

# THE COURT OF LIARS

## R U L E B O O K

*THE COURT OF LIARS IS A SOCIAL DECEPTION GAME PLAYED  
LIVE WITH A PHYSICAL BOARD, PERFORMANCE  
CHALLENGES, AND HIDDEN CURSES.*





# INTRODUCTION

*Welcome to The Court of Liars,  
a game of deception, performance, and social strategy —  
where truth is optional, and survival depends on how well you play pretend.*

*This is not a traditional board game.  
It is not a game of logic puzzles, clean alliances, or quiet thinking.  
It's loud. It's messy. It's theatrical.  
And it's designed for people who aren't afraid to lie beautifully.*

*In The Court of Liars, you will not only bluff — you will perform.  
You will not only deceive — you will entertain.  
You may charm your way to the Ritual Zone or collapse in a spiral of suspicion.  
Either way, if you're doing it right, no one will trust you — and you'll love it.*

# WHO IS THIS GAME FOR?

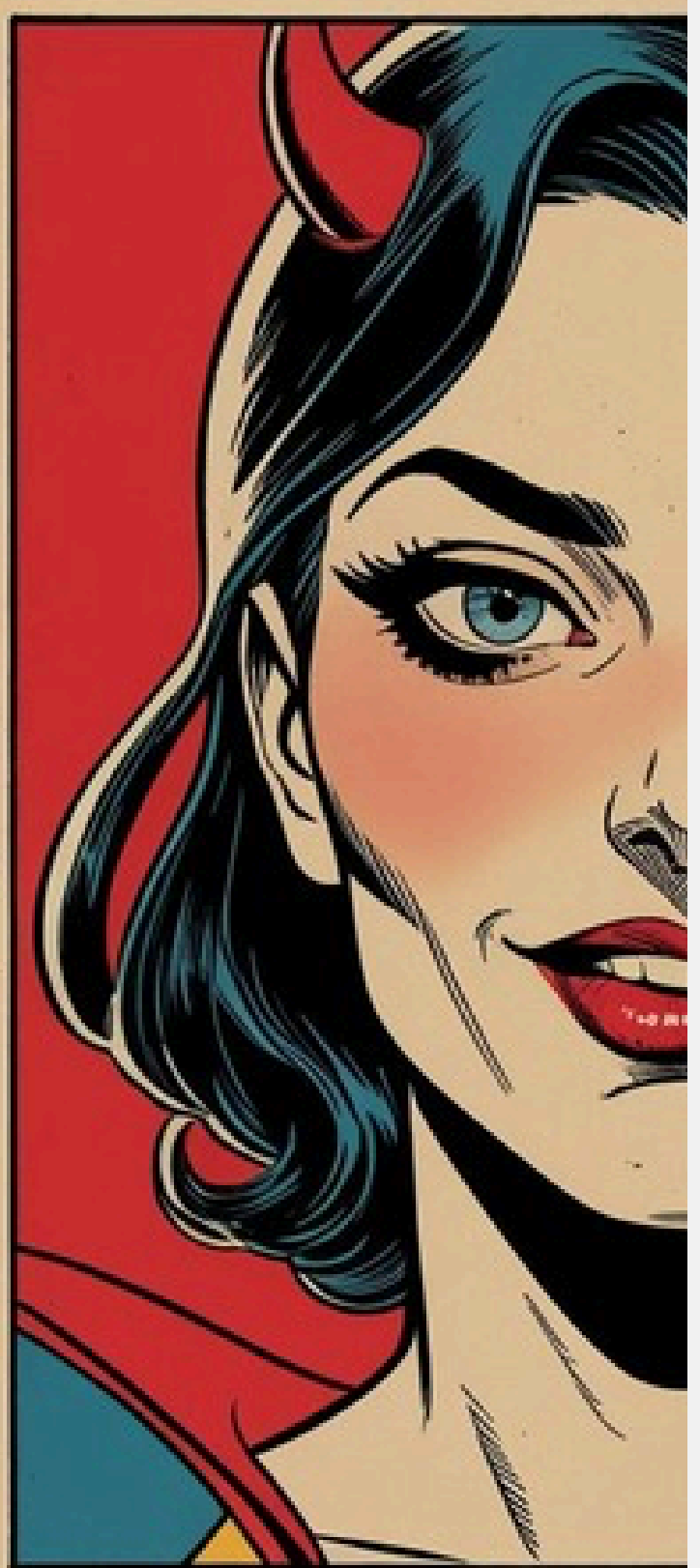
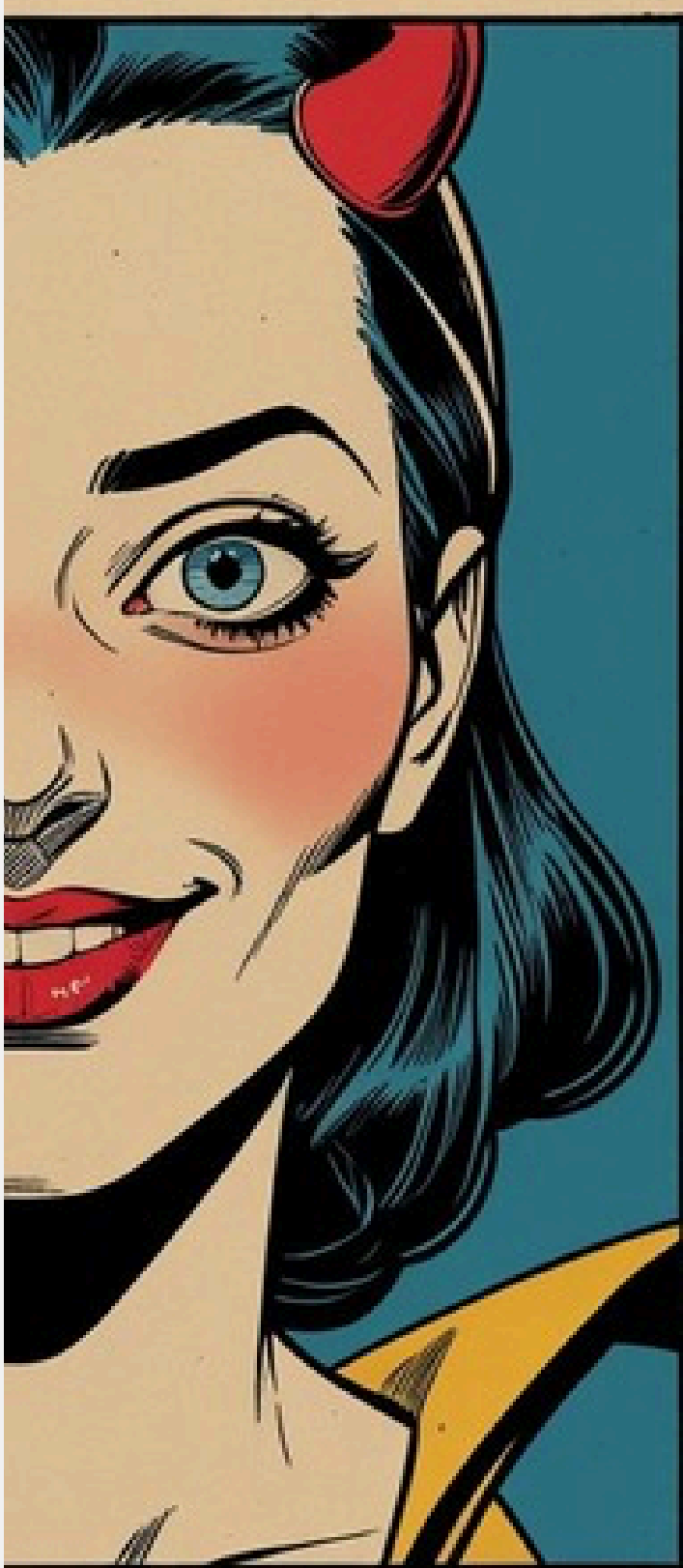


- People who like social deduction games (like Mafia or Werewolf) but want something stranger and more creative.
- People who like to talk, act, perform, or simply manipulate.
- People who secretly think they could've made it as a cult leader.

