

Game of Truth

Rules of Play

Warning:

The Game of Truth is not your average board game; it can be played many ways. Its guiding goal, to find your personal truth in all things, may pose a unique challenge.

You may:

Chip a tooth, lose a contact lens, sprain your thumb, get a black eye, throw out your back, twist your ankle, get a bloody nose, etc. A whole host of bodily injuries and harm may await you or;

You may have a lot of fun.

You may also:

Learn things about others, gain some self awareness, explore ideas that you never pondered before, find out things you did not know, things you did not want to know, things you know now but wish you could un-know about yourself and the people around you at the game board. This game may cause you to become closer to the other players and have a deeper understanding of each other than you ever thought possible before. This knowledge may be a force that draws you closer together. Or it could push you apart. One could potentially become very lonely after playing the Game of Truth. You may find yourself friendless, spouseless, jobless, homeless, etc. Or you may have a lot of fun. That is, like all things in life, up to you.

Enjoy.

Rules of the Game:

Failure to abide by and follow the rules means you ruin the game for all others involved.

This game is intended for adult players numbering from 4-8.

Additional Items:

Before gameplay begins, players should be in loose clothing as they will most likely have to perform various physical feats that a skin-tight party dress and high heel shoes won't lend to. In addition, you will need the following things:

Pens/pencils and paper

Food/snack items

Drinks and ice

A marker such as a salt/pepper shaker or silly hats to keep track of who's turn it is.

Something similar to denote which player(s) have lost their next turn. You may need several items to keep track of things.

There are hopping contests, tug-o-war, running, & pillow fights as well; so it's best to be prepared.

The Board:

The Board has three rings/levels/tiers. Each player must move one complete revolution on each level to attempt to cross the bridge to get to the next level. While moving on the board the player will have to pass Truth Challenges and may acquire Action Cards.

Passing or Failing a Truth Challenge.

Failing to pass a challenge incurs a penalty. The standard penalty is as follows:

Losing of one's next turn.

Action Cards allow players to change the course of the game. See below for description of Action Cards and their use.

Winning the Game:

The first player to circumnavigate all three rings and win the final challenges will win the game.

Determining Who Goes First:

The game is a turn based system. To determine who will start the game, have all players roll a die. The highest will go first. If a tie occurs, who goes first can be settled with a game of Rock-Paper-Scissors or a dice-off. The player with the highest roll after all ties are settled will begin play by rolling the dice and moving from the START space in a clockwise fashion. The player to the RIGHT of the first player will be player two, the player to the RIGHT of player two will be player three and so on, until all players get a turn. Once all players get a turn the turn begins again with player one.

Players select a token to represent them for the duration of the game. All players start the game with a hand of three action cards. Action cards that say "play now" drawn in the beginning hand will be played at the start of a player's turn.

Movement on the Board:

Each player rolls the dice and moves the number of spaces indicated by the die roll. Each space will have an event, and the player must follow the instructions on the board unless they play an action card to possibly avoid an event. The events are of the following categories':

Draw a Truth Card
Draw an Action Card
Other Event

Draw Truth Card:

A Player must draw a Truth Card, read the card aloud to the group and complete the challenge.

Draw an Action Card:

A player draws an Action Card and depending upon the card, either plays it immediately or places it in their hand.

Other:

Instructions will be on the board. Any player that lands on one of these spaces must follow the instructions. Failing to complete the instructions will count as a failed challenge.

Ending of a Turn:

A player's turn is ended when they have rolled the movement die, moved the indicated number of spaces, acted upon all challenges and/or instructions on the board and all action cards that players wanted to play are played. Excess (more than 5) Action Cards and all played Truth Challenge Cards are discarded. The Player to the right of the current player then becomes the current player.

Entering the Next Ring:

Entering the next ring is done by passing through a bridge. Once a player has moved to the start space after making a revolution around the board, they can attempt to move to the next ring. If the player is 1, 2, 4 spaces etc. away from the bridge, and they roll equal to or greater than the number required to enter the bridge, they do not complete their full movement but are stopped at the bridge. i.e. Player 3 is 4 spaces away from the bridge at the start of their turn and rolls a 6 on the movement dice, Player 3 does not move two spaces past the bridge but instead ends their turn on the bridge space. Once at the bridge, the player must successfully complete the number of Truth Challenges required as indicated by the board. If they are successful, they begin their turn on the start space of the next level. Failure of any of the challenges means the player loses their next turn; they must successfully complete all challenges to enter the next ring.

Truth Cards:

When drawing of a Truth Card, the player must read the card aloud to the other players and follow its instructions. Truth Cards must be drawn immediately upon landing upon a space that requires you to do so. If there is a circumstance

where multiple players have to draw Truth Cards at once, proceed in standard turn order. Once a Truth Card is played, it is placed in the discard pile. If all truth cards are used up, reshuffle discards putting them back into the Truth Card deck.

There are two kinds of Truth Cards, verbal and physical; they are in the same deck.

