Appropriation of: Go Fish + Coup

Title: Telling Lies?

Materials: Standard deck of cards

Setup:

- Shuffle the deck, and deal each player 4 random cards.
- The youngest player will go first, with a counter-clockwise turn rotation.

Playthrough:

- Each player takes turns asking another player for a specific card (this player will be referred to as the asker). If they player being asked does not have the card (referred to as the asked), they say so to the asking player, and tell them to draw.
  
  o If the asked has the card, they have two options:
    
    ▪ Give the card to the asker.
    ▪ Pretend that you don’t have it and tell the asker to draw.
  
  o If the asked player denies having the card, the asking player has two options:
    
    ▪ Believe them and draw a card from the deck.
    ▪ Challenge their assertion.

- A draw call (when the asking player is told to draw a card) may be challenged by the asking player at any time unless they choose to draw from the deck, as in if they believe the asked does actually have the card and is lying, they may challenge their assertion that they don’t have it.
- If the accuser is right, and the asked has the card in question, then the asked must both give the card in question to the asker as well as another randomly selected from the asked’s hand.
  - If the asked has only one card in their hand, they give it to the accuser, and nothing else happens.
- If the accuser is wrong, and the asked does not actually have the card, the asked must reveal their hand to the table to prove they do not have the card. They then shuffle their hand into the deck, and draw cards equal to the number of cards they previously had in their hand. Then, the accuser must give a random card to the asked.
- If the accuser does not have cards in their hand, they may not make a challenge.
- If a player has a pair (two cards of the same number, or face) they may put them down on the table from their hand.
- The rotation continues until all players are out of cards. When this happens, each player counts the number of pairs they have. The player with the most pairs wins.