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*It is not for people who hate attention, dislike improvisation, or get offended easily.  
It is also not for children. The Court may be fun, but it is rarely kind.*





*Only the most convincing liar survives*





# THE SETTING

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Enter the Court. Leave your innocence behind.

The Court of Liars exists in a place outside time – a crumbling, candle-lit chamber where masks are worn not to hide, but to reveal. No one tells the truth here unless it serves them. Every gesture is calculated. Every word, a weapon.

This is not a courtroom of justice.  
This is a performance of power.

You are one of many masked figures summoned to the Court – not by invitation, but by necessity. You've been accused. Of what? That's for others to decide. Your goal is not to prove your innocence – it is to make everyone else look guiltier.

Around you sit others just like you: clever, ruthless, charming, desperate. They smile as they stab. They laugh as they lie. And so must you.

There are no laws here.  
Only performances.  
Only the Ritual – and the final judgment.

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## Tone & Atmosphere

- Think Eyes Wide Shut meets Mafia meets The Hunger Games.
- Expect backstabbing disguised as poetry.
- There will be shouting, laughter, accusations, confessions, and curses.
- It's theatrical, intense, and darkly funny.



Dress accordingly – if not in clothes, then at least in mindset. You are not yourself. You are who the Court needs you to be.

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# GAME OBJECTIVE

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Survive the accusations. Complete the Ritual. Be the last liar standing.

In *The Court of Liars*, your goal is to outwit, outplay, and outperform every other masked figure at the table.

You win by completing the Final Ritual – a symbolic act performed only by the player who reaches the Ritual Zone at the end of the game. But reaching the Ritual Zone requires more than just movement. It requires deception, performance, and the ability to navigate – or manipulate – the suspicions of others.

Each player carries a secret Curse: a strange behavioral rule they must follow throughout the game. Others will try to guess it. If they succeed, your secrets are exposed and your power weakens.

At the same time, you'll draw cards, take dramatic actions, and move across the board – all while trying to understand who can be trusted (answer: no one).

