Design Document – *Run for Your Lies*

- **High Concept:** In *Run for Your Lies*, players use a mix of lies and truths about themselves to deceive each other in order to reach the finish line first.

- **Player Experience Goals:** The purpose of this game is to have players interact with and learn more about each other in a simple, low-risk competitive environment. For players that win the game, they should feel satisfied as they adequately used their wits to misdirect people. And for players that lose, they still get to learn more about the other players, and given the low-risk and simple rules, shouldn't feel too dejected about losing. As a result, this game would serve as a great icebreaker for people just meeting each other.

- **Rules:**

  - Each player turn consists of a "Runner" and a "Trailer".

  - Players decide who is the first Runner by playing rock, paper, scissors or any other method the player deems appropriate.

  - The Trailer is the player that is the next player counterclockwise from the Runner.

  - The Runner either states 1 lie or 1 truth about themselves, while the Trailer has to figure out whether the Runner is lying or not.

  - If the Trailer guesses right, they get to move up 1 square, if the Trailer guesses wrong, the Runner moves up 1 square.

  - The next turn goes and the previous Trailer becomes the new Runner, and the next player in the rotation becomes the new Trailer.

  - This continues until one player reaches the finish line, which consists of them running off the board and wins.

- **Resources:** 2 or more people are required to play the game. All players need to play this game is a square board and a number pieces equal to the number of players playing the game. Both of these materials can be made with various materials, with paper being the easiest. The square board should also have as many rows as there are players.

- **Play time:** Games shouldn't last more than about 5 minutes as with each player turn (like a race), a player moves no matter what. This keeps games short and snappy.

- **Strategies:** In this game, knowing when and how to lie and tell the truth is a major advantage. Players can employ various tactics such as inflecting their voice, taking a purposely long time to think about a response, or even coming up with absurd narratives about themselves, then doubling back and using a different one, in order to trick other players. It would also benefit players to fake out another player with a truth by using extremely odd and unbelievable facts about themselves in order to proceed forward.