Exploding Kittens SACK-CORE-4

Exploding Kittens You Lying Sack Game Instruction Manual

Model: SACK-CORE-4

1. INTRODUCTION

The Exploding Kittens You Lying Sack game is a bluffing game designed for 2 to 5 players, ages 7 and up. A typical game session lasts approximately 15 minutes. The objective of the game is to outsmart your opponents by successfully lying or telling the truth about hidden objects, avoiding being caught in a lie.

Image 1.1: Game overview indicating player count, age range, and play time.

2. WHAT'S IN THE BOX (SETUP)

Before starting the game, ensure all components are present:

- 1 Good Thing (a blue foam cube)
- 50 Bad Things (red foam pieces)
- 1 Lying Sack (an orange fabric bag with a face)
- 1 Die (a six-sided die)
- 1 Gameboard (a small board for tracking turns and bluffs)

Image 2.1: Contents of the Exploding Kittens You Lying Sack game.

Game Setup:

1. Place the Gameboard in the center of the playing area.
2. Place the 1 Good Thing and all 50 Bad Things into the Lying Sack.
3. Each player starts with an empty hand.
4. Determine the first player by any agreed-upon method (e.g., youngest player, highest die roll).

3. OPERATING (HOW TO PLAY)

The game proceeds in turns, with players attempting to deceive or be truthful about the contents they draw from the Lying Sack.

Player Turn Sequence:

1. **Roll the Die:** The active player rolls the die. The number rolled indicates how many items they must draw from the Lying Sack.
2. **Draw Items:** Without looking, the active player reaches into the Lying Sack and draws the number of items indicated by the die roll. These items are kept hidden in the player's closed fist.
3. **Make a Statement:** The active player then looks at the items in their hand and makes a statement to the other players about what they have drawn. This statement can be either the truth or a lie. For example, if they drew two Bad Things, they could say, "I drew two Bad Things" (truth) or "I drew one Good Thing and one Bad Thing" (lie).
4. **Opponent's Decision:** After the statement, each other player, in clockwise order, must decide whether to accept the statement or call the active player a liar.

   - If a player **accepts** the statement, they do nothing.
   - If a player **calls a lie**, they point at the active player and declare, "You're lying!"

5. **Reveal and Resolve:** Once all other players have made their decision, the active player reveals the contents of their hand.

- If the active player was **telling the truth** and no one called a lie, the active player keeps the items.
- If the active player was **telling the truth** but someone called a lie, the player who called the lie takes all the items.
- If the active player was **lying** and no one called a lie, the active player keeps the items.
- If the active player was **lying** and someone called a lie, the active player takes all the items.

6. **End of Turn:** The items taken by a player are added to their personal pile. The turn then passes to the next player in clockwise order.

Image 3.1: Visual representation of players interacting with the game components during a turn.

Image 3.2: Depiction of the core mechanic: drawing items and making a statement.

4. Game Rules and Winning Condition

Good Things and Bad Things:

- The **Good Thing** is a valuable item. Players want to collect this.
- The **Bad Things** are undesirable. Players want to avoid collecting these.

Winning the Game:

The game ends when a player successfully collects the Good Thing and avoids collecting any Bad Things. The player who possesses the Good Thing and has the fewest Bad Things in their pile at the end of the game is the winner.

If multiple players have the Good Thing (due to specific game actions not detailed here but implied by the bluffing mechanics), the player with the Good Thing and the absolute fewest Bad Things wins. In case of a tie in Bad Things among players with the Good Thing, the game continues until a clear winner emerges or players agree on a tie-breaking rule.

5. Specifications

Feature	Detail
Product Dimensions	2.5 x 5.8 x 9 inches
Item Weight	9.2 ounces
Model Number	SACK-CORE-4
Manufacturer Recommended Age	7 years and up
Language	English
Players	2-5
Play Time	Approximately 15 minutes

6. Maintenance

To ensure the longevity of your game components:

- Store all game pieces in the original box or a suitable container to prevent loss or damage.
- Keep the game in a cool, dry place, away from direct sunlight and moisture.
- Clean components with a dry, soft cloth if necessary. Avoid using harsh chemicals or abrasive materials.

7. Troubleshooting

If you encounter any issues with your game:

- **Missing Components:** Carefully check the box and packaging. If a component is genuinely missing, please contact Exploding Kittens customer support.
- **Rule Clarification:** Re-read the relevant sections of this manual. For further clarification, visit the official Exploding Kittens website or community forums.
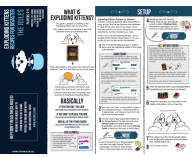
8. Support and Warranty

For product support, missing parts, or general inquiries, please visit the official Exploding Kittens website or contact their customer service department. Specific warranty information may be available on the product packaging or the manufacturer's website.

Manufacturer: Exploding Kittens

Website: www.explodingkittens.com

Related Documents - SACK-CORE-4

	You Lying Sack: Official Game Instructions and Rules Learn how to play You Lying Sack, the hilarious party game of deception and bluffing from Exploding Kittens. Get setup, gameplay, and winning strategies.
	Row Your Goat: The Official Rules of the Card Game Official rules for Row Your Goat, a card game by Exploding Kittens. Learn setup, gameplay, card types, how to form sets, win conditions, and handle ties. Designed for 2-6 players, ages 7+, with a playtime of 10 minutes.
	Throw Throw Burrito: How to Play and Battle Rules Learn the rules of Throw Throw Burrito, a fast-paced card game involving throwing burritos. This guide covers setup, gameplay, scoring, battles (Brawl, War, Duel), and game variants.
	Exploding Kittens: The Board Game - Super Fan Edition Rules Guide Learn how to play Exploding Kittens: The Board Game - Super Fan Edition. This guide covers setup, gameplay, turn structure, and winning conditions for this exciting card game.
	Exploding Kittens: Recipes for Disaster - Official Rules and Setup Guide Learn how to play Exploding Kittens: Recipes for Disaster with this comprehensive guide. Covers game setup, turn-based gameplay, special combos, and how to win. Includes detailed instructions and tips for this popular card game.
	Exploding Kittens: The Rules - How to Play Learn how to play Exploding Kittens, the strategic card game of survival. This guide covers setup, gameplay, card types, and special combos for the original edition.