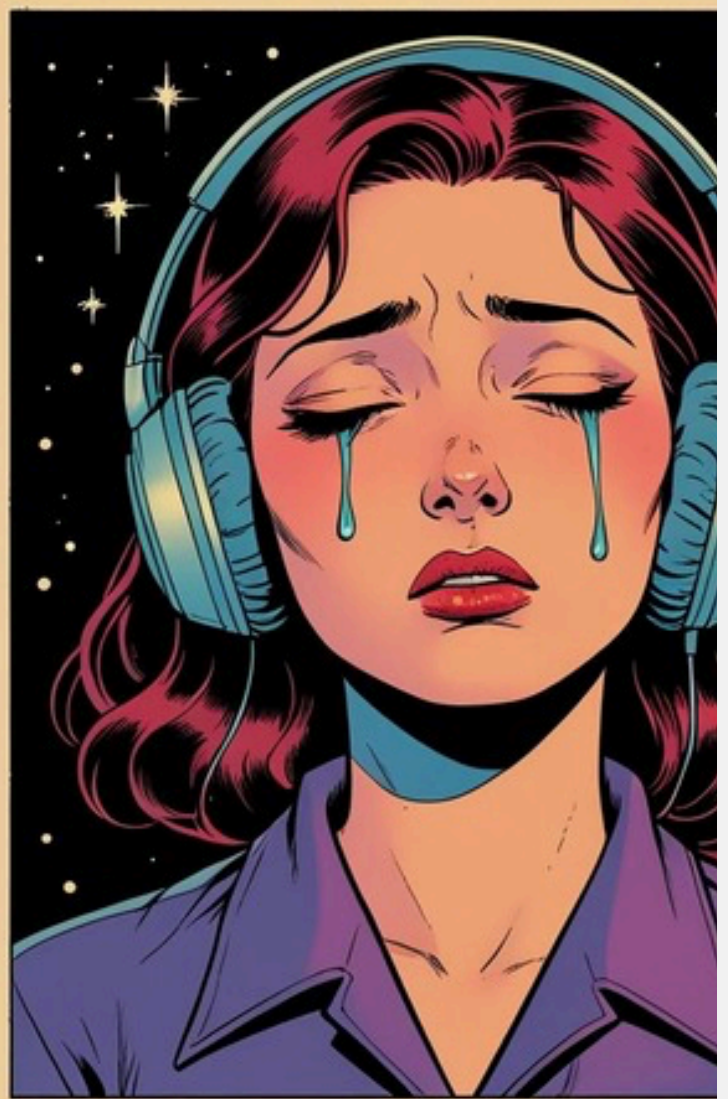


# TO WIN, YOU MUST:



- Maintain your cover (don't let others guess your Curse),
- Use your cards strategically (perform Actions, Reveal secrets, place Curses),
- Reach the Ritual Zone before anyone else,
- Complete the Final Ritual and withstand the final confrontation.

The Court doesn't  
reward honesty. It  
rewards  
performance.  
Do whatever it  
takes – just make  
sure you make it  
look good.



# COMPONENTS

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*EVERYTHING YOU NEED TO PLAY — AND TO DECEIVE.*

The Court of Liars is a theatrical, high-stakes social game that uses a combination of physical components and player performance. While the game is designed to be flexible and expandable, each standard set includes the following:

- Game Board
- A stylized 8×8 grid, chessboard-style. Each player begins on the first row and advances toward the Ritual Zone.
- Character Tokens
- Each player represents a unique Court figure (e.g. King, Queen, Knight, Bishop, etc.). Tokens can be anything – chess pieces, masks, pawns – as long as they are visually distinct.
- Card Deck (approx. 90–200 cards)



# GAME COMPONENTS



*All cards are shuffled into a single master deck. These include:*

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- Action Cards – Perform dramatic, strange, or theatrical tasks (e.g. “Declare undying love... to a chair”).
- Confession Cards – Reveal something emotionally risky or morally slippery.
- Acclaim Cards – Make bold, theatrical claims (true or false) and defend them if challenged.
- Curse Cards – Secret behavioral instructions each player must follow throughout the game.
- Bonus Cards – Special one-use effects (e.g. “Advance 1 step,” “Free challenge,” “Steal a turn”).
- Intercourt Cards – Let you interfere with other tables (if playing multiple groups).

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*The Ritual Zone*  
The final row of the board, marked in a distinct way. Players must reach this zone to attempt victory.





# GAME SETUP

*BEFORE THE LIES BEGIN, THE  
STAGE MUST BE SET.*



## 1. Set the Board

- Lay out the 8x8 grid board (or a printed version).
- Each player places their Character Token on the first row (Row 1).
- Place a visible marker or border around the final row – this is the Ritual Zone (Row 8).

## 2. Assign Characters (Optional)

- If using themed roles (King, Bishop, Queen, etc.), assign or let players choose their token.
- This is purely symbolic and does not affect abilities – but adds flavor.

## 4. Distribute Curses

- Before gameplay starts, give each player one Curse Card face-down.
- The curse is secret. Players must act according to it throughout the entire game – without revealing it.
- If their curse is guessed, they give up the card and draw a new one.

## 5. Explain the Challenge System

Make sure all players understand:

- How to challenge (and when).
- That challenges vary depending on the card type.
- That play continues unless a card or rule says otherwise.

Once this is complete, the court is ready.  
Let the lying, laughing, and chaos begin.



# TYPES OF CARDS

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*THE COURT DEALS ITS  
JUDGMENTS IN MANY FORMS.*

The game is played using a single shuffled deck that includes several types of cards. Each one demands a different kind of performance, confession, or deception.

## ACTION CARDS

These cards require theatrical, absurd, or dramatic performances.

Examples:

- “Deliver a drunken love confession to a table leg.”
- “Do a TED Talk about your most toxic trait.”

Duration: 30 seconds unless stated otherwise.

Players may be challenged if others believe the performance was insincere, lazy, or not absurd enough.

