**INTRODUCTION**

*Peaky Blinders™: Faster Than Truth* is a competitive card game for 3-6 players, where rivals compete using cunning and guile. A player wins if they can gather five of the same resource cards and hold onto them until their next turn, while their opponents are out for blood!

**SETTING UP**

Shuffle the intrigue cards, then deal each player a starting hand of four cards face down. Place the remaining cards face down in the middle of the table to create the intrigue deck, with enough space next to it for a discard pile.

Separate the three different types of resource cards into piles, placing them face up in the middle of the table. This area is called the reserve.

Take one of each card type per player (i.e. if there are five players, separate out five Prestige, five Money, and five Muscle). Shuffle them together, then deal each player three cards face down.

Once they’ve looked at their resource cards, each player places the cards in front of them, with two cards face down, and one card face up.

The resource cards in front of a player are called their stash. The number of cards in each player’s stash changes throughout the game. Any cards in the stash that are face down are hidden. A player can look at a hidden card in their own stash at any time. There is no limit to how many cards a player can have in their stash, or how many of them can be hidden.

If a player is unfamiliar with the game, they can also take a reference card and keep it nearby to help explain some of the terms. Reference cards can never be played or discarded.

**GAMEPLAY**

Choose a player to take the first turn, then play proceeds clockwise around the table.

If a player has less than four intrigue cards in their hand at the start of their turn, they draw from the intrigue deck until they have four cards. If a player already has four (or more) cards, they skip this step.

If the intrigue deck runs out, shuffle the discard pile and place it face down to refresh the deck.

Players may look at the cards in their hand at any time but should keep them hidden from their rivals.

During their turn, a player must play two intrigue cards from their hand, resolving each card individually as shown on the next page.

**REFERENCES**

Intrigue cards have a variety of different effects. Some will allow you to gather resources, while others will hinder your rivals, or even steal their resources. Read each card to see how it can help you, and carefully watch each rival’s stash.

You win by having five of the same resource cards, so think carefully about what cards to hide! Hiding cards from your opponents will keep them guessing about what resource type you’re collecting.

If you need help understanding what the terms on the cards mean, remember you can always look at your reference card!
PLAYING CARDS

To play an intrigue card, the player places it face down in front of them and declares what card it is. If the card affects a rival, they do not need to choose which player is the target until the card is resolved.

Once the card is resolved, it is then discarded. Cards are always discarded face up. Players cannot look through the discard pile, unless a specific card allows them to do so.

LEARNING THE GAME

When the player declares what card they've played, they can either play it safe and say the card's actual name, or they can gamble and say the name printed above the gamble instead.

EXPLAINING CARD KEYWORDS

If the players are new to card games, or would prefer to spend a little time familiarising themselves with the rules, recommend playing a few turns (or even a whole game) without allowing players to gamble, so that the rules are clear in everyone's head.

Once the players are all ready to roll up their sleeves and get stuck in like real gangsters, reintroduce the gamble rules to really mix things up!

PLAYING CARDS

When a player gains a resource, they take the named card from the reserve and place it face up in their stash. If the reserve doesn't have any of the named cards left, the effect is ignored.

When a player loses a resource, they take the named card from their stash and return it face up to the reserve. If the reserve doesn't have any of the named card, the effect is ignored.

When a player steals a resource, they choose a rival and ask for the named resource. If the rival has one of these cards in their stash (face up or hidden), they must give it to the player, who then places it face up in their own stash. If the rival doesn't have any of the named card, the effect is ignored.

When a player hides a resource, they choose a rival as a result of a failed gamble or challenge. The rival that challenged them and adds it to their own stash.

WINNING THE GAME

Each round continues until a player has five or more resource cards of a single type in their stash (face up and/or hidden). When a player has achieved this, they immediately declare they have gathered enough resources to win the game.

If a player has five or more resource cards of a single type in their stash at the start of their turn, they have gathered enough power to take over their rival's businesses and territory, and have won the game!