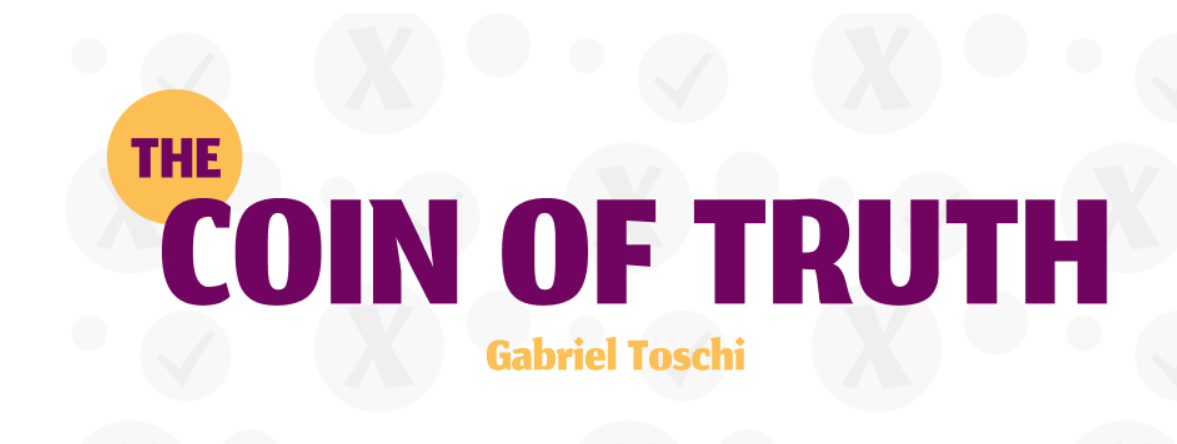


The Coin of Truth — Rulebook



 **Gabriel Toschi**

 **3 to 6 players**

 **5min/player**

 **party game**

Who's with you? And who's gonna lie? Those questions can only be answered with the marvelous **Coin of Truth**. Betray your friends and be the best captain to get the most points and win the game.

Components

1. 36 cards (18 success ✓, 18 failure ✗)
2. 1 Coin of Truth (sides of ✓ and ✗)

Setup

1. Put the Coin of Truth at the center of the table.
2. Shuffle all cards and give **6 cards** to each player to form their secret personal pile in front of them. No one can look into the piles!
3. If some cards remained, place them face-up on the center of the table. Make sure everyone can see how many cards of each type are there.
4. The most truthful person is the first captain. If there's no consensus, the best liar is the first captain.

Goal

Get rid of all your cards first by influencing other players or being a successful captain.

How to Play

The Coin of Truth is played on a series of rounds. In each round, one player will be the captain (and decide the outcome of the round) and the others will try to influence their decision. Follow those steps in each round:

Step 1: learn about you

- All players but the captain look the card on top of their personal pile. This card shows how the Coin of Truth needs to end for you to score.

Step 2: toss the Coin

- The captain closes their eyes.
- The player to the left of the captain toss the Coin of Truth at the table. After all players (except the captain) looked at the result, the tosser cover it with their hand.
- The captain now can open their eyes.

Step 3: influence the captain

- Starting with the player to the left of the captain, they must tell the captain if they would want to **stay with the Coin result** or **flip the Coin**.
- They can lie, tell the truth, create stories or arguments: there's no rules about what to say if, at the end, they give their opinion about staying or flipping.

Step 4: reveal the Coin

- After listening to everyone, the captain chooses to stay or flip. Then, the Coin is revealed with the chosen side up.
- Everyone also shows their card for the round.
 - If your card **matches** the Coin's face, **discard** it on the center of the table.
 - If your card **doesn't match** the Coin's face, **shuffle** it back on your personal pile.
- If the coin shows a ✓, the captain also discard the top card of its personal pile.
- The next player clockwise is the next captain.



Game End

If a player discarded all cards of their personal pile, they win the game! In case of a tie, players share the victory.



Rules for Experienced Bluffers

Experienced players on bluffing games can use those **variant rules** to allow more decisions and table reading during the game:

- Instead of a personal secret pile, use those cards as your **hand** for the game. You can look it at any time but make it secret from other players.
- After looking the toss result, choose a card from your hand to play the round.
- If the card you chose doesn't match the Coin at round end, just take it back to your hand.



Credits

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