



Lying Game: The Game of Deception

Welcome to Lying Game! This exciting card game, designed for 2 to 4 players, challenges your ability to bluff, deduce, and outsmart your opponents. The ultimate goal? Be the first to cunningly discard all your cards!



Deck & Card Setup

- **Standard Deck:** A complete 52-card poker deck is used.
- **No Jokers:** Jokers are not included in this game.
- **Rank Only:** Only the **rank** of the cards matters (Ace, 2, 3, ..., 10, Jack, Queen, King).
- **Suits Ignored:** Card suits (♣️ ♦️ ♥️ ♠️) are completely irrelevant.
- **Card Count:** Each rank appears 4 times (once per suit), meaning there are **up to four cards of the same number/rank** in the deck.



Player Configuration

- **Player Count:** Play with **2 to 4 participants**.
- **Card Distribution:** At the beginning of the game, cards are dealt evenly among all players:
 - **2 Players:** 26 cards each
 - **3 Players:** 17 cards each (1 card will be left over and removed from play)
 - **4 Players:** 13 cards each
- **Private Hands:** Keep your cards hidden! Your hand is private and should not be seen by other players.



The Flow of a Turn

Game Start




- A player is **randomly selected** to begin the game.

Declaring a Rank & Playing Cards

- The current player **declares a specific card rank** (e.g., "I'm playing Fours").
- They then **play between 1 and 4 cards face-down** from their hand onto a central discard pile.
- **The Bluff:** This is where the "Liar" comes in! The player **can lie** about the cards they are playing. For instance, they might declare "Fours" but actually play a King, Queen, 3, and 10.

Next Player's Choices

The player whose turn it is next has **three distinct options**:

1.  **Play:** Place **1 to 4 cards face-down** onto the central pile, claiming they are of the **same declared rank** as the previous player's declaration.
2.  **Skip:** Choose to do nothing and **pass their turn** to the next player.
3.  **Call "Liar!":** Accuse the last player of having lied about the cards they just played.

The "Liar!" Challenge

When a player calls "Liar!":

- The cards played by the accused player are **immediately revealed**.
 - **If the Player Lied:** The player who played the cards (the "liar") **must take the entire central discard pile** into their hand. The turn then **passes to the player who successfully called "Liar!"**.
 - **If the Player Told the Truth:** The accuser (the player who called "Liar!") **must take the entire central discard pile** into their hand. The turn **remains with the accused player**, as they were honest.

The Skipping Rule

- Players always have the option to **skip** their turn instead of playing cards or making a "Liar!" call.
- **Important:** If, after a player has played cards, **all subsequent players choose to skip**, the turn automatically **returns to the last player who played cards**. That player can then make a new declaration and play another set of cards, ensuring the game never gets stuck.

Winning the Game

- The game concludes when a player successfully **empties their hand of all cards**.
- The **first player to have no cards left wins!**