

IFiction is a Wordle-inspired game of deception. One player is the Lie-brarian and will choose la secret word from a classic work of literature. The other players will, as a team, use logic land literacy to deduce the secret word as quickly as possible.
They have 10 guesses and two 10 minute time periods to deduce the secret word, but lbeware! The Lie-brarian's clues will always contain exactly one lie. The Guessers will win lif they figure out the word and the Lie-brarian will win if the time or guesses run out.

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If the secret word was "READY" and the guess I was "ENTRY" the correct clues would be:


| R | E | Correct Tetter, wrong spot |
| :---: | :---: | :---: |
| $E$ | N | Xetter not in secret word |
| A | X | Letter not in secret word |
| D | R | Correct letter, wrong spot |
| Y | Y | Vorrect letter, correct spot |

Use the alphabet board to record clues about what letters may or may not be in the secret word.

## PROLOGUE

## The Lie-brarian:

Chooses a word that is highlighted in yellow from the book card and writes it on I the top of the Lie-brarian board.
Shares a letter that is in the word with the Guessers but not where in the word it appears.
Starts the 10-minute timer and begins play!

## 1. GUESS

The team guesses a 5-letter English word that is not a proper noun. All 5 letters must I be unique. They write the guess on a blue I guess board, hand the guess board to the Lie-brarian, and pause the timer.
The Guessers may continue discussing while the timer is paused.

## 2. DECEIVE

## Record Correct Clues

The Lie-brarian writes the guess in the first slot on their board and records honest I clues in the top half of the square ( 8 ).
$\boldsymbol{V}$ - if that letter is in the same position as in
the secret word.
$\mathbf{X}-I_{\text {the secret word. }}^{\text {if that letter does not appear anywhere in }}$
$\sim-$ if that letter it is in the secret word,
but in a different position.
${ }^{\prime}$ Additional rules for secret red words that 'contain duplicate letters (like OBOES) are explained in the Red Words section.

## Change Exactly One Clue

The Lie-brarian then must choose exactly one clue to lie about, changing any single clue ( $\mathbf{X}, \sim$, or $\boldsymbol{V}$ ) into any other clue.
The Lie-brarian records the new set of clues (with exactly one lie) in the bottom half of the square and circles their lie ( ( $\downarrow$ ).

## Share the Clues

First, double-check that the honest clues are correct, and that one clue has been changed in the bottom half.
Set the Guess board back in front of the Guessers and put the appropriate clue tokens under each letter. Then unpause the timer.

## Fact/Fiction Tokens

The Guessers have 3 Fact/Fiction tokens to use. Before making their next guess, they may choose to use one. They point to one letter from the most recent guess. The Lie-brarian honestly places the Fact/Fiction token next to that letter with the appropriate side up. Fact if it is an honest clue. Fiction if it is a lie.


## Notes on Words

The words all appear in the matching book, ${ }^{\text {I }}$ but aren't necessarily thematically linked. The words may be plural. Yellow words do not contain duplicate letters. Archaic or I very uncommon words have not been usedı

## HALFTIME

After the Guessers make 5 guesses or the 10-minute timer expires, it's halftime.

- Discard any unused blue guess boards.
- Set a new 10-minute timer for the second half.
- Start using the tan guess boards.


## Hard Difficulty

Use any or all of the following:

- Guessers only get 1 Fact/Fiction token in each half of the game.
- Use an 8 minute timer instead of 10 .
- The Lie-brarian may choose a red word.


## Red Words

The red highlighted words contain duplicate letters, allowing guesses to also now contain duplicate letters.
Give clues following the normal rules UNLESS the guess contains duplicate letters AND the secret word only includes a single instance of that letter. If either letter is a $\boldsymbol{V}$, mark the other instance an $\boldsymbol{X}$. If neither are $\boldsymbol{V} \mathrm{s}$, mark the first instance $\mathrm{a} \boldsymbol{\sim}$ and the second $\mathrm{an} \mathbf{X}$.

## GAME END

Repeat GUESS and DECEIVE steps until:

- The Guessers win by guessing the secret word.
- The Lie-brarian wins because - the Guessers are out of guesses or
- the second 10 -minute timer expires.

| B |  | $N E Y$ |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
| B | 0 | $\sim$ |  | ct | tter, wrong |
| 0 | B | $\sim$ | Corr | rect l | etter, wrong spot |
| N | 0 | X | This | is th | e second 0 |
| E | E | $\checkmark$ | Corr | rect l | etter, correct spot |
| Y | S | X | Lett | er no | t in secret word |

## CREDITS

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