Verbal Truth Cards:

These cards must be answered to the best of the ability of the player always with the utmost of honesty and candidness. Many times a simple yes or no answer will not be enough to pass a given verbal Truth Challenge. Typically, a concise answer of a few sentences will be sufficient to count as a completed (successful) challenge. Some challenges will require more lengthy explanations, i.e. a player draws a truth card "Give us your stance on the Death Penalty", now this is a polarizing subject and the player must explain that they are either pro or con and then explain why. Not only is there no easy answer, there is no "right" answer. The opinions of others are not a factor; the player is stating what they believe to be true, and they are being true to their point of view on this topic. Truth, in this case, is not reciting statistical data, repeating things found on the internet, or being louder than everyone else; it is what someone believes to be the truth, for them. Answering the question as best you can, in total, will count as a passing the challenge regardless of others thinking your stance is wrong. You can count on people lying too; there are Action Cards in the game to address dishonesty. However when it happens, just process the information as you see fit.

Physical Truth Challenges:

Physical challenges must be completed in total to count as a passed challenge. If you are challenged to do 10 push-ups, for example, and can only do 9, then you have failed that challenge. If the outcome depends on the opinions of the other players, i.e. who won a pillow fight, then a simple vote will determine the winner. Ties can be broken with a simple game of Rock-Paper-Scissors; or a second pillow fight, thumb wrestle, etc. at the groups' discretion.

Passing or Failing a Truth Challenge:

Failing to pass a challenge incurs a penalty. The standard penalty is as follows:

Loss of the player's next turn.

A group may choose to substitute the standard penalty for another form of penalty. For that see the Rules for Advanced Players section. If the player satisfies the conditions of a given Truth Card, they have passed, and, unless any action cards are being played, the turn should be passed on to the next player. Failure to pass a challenge means the player will incur the standard penalty. Using an object just as a saltshaker, figurine, silly hat, etc., as a token reminder that they must forfeit their next turn is a good way to keep note of who is missing a turn and who is not.

While answers to physical challenges will be fairly straightforward, answers to verbal challenges will not. For challenges to be passed, they should be approved by the majority of the group. You may want to limit the time it takes for each verbal Truth Challenge to be completed to one minute or so. The game can be a vehicle for discussion and friendly debate. If your group so chooses they can hash out answers in more depth. Players can choose to draw out the debate if they want to by playing Action Cards in the game that do this very thing. If you have a player that sees fit to argue every single answer anyone gives, by the rules you can ignore that player. There are Action Cards, i.e. "Put a Sock in it", that can be used to keep such players in check. Many topics are very polarizing. Friendly discussion and exploration of personal truths is intrinsic to the game and thus should be encouraged.

Action Cards:

Action Cards enable players to change the course of the game. Each player begins the game with three Action Cards. Action Cards change the *action* of the game play; whereas doing a physical Truth Challenge is still seeking a truth, an action card alters the game mechanics only. A player can have up to 5 Action Cards in their hand at any time; if they have more than 5 Action Cards, they must discard the extra cards at the end of their turn. This means you can play the extra cards to use them up instead of discarding them. Action Cards must be played as indicated by

the description on the card. Some will say "Play Now" and some will say "Play when you want". Such cards may be kept in a player's hand until such a time warrants the playing of a given card. When all Action Cards have been placed in the discard pile, reshuffle them and place them back in the Action Card draw deck.

Rules for Advanced Players:

Advanced players may want to alter the game to meet the character of their group. This can be done in a few ways as follows:

Blank Cards:

A small amount of blank cards are provided for players to come up with their own Truth and Action Cards. New cards should be tested to see if they work well in the context of the game.

Substitutions:

Players as a group can choose to for example, change all cards that call for Push-ups to be exchanged for another activity such as shooting a basketball, throwing a horseshoe etc. Or, you land on a certain color space everyone must get up and do X. Advanced players are encouraged to incorporate such things as bicycles, Frisbees, lawn darts, fencing foils, sling shots, hula hoops, ping pong tables, tennis racquets, jump ropes, croquet mallets, bb guns, etc., into the game milieu as your particular group sees fit to do so. Thus, one can make the game thematic. If you were a group of firefighters, on a rowing team, in a fencing club, a group of weightlifters and so on to make the game fit your group's interests. Let imagination, creativity and the quest for fun be your guide in such endeavors. Such substitutions should be ratified by the group and written down for all players to see and approve before actual play begins.

Alternate Standard Penalty:

Players may wish to substitute the standard penalty for failing a Truth Challenge of losing a turn to be something else. A group of players may come up with a standard penalty to replace the normal one with, for example, doing 10 push-ups instead, be forced to sing "Careless Whispers" from George Michael standing on one leg, etc. Such replacement penalties should be agreed upon by the group in some fashion. A majority vote works well.

The Penalty Jar:

A variant of the substitution penalty is the penalty jar. There are two versions of the penalty jar: open, and closed. With an open jar, players write down an agreed number of penalties per player. Each penalty is then read aloud and everyone must come to a vote to determine if they will be included in the jar by a majority vote. A closed jar is as above except that the agreed upon number of penalties are placed in the jar and no one sees them nor are they voted on. Keep in mind a penalty is drawn at random and thus the author of a strange or awful penalty may wind up having to do it themselves. It is highly, very highly recommended that you do not include things that leave a lasting residue like head shaving, tattoos, being slapped in the face, or being forced to run down a busy street in your underwear, etc. Keep in mind these are your friends, and if you want to keep your friends, then you should take this advice seriously. However, if you seek to destroy your relationships forever, then forcing someone to be shirtless, covered with pancake syrup, while the other players gather around and slap their sticky torso until a hue of lobster red appears, (known as an awful waffle in some circles) then by all means, be my guest!

For more information please visit us on the web at:

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