How to Play: Gaslight

Intro (Rule Clarity and Presentation):

        Gaslight is a game of storytelling and deception that takes place over the course of two "sets" of rounds, one where players tell stories based off of their own personal experience, and a second set where players tell personal stories that involve pets. After those two sets are over, anyone that has the most **points**, WINS. Players score **points** by correctly guessing whether the story that is told each round is true or false, or if a majority or equal amount of players guess incorrectly whether your story is true or false.

Rule Iteration:

Setup:

1. Gather at least three players(sentient beings) and make sure they are able to communicate with each other in real time to tell and discuss stories. Then players may begin discussing the rest of the game set-up while on the platform or in the space that they will use while playing the game.
2. Players will then choose **Story Time,** which is the amount of time players use to tell their stories each round. Choose either 30 seconds or 60 seconds as your **Story Time**.
3. Set up the Owlbear game board (example:https://www.owlbear.rodeo/game/gamer, Password: gamer) or get something you can use to keep track of the amount of **points** each player has..
   a. Also, make sure to grab a timer which you can set to 30 or 60 seconds.
4. Talk to all of the other players and ask them whether there are any topics they would like to avoid during the game (Creepypastas, League of Legends, etc.)
5. Once you do all of the above, you can begin the round.

Playing the game:

1. To begin the game, each player spends 3 minutes coming up with a personal story.
   a. Set a 3 minute timer before you begin coming up with the story, and stop coming up with the story when the timer goes off.
2. Then begin the first round, going by alphabetical order of first name if there is any confusion about who should be the story-teller first.
3. Continue to do rounds until each person has told their story once, and everyone has voted on it once. Then you can proceed to the end of the game.
4. After you do a set of rounds switch to "Round Structure (Pet)"
5. After a Set of Pet Rounds compare **points**, the person with the most **points** wins.
6. When there is a tie between winning players, there will be a Rock Paper Scissors Deathmatch/Tournament which will decide the winner.

Round Structure:
1. Make sure you are certain about who is now the story-teller, and ask the story-teller to tell their story. If you are sitting in a way that makes a circle or some form of polygon, proceed clockwise or between vertices of the hypothetical polygon in a single direction around the hypothetical center of the polygon. If this is too confusing, go in alphabetical order.
2. Over the course of 30 seconds, the other players have to discuss whether the story is true or false and a majority vote must be reached by the end of 30 seconds. Otherwise, the story-teller automatically gets a **point**.
3. Once the decision is made, the story-teller reveals whether the story is true or false. Then each individual player gets a **point** if they guessed whether the story was true or false correctly. If the other players did not reach a majority vote correctly on whether the story was true or false, the story-teller gets a **point**, if not, the story-teller does not get a point.
4. Repeat if not all players have been story-tellers and not all players have voted on their stories.

Round Structure (pet) **(WILDCARD)**:
1. Each player now comes up with a life story where they must make it vague if they are talking about a pet or about themselves. Make sure you are certain about who is now the story-teller, and ask the story-teller to tell their story. If you are sitting in a way that makes a circle or some form of polygon, proceed clockwise or between vertices of the hypothetical polygon in a single direction around the hypothetical center of the polygon. If this is too confusing, go in alphabetical order.
2. Over the course of 30 seconds, the other players have to discuss whether the story is true or false, and whether the story is truly about a person or truly about an animal, and a majority vote must be reached by the end of 30 seconds. Otherwise, the story-teller automatically gets a **point**.
3. Once the decision is made, the story-teller reveals whether the story is true or false, and whether the story was about a person or an animal. Then each individual player gets a **point** if they guessed whether the story was true or false correctly **and an additional point if they** guessed whether the story was about a person or an animal correctly. If the other players did not reach a majority vote correctly on whether the story was true or false, the story-teller gets a **point**, if not, the story-teller does not get a point.
4. Repeat if not all players have been story-tellers and not all players have voted on their stories.

Game End:
1. Once all players finish getting points, the players will compare their points with other players and the players with the most **points** win.

Object of the Game:
1. Get the most **points** possible so you can win.

Overview:
1. Each player talks about their life stories which may be true or false.
2. Each player decides if the other player's story is true or false.

Terminology:
● Story Time:
   ○ The amount of time a player uses to tell their stories each round.
● Story-teller:
   ○ The player that is currently telling the story, ideally in such a way that the other players incorrectly guess whether the story they are telling is true or false
● Round:
   ○ The cycle of one player telling a story and the rest voting
● Majority:
   ○ 50% _or_ more
● Player:
   ○ Any person who is either an audience member or a story-teller
● Audience member:
   ○ Any player that is not a story-teller, who is supposed to vote on whether the story-teller's story is true or false each round