

# 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.

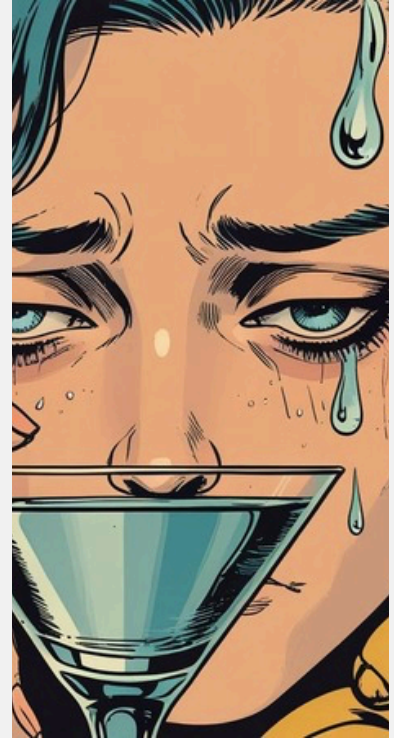
It's loud. It's messy. It's theatrical.  
And it's designed for people who aren't afraid to lie  
beautifully.

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.

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

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.

# GAME OBJECTIVE



Survive the accusations. Complete the Ritual.

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

Victory is claimed only through the Final Ritual – a symbolic act performed by the first player to gather enough Whisper Coins.

But gaining Coins is not a simple race.

It requires:

- **DECEPTION** – CONVINCING OTHERS OF LIES, OR DISGUIISING TRUTHS.
- **PERFORMANCE** – DELIVERING ACTIONS AND CONFESSIONS WITH CONVICTION.
- **MANIPULATION** – BENDING SUSPICION, CHALLENGES, AND VOTES TO YOUR FAVOR.



YOU'LL DRAW CARDS, FACE CHALLENGES,  
AND ACT UNDER CONSTANT SCRUTINY.  
WHISPER COINS DECIDE YOUR FATE — BUT  
IN THE COURT, TRUST IS NEVER AN  
OPTION.

REMEMBER:

EVERYONE IS SUSPECT.

EVERYONE IS VULNERABLE.

AND ONLY ONE WILL EMERGE AS THE TRUE  
LIAR OF THE COURT.



TO WIN, YOU MUST:



- Perform Actions,  
Reveal secrets, Judge,
- 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 COMPONENTS



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

ACTION CARDS - PERFORM SHORT THEATRICAL TASKS.

CONFESSION CARDS - REVEAL A SECRET (TRUE OR FALSE).

ACCLAIM CARDS - MAKE BOLD CLAIMS ABOUT YOURSELF OR OTHERS.

JUDGMENT CARDS - JUDGE ANOTHER PLAYER WITH A STATEMENT TO BE VOTED ON.

CURSE CARDS - HIDDEN BEHAVIORAL RULES THAT MUST BE PERFORMED UNTIL GUESSED.

BONUS CARDS - RARE TWISTS THAT ALTER MOVEMENT OR AFFECT ANOTHER TABLE.

FINAL RITUAL CARDS - DRAMATIC DECLARATIONS REQUIRED TO WIN.

## The Ritual Zone

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



**WHISPER COINS (TOKENS):** USED TO TRACK PROGRESS.

EARNED WHEN YOU WIN CHALLENGES, SURVIVE  
ACCUSATIONS, OR KEEP YOUR CURSE HIDDEN. THE  
FIRST PLAYER TO GATHER ENOUGH COINS AND PERFORM  
THE FINAL RITUAL WINS.

### **CARD DECK**

**OPTIONAL BOARD** (8×8 GRID, CHESS-STYLE): CAN BE  
USED FOR VISUAL MOVEMENT IF DESIRED. EACH PLAYER  
STARTS AT THE FIRST ROW AND ADVANCES. NOT  
REQUIRED IF YOU PLAY ONLY WITH WHISPER COINS.

**PLAYER TOKENS (OPTIONAL):** DISTINCT MARKERS TO  
SHOW POSITION ON THE BOARD IF YOU USE IT (CHESS  
PIECES, PAWNS, COINS, OR ANY SYMBOLIC FIGURE).

# GAME SETUP

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BEFORE THE LIES BEGIN, THE STAGE MUST BE SET.



