have one minute allocated to answer all questions about their story. This is a time for all other players to try and find holes in their tale.



9) Once all players have been interrogated, the Judge chooses his favourite story. This is to encourage all players to tell the most outrageous story they can think of.

10) The Judge then makes an educated decision on who he thinks the Deceiver(s) are.

11) The true Deceiver(s) now can reveal themselves to the group, and points are allocated accordingly.

12) The judge then hands his Judge card to the player on his left.

All other identity cards are shuffled and redealt to remaining players. A new Category card is chosen and another round begins!



ENDING THE GAME




The game ends when all players have been the Judge once. Points are tallied, and the highest scorer is crowned champion and the Ultimate Deceiver!

For a longer game, add on an extra round of everyone being the Judge.



POINTS

At the end of each round award points to players as follows:

-  Best Story: 2x points
-  Deceiver deceives successfully: 5x points
-  The Judge catches a deceiver: 3x points

SUPPLEMENTARY RULES

1) Zip it!

Of course, it is the goal to tell stories which no other player has heard before. However, if a player knows the identity of another player based on their story they must keep it to themselves.

If a player has heard the story before, been there for the event, or deduced for other reasons that the story couldn't possibly have happened, then they cannot simply reveal their knowledge to the group. Keep what you know to yourself and try to catch them out in front of the group with good questions during allocated interrogation time.

For example, you can't just blurt out: "That can't possibly be true, you've never been to China!" Instead, wait until allocated interrogation time and then ask questions like:

"Why were you in China?"

"What year were you there?"

"Did you learn any Chinese?"

This will test their lying ability.

Remember, if you're a Confessor, you don't want the Judge to miss the liar.

Deceivers get more points for besting the Judge than the Judge would guessing the Liar.



2) Tell a story...not a fact.

FACT: I had a dog called Owen.

STORY: When I was 13 we bought a dog called Owen. Owen was a golden retriever. One day, he was hit by a bus. I now have a fear of buses.

The two are very different.



3) Feel free to stretch the categories.

We understand that not everyone will have an outrageous story for every category. Treat the Category cards more



as prompts then laws. For example, let's say your Category card is:

"Tell Us A Tale Involving A Dog."

Stories could vary from:

A time a strangers dog bit you.

A time your dog passed away.

A time you ate an out-of-date hot dog.

A time a celebrity called you "dog".


Feel free to get weird with it.

The main job of the Category card is to remind storytellers of a good story. Judgements are made on the quality of the story, not the content of the story.

3 PLAYER MODE

If there are only 3x players, a game can be played without the Judge card. Players shuffle 1x Deceiver and 2x Confessor cards, before dealing them anonymously amongst themselves. From there, game play is as per usual, and everyone tells a story based on a Category card, followed by allocated interrogation time. It is then up to a democracy between players to determine who the liar is. The real liar can't reveal themselves





until 2x votes have been cast upon someone. If the Deceiver fools both Confessors, he wins. If the Confessors catch the Deceiver, they win.

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JÜRGENS
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Created by Rhys Jurgens
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JÜRGENS GAMES
Melbourne, Australia
Printed in the PRC

www.thedeceptiongame.com