

# WOULD I LIE TO YOU? RULES

**Ages: 12+ Players: 2-8, in teams**

## **Contents:**

Playing Board  
75 Quickfire Lie Cards  
75 Ring of Truth Cards  
100 This Is... Cards  
Writing Pad  
4 Playing Pieces  
Timer  
Die

## **Before play begins**

Place the board in the centre of the table and divide the players into two teams. Each team takes a playing piece and places it at the foot of one of the ladders in the centre of the board. This is used as a scoring device. The other playing pieces of the same colour are used by the teams to move around the board and are placed on the START arrow.

Lay out the card sets on their appropriate squares clearly marked in three corners.

Each team takes it in turns to roll the die and pick up a card, whilst players within each team should also take it in turns to be the "spokesperson".

Each round plays out slightly differently (according to the instructions below), but the team that rolls the die is always the bluffing team and the opposing team is always the guessing team.

Each team takes a pencil (you will need something to write with) and a sheet from the pad and then rolls the die to decide who goes first.

## **Aim of the game**

To be the first team to reach the top of their scoring ladder: if a team bluffs successfully they are awarded one point, if they fail, the opposing team is awarded one point.

## **Playing the game**

The team to go first rolls the die and moves their playing piece the appropriate number of categories on the board.

## **Quickfire Lie**

*No other components required*

The player who rolled the die picks up the top card from the Quickfire Lie pile. Written on the card is the first half of an interesting fact. Directly below we've printed the second half of the fact. The player has ten seconds to make up their own false version of the second half of the fact before reading out the two options (the printed real version and their lie) to the opposing team. For example, a player might pick up a card with the lead-in statement: "Courophobia is a fear of...". Beneath it they'll see 'REAL ANSWER: Clowns.' They then have ten seconds to come up with a fake answer (For example, 'Dinosaurs'), before reading out both options one after the other: "Courophobia is a fear of... A. - 'Clowns', or B. - 'Dinosaurs'.

If the guessing team opt for the correct answer, they score a point. If they guess incorrectly, the bluffing team scores a point.

## **Ring of Truth**

*Timer and writing pad required*

The spokesperson takes the top card from the Ring of Truth pile and shows each of their team members the fact written on the reverse of the card. Each player on the team then has 60 seconds (two turns of the timer) to write their own version of the second half of this fact. Once the time's up, the spokesperson reads out their team's fake versions alongside the real version. If the guessing team guess the correct answer, they score a point. If they opt for one of the fake answers, the bluffing team scores a point.

## This Is...

*Timer required*

The spokesperson picks up the top card from the This Is... pile. Half are LIE cards. The other half are TRUE cards...

A TRUE card has 'THIS IS...' at the top of it, followed by a subject heading (it might be a famous person perhaps, or an object, or a country). In the centre of the card is a picture related to the subject. Beneath that, a fact related to the subject.

A LIE card has 'THIS IS...' at the top of it followed by a subject heading. In the centre of the card will be written 'LIE' in big letters. Beneath that will be a half-finished fact relating to the subject.

After picking up the card, the player is given thirty seconds (one full turn of the timer) to prepare themselves for cross-questioning from the other team. If they picked up a LIE card, they should use this time to invent a plausible ending to the incomplete fact; and to decide what image they should pretend to be looking at.

The player must then tell their opponents what they are looking at, giving a brief description of the picture before delivering the fact along the bottom of the card.

The questioning team must then decide whether they think the player has picked up a LIE card or a TRUE card, based on how plausible the fact seemed and how confident the player sounded when they delivered it. They might also want to question the player about some of the details contained within the picture they claim to be looking at.

If the player manages to bluff successfully, their team scores a point. If the questioning team guess correctly, they score a point.



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