

# **LIES**

An accusation card game

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# INTRODUCTION

## CONTENT

- 12 Character cards
  - Detective
  - Policeman
  - Spy
  - Secret Agent
  - Criminal
  - Smuggler
  - Medic
  - Paramedic
  - Medium
  - Oracle
  - Gambler
  - Athlete
- 12 Weapon cards
  - 9mm Pistol
  - Colt .38
  - Darts
  - Knife
  - Switchblade
  - Ceremonial dagger
  - Poison
  - Overdose
  - Gas
  - Crystal ball
  - Brass knuckles
  - Wooden bat
- 12 Location cards
  - Court
  - Police station
  - Embassy

- Ministry
- Bar
- Abandoned warehouse
- Clinic
- Hospital
- Museum
- Temple
- Casino
- Stadium
- 24 Clue cards
  - 6 common Motive Clues
  - 6 common Trace of Presence Clues
  - 3 uncommon Material Evidence Clues
  - 3 uncommon Possession Record Clues
  - 3 uncommon Criminal Record Clues
  - 1 rare "Move the body" Clue
  - 1 rare "Postmortem wound" Clue
  - 1 rare "Time of death" Clue
- 4 Wound cards
  - Slash wound
  - Pierce wound
  - Chemical wound
  - Blunt wound
- 8 Trust markers

## INSTRUCTIONS

### PREPARING

First, it is necessary to prepare the game deck according to the number of players. To that extent, organize the non-Character cards in four stacks, according to their type - Location, Weapon, Clue and Wound.

Distribute one Character card for each player. They contain the name of the character, the location they can usually be found at and the weapons

they generally use. Remove from the Location and Weapon stacks all cards that aren't related to any of the characters in the game.

Next, randomly choose a Location card, a Weapon card and a Wound card from their respective stacks and place them on the table. Pick also a Character card from the remaining ones. Place the Location card on the center of the table, partially overlapped by the Weapon and Character cards chosen (indicating that the victim was found on this location next to this weapon) as well as the Wound card, which should partially overlap the Character card (indicating that the character was found with this type of wound).

According to the number of players, build the deck like the following:

- 3 players -
- 4 players -
- 5 players -
- 6 players -
- 7 players -
- 8 players -

At last, distribute at random 5 cards from the game deck for each player. Each player should place their Character card in front of them and set their Trust marker to 7. The game is now ready to begin.

## GAME COURSE

A match of LIES is made of rounds, and each rounds is made of turns. The objective of each round is to incriminate a player, who will then participate in the next round as a Witness (made clear by flipping your Character card). This proccess is repeated until there are only 3 players left. On the last round, the player who makes the final argument to incriminate their opponent will be declared the winner.

On each round, the turns progress as so:

- If this is the first round, a player is randomly chosen to make the first accusation. This player will be called the active player untill the end of the turn.
  - Otherwise, the player who made the final argument to incriminate someone on the previous round gets to make the first accusation. This player will also be called the active player.
1. The active player makes their accusation, using as many cards as they wishes, or basing it upon cards already on the table. The accusation must be made of only one argument.
  2. The other players (including the accused) may answer the accusations with two moves:

- Bamboozle: use their cards to counter the accusation, effectively nullifying it.
  - Shenanigan: use their cards to support the accusation, making it stronger.
3. The cards are then stacked in the order they were played, and should be removed from the stack according to the validity of the Bamboozles and Shenanigans involved. These are then put on the table or stay with the accused player.
  4. The accused player loses Trust according to the argument's strength.
  5. The turn is over. All the players who played cards in this turn should draw one card from the deck. The active player for the next turn is either:
    - The accused
    - The player who succeeded in their Bamboozle
    - The player who succeeded in their Shenanigan

## TRUST

## CARDS

There are 5 types of cards on the game: Character cards, Location cards, Wound cards and Clue cards.

- Character Cards: these cards are distributed before the game begins. They represent the character the player will impersonate during the game and indicate weapons and locations related to them. On the back, each character card represents a Witness. When your character is incriminated, you should flip your card to indicate you're a Witness for the next turns.
- Location Cards: these cards indicate physical spaces where bodies, weapons, material evidences and traces are found. Each Location card also indicates the characters who are commonly found in the area. When played, they should be placed on adjacent to existing Locations in game, in order to build a map of the crime scene(s).
- Wound Cards: these cards indicate the type of wound found on the victim. A victim may have at maximum two types of wounds active. When a Wound card is played, it should be placed partially on top of the victim card.

- **Weapon Cards:** these cards represent weapons that were found on the crime scene. Each Weapon card indicates which character usually uses them. When played, they should be placed partially on top of a Location card already in the game, indicating the place where the weapon was found.

## **Clues**

Clue cards are a wider variety of cards, and the main tool used to accuse other players and make arguments during a debate. Clues are a way to abstract evidence and motives which come up during the game, which means the motive behind a "Motive" clue, for example, isn't pre-defined: it depends upon the creativity of the player who plays it and the current state of the crime scene. They are used to make arguments based on cards already in game, strengthen the arguments of other cards, make a weak argument (when played alone) or even to contradict and nullify other players' accusations. The Clue cards are subdivided like this:

- Motive
- Material Evidence
- Trace of Presence
- Possession Record
- Criminal Record
- Move the Body
- Postmortem Wound
- Time of Death

## **ARGUMENTS**