## I. PREPARE THE DECK

- Shuffle all Action, Confession, Acclaim, Judgment, Bonus, and Intercourt cards into one deck.
- Place the deck face-down in the center of the table.

## II. WHISPER COINS

- Give each player a small pouch (or pile) to collect Whisper Coins.
- Keep the rest as a shared supply in the middle.

## III. EXPLAIN THE CHALLENGE SYSTEM

Make sure all players understand:

- How challenges work (and when to use them).
- That challenges differ depending on card type.
- That play continues unless a rule or card interrupts.

ONCE THIS IS COMPLETE, THE  
COURT IS READY.  
LET THE LYING, LAUGHING, AND  
CHAOS BEGIN.





# TYPES OF CARDS

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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

- If you draw a Curse card, announce: “I am cursed” and play it secretly.
- Continuous performance. The Curse must be followed at all times until guessed.
- Style. Must be subtle, not exaggerated. Think of it as a hidden habit, not a clown act.

## Examples

- “Speak as if someone owes you money.”
- “End every sentence like it’s a question.”
- “Touch your face every time you speak.”

## GUESSING RULES

- Players cannot pause the game to guess a Curse.
- To guess, say aloud what you believe the Curse is.
- Correct guess → both players advance (gain 1 step forward / earn 1 Whisper Coin). The cursed player draws a new Curse.
- Incorrect guess → nothing happens, and you may not guess again for 10 minutes.

# BONUS CARDS

These surprise cards create twists.

Bonus Examples:

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

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

## TURN STRUCTURE

THE GAME PROCEEDS CLOCKWISE, ONE PLAYER AT A TIME.

AT THE START OF THE GAME:

- EACH PLAYER BEGINS WITH 1 WHISPER COIN.
- ADDITIONAL COINS ARE EARNED OR LOST DURING PLAY.

ON YOUR TURN:

1. DRAW A CARD FROM THE CENTRAL DECK.
2. PERFORM OR RESPOND ACCORDING TO THE CARD (30 SECONDS MAX).
3. CHALLENGES MAY OCCUR - ANOTHER PLAYER MAY DISPUTE YOUR PERFORMANCE.
4. JUDGMENT IS MADE - THE TABLE VOTES.
5. WHISPER COINS ARE AWARDED OR LOST:
  - SUCCESS → PERFORMER GAINS +1 COIN.
  - FAILURE → PERFORMER GAINS NOTHING.
  - CHALLENGER WINS → CHALLENGER GAINS +1 COIN, PERFORMER GAINS NOTHING.
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.

## WHISPER COINS & CARD DRAWING

- Each player begins the game with 1 Whisper Coin.
- Coins are gained or lost depending on performance and challenges.

You gain +1 Whisper Coin if:

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

A challenger gains +1 Whisper Coin if:

- They challenge you and the majority votes against your performance.

No Coins are gained if:

- The vote is tied → performer keeps their result, but no Coin is awarded.
- A guess or challenge is incorrect.



## CARD DRAWING

- Each turn, players draw 1 card from the central shuffled deck.
- The deck includes: Action, Confession, Acclaim, Bonus, Intercourt, and Curse cards.
- Perform or respond as instructed (time limit: 30 seconds unless stated otherwise).

## CHALLENGES

- Any player may challenge (unless a rule prevents it).
- Confession cards → May be challenged without explanation.
- Action/Acclaim cards → Challenger must give a reason (serious or absurd).

The whole table votes:

- Majority decides who receives the Coin.
- Tie → performer is safe, no Coins change hands.

Optional Rule:

- Each player may use one “no-penalty challenge” per round, triggered by Bonus Cards.

# THE RITUAL ZONE & VICTORY

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

## HOW TO WIN THE GAME

- Each player begins with 1 Whisper Coin.
- The first to collect the agreed number of Coins (usually 7-10) earns the right to attempt the Final Ritual.

## THE FINAL RITUAL

- Instead of a normal turn, the player draws a Final Ritual card.
- The Ritual must be performed theatrically – no hesitation, no shortcuts.
- Once performed, the Ritual cannot be challenged or voted on.
- Completing the Ritual seals the game: that player is crowned the True Liar of the Court.

# 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

Designed by Polina Shevchenko

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