



THEBES LIES



Ancient Egypt. As he could not lie at home, old Ahmed spent his days playing "Thebes Lies" with his bazaar clients. He used postcards of the city, Cleo, the Bello Camel, the Crazy Mummy and the famous architect, Baser. There's still room for someone else in the next game, would you like to join?

In "Thebes Lies," you will become one of Ahmed's bazaar clients and you will gamble for your purchase in a game of cunning and deception. "Mmm... I have my doubts..." Will you manage to win and leave without having to pay? Give it a try, your fabrics and spices seem to be expensive.

COMPONENTS



73 character cards



15 action cards



18 amphora cards



4 help cards

GAME IDEA

In Thebes Lies, you play an uncertain number of rounds until someone gets 3 new amphora or 3 broken amphora. In both cases the game ends and there will be a winner. During each round, you must play your cards astutely, either by tricking your opponents or — if you think they are lying — by revealing the cards played and checking them.

1. Separate the amphora cards and place them in the middle of the table with the new amphora side face up.
2. Shuffle the character and action cards together, deal 5 cards to each player and place the remaining cards face down in the middle of the table and within everyone's reach. These cards create the draw deck.
3. Distribute the help cards.
4. The starting player is the biggest liar in the group.

HOW TO PLAY

At the beginning of each round, the starting player plays 1 to 3 cards in the middle of the table and claim a number and a character indicating how many units of that character are on their cards. This information can be true or false.

The player can lay all cards face down or face up or some face down and some face up. After that, the player replenishes the hand to 5 cards. Play proceeds clockwise.

The next active player must decide whether to believe the previous player or not.

IF THEY DO BELIEVE THEM: the active player plays 1 to 3 cards on top of the cards in play on the table and increases (at least by one) the number of units of the character expressed by the previous player.

Lucia +1 card



Dani

For example: Dani has played two cards face down and one card face up, saying that there are 3 mummies. The face up card is a mummy, so Lucy believes him and plays a single card saying that now there are 4 mummies in play.

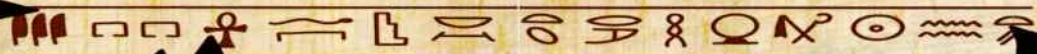
IF THEY DO NOT BELIEVE THEM: the active player reveals all cards played so far in the middle of the table and checks the total number of units of the character.

! *Note that some cards have two units of the same character. These cards count as two characters instead of one.*

• **If there are fewer characters than indicated,** the player who reveals the cards gets a new amphora and the previous player gets a broken amphora.

• **If there are the same amount or more of characters than indicated,** the player who reveals the cards gets a broken amphora and no one gets a new amphora.

Players place their amphora cards on the corresponding side in front of them so other players can see them. If during the game you receive a broken amphora, but you already have a new amphora card, turn over to show the broken side; do the same if you have a broken amphora and receive a new amphora.





3 mummies



Lucia's amphora Peter's amphora

Following the previous example, now Peter is playing, and he does not trust his opponents, so he decides to reveal all the cards in play. There are 3 mummies in total, which is one less than indicated. Therefore, Peter was right to distrust and gets a new amphora. Lucy receives a broken amphora and Dani, even though he was the one who lied, gets no amphora because Lucy trusted him.

You can only get new amphora if you reveal the cards.

END OF THE ROUND

When the active player is suspicious and reveals all cards in play, the players get the corresponding amphora. All cards played so far are placed next to the draw deck to form the discard deck. After that, the round ends.

The player who receives a broken amphora is the one to start the new round.

The maximum number of characters allowed per round is 15. Therefore, if the active player plays their cards and indicates that 15 units of the same character are in play, the next player must reveal the cards to check it.

END OF THE GAME

The game of Thebes Lies can end in two ways:

- 1. When someone gets 3 new amphora:** the player who succeeds wins the game automatically.
- 2. When someone gets 3 broken amphora:** the player with more new amphora wins the game. In the case of ties, the winner is the one with the fewest broken amphora. If there is still a tie, the victory is shared.

ACTION CARDS

In addition to the character cards (postcards), there are 8 different action cards in Thebes Lies that can be played in two different ways.

If cards are played face down, then they work as any other character card and players cannot perform any special action.

If cards are played face up, then players can perform a special action. According to their shape and color, cards are played at different moments. (In this case, the action cards are played alone and never in combination with character cards).

Yellow square cards: they are played during the active player's turn.



It changes the game direction. The previous player takes the turn again, but they cannot reveal the cards.



It increases the number of characters in play by 1. Also, the next player must believe the previous player and play cards. They cannot reveal the cards. (This card is not considered in the counting).



It decreases the number of characters in play by 1. (This card is not considered in the counting).

Blue triangle cards: they are played during an opponent's turn.



It forces an opponent to play cards face up, whether they are character or action cards, unless the opponent wants to reveal the cards.



It allows for a peek at the cards in play. You can only use this card if the player before or after you is not currently on a turn.

Green circle cards: they can be played at any time.



It cancels an action card that has just been played. It can also override another cancel action.



It skips your turn or the turn of a player who is about to play. If the next player reveals the cards and there are fewer characters than indicated, the skipped player gets the broken amphora.



Playing this card automatically ends the ongoing round. All cards in play are discarded without being revealed and a new round begins. The starting player is the one who was going to start the turn in the previous round.

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