



## Rules

2022

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The goal is to share true or false slice of life stories, but believable enough so that other players can't decide whether it's genuine or not.

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## Rules

### Setting up

“Themes” cards are shuffled and placed as a pile, face down, in the center of the table. Next to it is the discard pile, which is empty at the beginning of the game.

Each player takes two cards: one “Lie”, and one “Truth”.

### Round

The game is played in four rounds.

At the beginning of a round, each player draws two “themes” cards. Everyone reads their cards (in their head), and looks for an anecdote, relative to one of those two themes, true or false.

Without any specific order, as soon as a player has something to tell, she:

- discards the useless theme card;
- reads out loud the theme cards she has kept, and place it in front of her, face up;
- tells her anecdote, relevant to the theme;
- places one of her two “Truth” or “Lie” cards, face down, in front of her.

Other players also put one of their “Truth” or “Lie” card, face down, depending whether they think the anecdote is true or false.

When everyone has played a “Truth” or “Lie” card, those are revealed. If, not counting the player who counted the anecdote, there is at least one “Truth” card and one “Lie” card, this player earns one point, and keeps her theme card as such. Otherwise, she discards her theme card.

Remark: From six players, at least two “Truth” and two “Lie” cards are required to win; from eight players and more, at least three of each of those cards are required.

Everybody takes back their “True” and “Lie” card, and wait for another player to tell their anecdote.

When everybody has told their anecdote, a new round can start.

## **End game**

After four rounds, the game is over. The player having the most points (which is, the player having kept the most theme cards) wins the game. If two or more players have the same number of points, they share the victory.

## **Questions**

### **Do I have to tell something about me?**

Yes. Even though the theme might not explicitly be about “you” (for instance: “A big surprise”), you must tell an anecdote about you (something you witnessed, or better, lived).

### **What is a lie?**

Suppose that for the theme “Something you will probably never do again.”, the player tells that “for my 18th birthday, my brothers and sisters gifted me with a buggy jumping experience. I was scared, I still jumped, but I hated it.” It could be a lie because it never happened. It could be a lie because it did happen, but does not fit the theme (“I was scared, I still jumped, and I loved it and I have done it several times since.”).

But you must lie about something important: “It’s a lie because it wasn’t my brothers and sisters’ gift for my 18th birthday, but my friends’ gift for my 20th birthday” is not an accepted lie.

### **The player lied. Does she have to tell the truth afterward?**

Nobody has to tell something he does not want to. So after having lied, the player can tell the real answer to its theme if she wants to, but she does not have to.

### **Can players ask questions to help them decide between “Truth” and “Lie”?**

Players can ask questions. The player telling his anecdote chooses if he wants to answer them or to remain silent.

### **But other players know me very well! They will know it if I lie!**

None of the themes are written with “The most...”, “The best...”, but with “One of the most...”, “One of the best...”. If other players know your favorite food, tell them your second or third favorite food.

Another example: you have to talk about your pet, but every other player knows you don’t have a pet, and never have had one, be creative! You can talk about your best friend’s pet, or that crow you befriended on your way to work, etc.

## **My theme cards do not fit me. Can I discard them and draw new cards?**

No. You can always lie and invent something. For instance, if you don't like sports (and other players know it) and you draw "A sporting event that matters to me.", you can tell how that summer when you were a teenager, every single person in your home town was watching that important sporting competition, excepted you and that girl, who would be your first love.

## **So, it is absolutely forbidden to draw new cards?**

You can discard your cards if they might upset some other player. For instance, if you got "Something you care a lot about, but a burglar would not want." and another player was robbed the week before, discreetly discard your card and draw another, rather than upsetting him.

## **The theme is about my job, but I don't work. What can I do?**

If you are still studying, talk about your studies. If you are jobless or retired, talk about your former job, or about the fact of being jobless or retired. If you are a stay-at-home mom or dad, talk about chores. Whatever your situation is, you can talk about a summer job you did, a charity work, etc. Be creative!

## **Two players rules**

The game also lasts four rounds. Each round, each player:

- draws two cards,
- chooses one (discards the other), and tells a true or false anecdote relevant to this theme,
- place his "Truth" or "Lie" card face down in front of him.

The other player tries to guess whether this anecdote is true or false:

- she guessed right: she earns one point, and get the theme card to materialize this point;
- she guessed wrong: the player who told the anecdote earns one point, and keeps his card to materialize the point.

After four rounds (that is, four anecdotes for each player), the game is over. The player having the most points (that is, the most theme cards) wins.

## **Thanks**

Thanks to: Natacha, Ada, Marie, Stéphane, Élise, Pierre, Titouan, Jean-Julien, Pierre-Édouard, Camille, Clément, Chloé, Thomas, Adeline, Paul. Welcome Mona!

## **Where can I get this game?**

I could not find an publisher for this game (which explains defects, the rule being too long, mistakes, and so on): I feel like it might have been edited if it were the first of its kind, but most of the publishers which might have published it already have a not-very-competitive game which is a pretext to tell stories about oneself.

Thus, although you cannot buy this game, you can legally copy this game (everything inside the box: cards, rules...), according to the CREATIVE COMMONS BY-NC-SA 4.0 license.

You can also download every single piece of the game, print them, and cut them, at: <http://leoamee.fr/tellmemore>.



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