Must be performed out loud and improvised.

Start prompts are provided (e.g., “Start with: ‘I didn’t mean to leave you in that suitcase...’”) to help ease players into performance.

# CONFESSION CARDS

These prompt players to reveal something about themselves – real or fictional.

- Examples:
- - “Reveal the darkest compliment you’ve ever given.”
  - “Tell us your biggest regret... but make it sound like a flex.”
- 
- Confessions can be sincere or completely invented.
- Players must sound believable – or convincingly unbelievable.
- Can be challenged if someone doubts the truth, commitment, or impact of the confession.

# ACCLAIM CARDS

Players must claim a title or power, or assign it to someone else.

- Examples:
- - “Declare yourself Queen of Lies. Demand tribute.”
  - “Choose someone at the table. Say what their villain origin story would be.”
- 
- These cards are bold and public.
- Players may be challenged if their claim feels weak or unworthy.
- If choosing another player, the target cannot vote or challenge.



# CURSE CARDS

These are given at the start of the game and must be performed continuously in secret.

Examples:

- “Speak as if someone out here owes you money.”
- “End every sentence like it’s a question.”

Players may not stop the game to guess someone’s curse.

To challenge a curse, you must:

- Whisper your guess to the Host.
- If correct, you earn 1 step forward and the cursed player gets a new Curse.
- If incorrect, nothing happens – but you can’t guess again for 10 minutes.

# BONUS & INTERCOURT CARDS (OPTIONAL)

These surprise cards create twists.

Bonus Examples:

- “Advance one square immediately.”
- “You may challenge someone without consequence.”

Intercourt Examples:

- “Switch places with a player from another table.”
- “Deliver a card at another table, then return.”

These cards add chaos and allow for unexpected movement or interference. You may include them or not, depending on the complexity level you want.

# HOW TO PLAY

*THE COURT DEALS ITS  
JUDGMENTS IN MANY FORMS.*

## Turn Structure

The game proceeds clockwise, one player at a time.

On your turn:

1. Draw a card from the central deck.
2. Read it silently (unless it's an Action or Confession card – those must be performed out loud).
3. Perform or respond based on the card type.
4. Other players may challenge your performance.
5. Movement is decided based on outcome (successful or failed performance/challenge).
6. End turn. Play passes to the next liar.

## Time Limits

Action/Confession/Acclaim cards are limited to 30 seconds unless otherwise stated.

The total game time is usually 45 minutes per round.

A timer is recommended to keep the game moving and increase tension.

Players should not pause the game to analyze – intuition is key.

# HOW TO PLAY

*THE COURT DEALS ITS  
JUDGMENTS IN MANY FORMS.*

## Movement & Card Drawing

Each table has a chessboard-like grid: 6 unique character tokens (e.g. King, Queen, Knight, etc.) move from row 1 to row 8.

Players advance 1 square forward if:

- Their performance is not challenged, or
- Their performance survives a challenge (majority votes in favor).

If a player is challenged and loses, they move 1 square back, unless already at the first row.

Cards are drawn once per turn, from a single, shuffled deck that includes Action, Confession, Acclaim, Bonus, and Intercourt cards.

## Challenges

- Anyone at the table can challenge a performance (except when stated otherwise).
- Confession cards may be challenged without explanation.
- Action/Acclaim cards require the challenger to give a reason, even absurd.
- The whole table votes:
  - - Majority decides whether the performer moves forward.
    - In case of a tie, the performer wins.
- Players on the first row cannot challenge (no risk of moving backwards).

Optional rule: Allow one “no-penalty challenge” per player per round using Bonus Cards.



# WHAT HAPPENS EACH ROUND

One full loop around the table = one round.

After 45 minutes (or a set number of rounds), the Ritual Phase may begin, or the player closest to the 8th row wins – depending on your chosen end condition.

Some games may include a Final Challenge or Group Ritual for the leading players.

# CURSES AND GUESSING

EVERYONE IS CURSED. MOST ARE UNAWARE OF JUST HOW  
MUCH.

What Is a Curse?

