

# Fibbing Fins Rules

## Game Setup:

1. Create **three** decks: one for Traps, one for Prompts and Conditions, and one for Abilities. While organizing, take out all of the "Detective Axolotls" for easier distribution.
2. Each player should draw four Abilities, and also a Detective Axolotl, for a hand of five Abilities in total to start the game.
3. If there are leftover Detective Axolotls, reshuffle them into the Ability deck.

## Game Begins:

### Stage 1: Storytelling

1. Gather in a circle, and start from any player of your choosing. This player is now the **Storyteller**.
2. At each Storyteller's turn, they must draw **two** cards: one from the Traps pile, and another from the Prompts and Conditions pile. Prompts are detailed story ideas, while Conditions are simple adjectives. Both are to help you tell a story.
3. Put the Prompt or Condition faceup on the table, but keep the Trap card to yourself, and do not show it to the others!
4. The Storyteller has a max of thirty seconds to prepare a story that is based on the Prompt or the Condition (Eg. a "story about high school" or a "funny" story).
5. They then have a maximum of two minutes to tell their story. If the Storyteller goes on for too long preparing or talking, the table should stop them. Feel free to use a timer on your phone or some other device to keep track.
  - a. But here's the catch: **the story does not have to be true, factual, or have actually happened**. If the Storyteller gets away with lying, they get double points. But if they are caught, they lose points.
  - b. Remember the red "Trap" card the Storyteller drew at the beginning of their turn? The Traps can have two variations: "Lie" and "Skip". If you draw "Lie", you

**MUST** lie in your story. If you draw "Skip", you can tell any story of your choosing, real or fake. Do not show others your Trap card!

- c. Fib to the best of your ability, but to gain the benefits of lying, you must include substantial lies in your story! (Eg. you can't just change the color of your shirt of an otherwise true story.)

### **Stage 2: Questioning**

1. The table can now **question** the Storyteller using their **Abilities**. They must follow the cards' instructions and cannot ask other random questions.
2. The table can continuously play any of their Ability cards until everyone on the table decides to move on and begin voting.
3. Place the Ability on the table to play it. Once an ability card is played, it must be discarded back into the Ability pile.
4. If someone plays the "Detective Axolotl," they accuse the Storyteller of lying! (gasp)
  - Refer to the "Detective Axolotl" card for rules on point deduction.
  - The moment that Detective Axoloytl is played, the Storyteller must **confess** whether their story is true, and Step 3 (Voting) is skipped. Recalculate your points and move on to the next player.
  - \*Note: if the Storyteller or accuser currently has zero points, they will not lose points in this situation.
5. Once questioning of the Storyteller is complete, players can draw from the Abilities deck again to keep a hand of five Abilities.

### **Stage 3: Voting**

1. The table first **votes** on how much they enjoyed the story (the content, the drama, the presentation, etc.) Do try to be genuine about your feelings - don't withhold votes just because someone's winning! (But a little of strategy is ok...)
2. The Storyteller should keep track of their vote count with a piece of paper or their phone, or the table can keep a tally of some kind as a group. Those votes are the number of points you gain.

3. After voting has been completed, the Storyteller will reveal their **Trap** card and also if their story is true or fake. (If only parts of a story are fake, the Storyteller must reveal which parts were made up.)
4. **If the Storyteller gets away with a fake story, they will receive double the amount of points.** (eg. five people voted for their story, that number will be doubled and they will receive ten points.)
5. The table can deliberate on whether the story was enough of a lie! If the table decides that the Storyteller is just sneaking in insignificant details, then they will not get the double votes!
6. Now, reshuffle your **Prompt**, **Condition**, and **Trap** cards back into their respective piles for later use.

#### **Stage 4: Repeat!**

Move on to the next player of the circle and keep playing until...until whenever you guys want to stop playing. The winner is the player with the highest total points total at the end of the game!