



LIARS & LOOTERS



MANUAL

Hi! This is Julian and Trish, founders of Floating Forge and the creators of Liars & Looters. Thanks to your support, you can hold a part of our dream in your hands and we appreciate and thank you for that!



Liars & Looters is a quick game about trading cards and deceiving your opponents.

3 - 6 players each take on the role of different Tribes searching for specific Resources. By trading cards each player tries to gather all of their Tribes Resources first.



The Goal:

To gather all 6 Resources stated on your Tribe Card first.

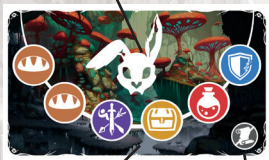
For your first sessions:

Feel free to talk (and lie!) about the Resources at any time in the game. You want to drop info about what you are looking for? Sure! You think you know someones hand? Tell everyone about it! You like to be completely honest in order to fool everyone? Go for it!

Tribe Cards:

Each Player picks 1 of 6 competing Tribes.

Tribe Sign



Gather List

Useless

Tribe Sign: Identifies your Tribe.

Gather-List: Shows the 6 Resources you need to win. There are always two of the same and 4 individual types.

Useless: Shows the Resource type you are not looking for.

Note: The Tribe-card must be face-up and always visible during the game.

The Deck:

Consists of Resource- and Event-cards and will be put together at the start of each game.

The icons represent each Resource type available.



Resource Cards:

These cards build your hand and are used to trade.

Do not show their face to anyone unless you win or an Event tells you to.



Potion

It's not if you get hurt but how well you are prepared.



Certificate

No license?
No hunts or raides!



Food

Exploration takes time and you never want to run out of food.



Weapons

Swords, Staffs or Bows. Anything in handy for combat is appreciated!



Storage

Keeping your stuff safe throughout your journey is a no-brainer!



Gear

It's dangerous out there! Any means of protection will help you stay alive.

Events:

They are drawn like Resources from the deck, but unlike Resources need to be revealed and played immediately.



If the text does not state otherwise, a regular **Trade** will take place after the Event.

How to Play:

Each game is played in turns starting from the player that has lied last and moving on in clockwise order.

How to win:

After a Trade, if a player has gathered all 6 Resource-cards of their Tribes Gather-list, the game ends and they win!

If several players fulfill that condition they all win!

Note: Players cannot win by drawing the last missing Resource-card from the deck!

Set-Up:

1. Every player picks a Tribe-card and puts it face up in front of them.
2. Collect as many Resources as shown on the Tribe-cards picked.
3. Add 2 more Resource-cards of each type.
4. Shuffle and distribute 2 cards to each player face down.
5. Add one Event-card per player to the deck and shuffle again.
6. Put the Deck face-down where everyone can reach it.

Here is a 3 player example:

1. The players picked these 3 Tribes:



2. Combining the Resources of each Tribe, they get 18 Resource-cards



3. They add 2 of each Resource type and shuffle it to a Deck:



4. Every player receives 2 Cards at random face-down from the deck



5. 3 Event Cards (1 per player) are added to the remaining deck and it gets shuffled again.



Check out floatingforge.com to watch a How to Play session

A players turn:

1. The player draws a card from the Deck.
 - a. IF it is a Resource-card, they add it to their hand without showing its face
 - b. IF it is an Event Card, they reveal it, read it aloud and follow its orders.

2. The Player **initiates** the Trade by placing one of their hand-cards face down in front of them. They may claim this card to be any of the existing 6 Resources within the game (lying is encouraged)

3. Moving clockwise, the next player offers one of their cards in hand face down in front of them. They can also claim the card to be any of the 6 existing Resources

4. Once every player has offered a Resource-card for Trade, the **initiator** picks one of the other players offers to trade with.

Note: The cards will not be revealed. Only the initiator and the player they traded with see the trades result.

5. Every player that didn't trade takes their offered card back.

6. Every Player checks whether they fulfilled the winning condition.

If no player has, the next player starts their turn.

In case the Deck runs empty:

Once the last card has been drawn, the turn continues as usual.

However, if cards need to be discarded or drawn through an Event, players disregard that effect instead and continue.

If there is still no winner at the end of the turn, the game ends without one.

Credits:

Game Design & Development:

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Art:

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Testing:

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