A Curse Card imposes a secret behavioral constraint on the player. It's a subtle social challenge – not a task to be completed once, but a condition to be performed continuously and undetected.

Examples:

- “You must end every sentence with a question.”
- “You must act like someone here owes you money.”
- “You must touch your face every time someone speaks to you.”

Curses are assigned at the start of the game. Each player receives one and must embody it until someone correctly guesses it.

## How Curses Work

- Players do not announce their curse or that they are cursed.
- You continue to participate normally, performing cards, challenging, voting – all while maintaining your curse.
- Some Action or Confession cards may clash with your curse. That's part of the difficulty. Adapt.

You may never reveal your curse voluntarily – even if challenged.

## How to Guess a Curse

- If you believe you've detected a curse, you may publicly accuse a player and state their exact curse.
- If you are correct, that player must:
  - 
  - Hand over their Curse Card to you as a trophy.
  - Receive a new curse from the deck (if available).
  - You (the guesser) move 1 square forward.
- 
- If you're wrong, nothing happens – but you may look foolish.

## IMPORTANT:

- You may not interrupt gameplay to guess a curse.
- Guesses must be made between turns, or instead of drawing a card on your own turn.
- You may only attempt one guess per round.

## Optional Rule: Double-Cursed

- Some variants may allow players to draw a second curse as a twist mid-game – only if they've successfully completed one.
- Double-cursed players earn extra prestige if they reach the 8th row undetected.

# THE RITUAL ZONE & VICTORY

YOU LIED, PERFORMED, AND SURVIVED. NOW PROVE YOU'RE WORTHY.

## Reaching the Final Row

The final row (Row 8) of the board is known as The Ritual Zone. Only the most cunning, convincing, or unchallenged players reach it.

Once a player reaches this row, they can no longer be challenged, accused, or targeted with Intercourt effects. They've escaped the judgment of lesser liars.

But they haven't won. Not yet.

## How to Win the Game

To win, a player in the Ritual Zone must:

Complete one final Action or Confession card, drawn as usual.

This final act must be their best performance yet.

After the performance, the entire table votes:

- If the player receives a majority of approval, they win.
- If not... they remain in the Ritual Zone, and another player may try to steal the crown.

A player in the Ritual Zone may attempt a Victory Ritual only once per full round (i.e., after all other players have taken a turn).



# RULES OF THE COURT (CODE OF CONDUCT)

THE COURT THRIVES ON DECEPTION — NOT DISRUPTION. PLAY DIRTY, NOT DULL.

## Stay in Character (When You Can)

This is a theatrical game. You don't need to act all the time, but leaning into the tone – dramatic, absurd, mysterious, ridiculous – makes everything more fun.

You're not you at the table. You're a charming, dangerous liar trying to survive trial by fire. Speak with flair. Accuse with conviction. Reveal with style.

## Don't Explain Your Cards

All card prompts (except curses) are public. That means we all know what you're supposed to do – but it's up to you how you interpret it.

Never explain what your card “meant.”

If someone challenges you, defend your action – not the rules.

## Play to Win, But Keep It Entertaining

You can lie, manipulate, perform badly on purpose, charm people, or challenge at random – but don't play like a spreadsheet.

The goal is not just to win. It's to win in character.

## No Out-of-Character Gossip or Personal Attacks

This is a game. Accusations, insults, and betrayals are part of the play. Keep it theatrical, not personal.

Attacking real people or bringing in outside drama is grounds for removal.

## Don't Disrupt the Flow

No interrupting other people's performances.

No stalling or arguing endlessly.

Challenge – then shut up and vote.

## Respect the Masked

If someone is playing with a curse card, do not pressure them to "perform" or "explain" themselves. They are bound to hidden rules – guessing is allowed, but don't ruin the fun with badgering or jokes that expose them unfairly.

## Treat the Court Like a Ritual

This is more than just a game night.

The Court of Liars is an immersive social test – part theatre, part game, part experiment.

The more seriously you take it, the more absurd and freeing it becomes.

# CREDITS & COPYRIGHT

The Court of Liars  
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