

JASON TAGMIRE'S

PRETENSE™

~ A GAME NIGHT SOCIAL METAGAME ~



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A game night social metagame

by Jason Tagmire

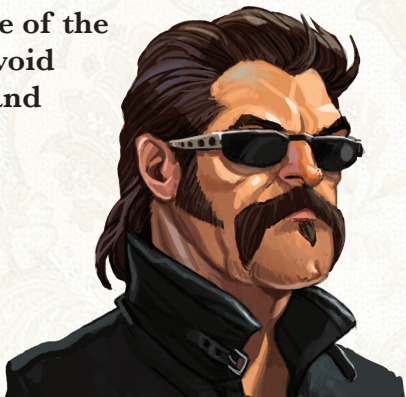
For 2–12 players, ages 14 and up

Introduction

It's board game night! Players are dealt roles and have the entire night to complete their secret objectives. By the end of the night, the truth will come out.

Goal

To obtain the most role cards over the course of the night and to avoid being caught and removed from the game.



Components

Your game of *Pretense* should include the following. If it does not, contact customerservice@alderac.com for assistance.

- Rulebook (this book)
- 24 Role cards
- 24 Role tokens



Role cards



Role tokens

NOTE: three blank cards and tokens are provided so you can create new roles for your specific game group.

Setup

1. **Draw Cards:** Shuffle the deck of role cards. Draw a number of cards equal to the number of players plus four and place them face up on the table. For example, in a 6-player game you would draw 10 role cards.
2. **Match Tokens:** Take the corresponding role tokens that match each role card that was drawn and place them on the table. Return any unused role cards and tokens to the box.
3. **Determine Roles:** Take all of the role cards that were drawn during the first step of setup and shuffle them in a deck face down. Deal one role card face down to each player and place the extras off to the side face down.

How to Play

A game of *Pretense* is played during the entire game night. There are no rounds, no turns and there is no time limit.

Players may look at their own role card but must keep it face down on the table or out of the view of other players.

The basic principle of *Pretense* is that players' roles are hidden.

Each role card has a secret objective such as “The King: When another player sits in your seat, you may take their role card.”



If at any point, the objective shown on your role card is completed (for example: if you are The King and someone sits in your seat), reveal the card and announce the objective that was completed.

You will then take another player's role card as directed in your objective. Your face up role card is worth one point!

You immediately assume the role on the new card, and the player from whom you took it from is out of the game.

Revealing Another Player's Role

If at any point, you think you know a player's secret role, you may say it out loud. That player must reveal his or her role.

If you are correct:

The correctly accused player is out of the game, and his or her role is removed from play.

If you are incorrect:

You are out of the game. Give the accused player your role card without revealing it to the other players. He or she now assumes your role.

Winning the Game

At the end of the night, each face up revealed role card that a player has is worth one point. The player with the most points wins. Eliminated players can still win if they have the most points.

In the event of a tie, players should schedule another game night!

Credits

Design: Jason Tagmire

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For more information, visit our website:
www.alderac.com/Pretense and
www.alderac.com/forum

Questions?

Email CustomerService@alderac.com



5 Minute Fun

