

Game Role Book: Truth or Lie

Overview

Welcome to *Truth or Lie*, a game of deception and storytelling where players attempt to outsmart each other by convincing their friends of their truths and lies. Use this role book to guide your gameplay and ensure a fun experience!

Objective:

The aim of the game is to outsmart your friends by convincing them of your truths and lies while avoiding penalties for incorrect guesses.

Game Components:

- **Prompts Pile:** A stack of cards containing statements or questions for players to use.
- **Lie Pile:** A stack of cards with challenges or tasks for players to complete if they guess incorrectly.

Setup:

1. Shuffle both the **Prompts Pile** and the **Lie Pile** separately.
2. Decide the order of play—players can go clockwise or counterclockwise.

Gameplay:

Taking Turns

1. On their turn, a player draws a card from the **Prompts Pile**.
2. The player reads the prompt aloud and decides to share either a truth or a lie related to the prompt.

Sharing

- The player must speak convincingly, providing additional details to support their statement.

Guessing

1. After the player shares their statement, the other players discuss briefly.
2. Players then vote (either by show of hands or secret ballot) on whether they believe the statement is a truth or a lie.

Revealing the Truth

- The player reveals whether they told the truth or a lie.
- Players who guessed incorrectly must draw a card from the **Lie Pile** and follow its instructions

Penalties

Incorrect Guess: If a player guesses wrong, they must follow the instructions on the drawn **Lie Pile** card, which may include:

- Performing a silly task.
- Sharing a secret.
- Completing a dare.

Winning the Game

- The game continues until 5 rounds are completed or a set time limit is reached.
- Players can keep track of how many correct guesses they made. The player with the most correct guesses at the end of the game wins!

Optional Variations

- 1. Team Play:** Form teams, allowing team members to confer before guessing.
- 2. Timed Rounds:** Set a timer for each turn to increase the challenge.
- 3. Wild Cards:** Include special cards in the **Prompts Pile** that introduce unique rules or actions when drawn.

Enjoy playing *Truth or Lie!* May the best storyteller win! Remember to have fun, be creative, and embrace the laughter that comes with the game!