

FIB-OR-NOT?

The outrageously funny story telling game, where you could be fibbing . . . or not!

Ages 10 and up

GAME INSTRUCTIONS

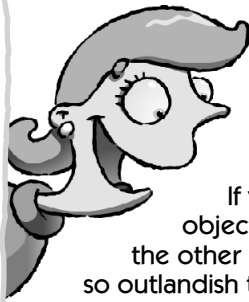
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For 2 or more players

What it's all about . . .

We've all had experiences that sound too outrageous to be true and we've all faced situations where we couldn't wait to tell a friend.

This is the notion that makes FIB-OR-NOT? so fun to play.



FIB-OR-NOT? is the outrageously funny story telling game of sharing interesting experiences . . . and seeing what tales your friends and family will believe.

If you're telling the story, the objective of the game is to bamboozle the other players. Either your real story is so outlandish that it sounds made-up, or your made-up story is so believable that it sounds real.

If you're listening to the story, the objective is to properly guess if the story teller is telling a tall tale or the real deal. Advance by fooling the other players or by guessing correctly.

The first person to reach FINISH is the winner.

How you get started . . .

Place one set of story cards (about 50) on the CARDS space, FIB-OR-NOT? side up.

Each player selects a game pawn and matching colored voting pieces, and places their game pawn on START.

All players then take one TONGUE-TIED! card and select a STORY CARD from the top of the deck.



Players read the story card subjects to themselves and think of the story they are going to tell before it becomes their turn.

The oldest player goes first and becomes the first storyteller.

How you play . . .

1. Picking story cards: Players pick a story card from the top of the deck at the start of the game and after each turn. This allows time between turns to prepare your thoughts on either the real story or the made-up story you're going to tell. You can select any one of the three story subjects from the story card for your story .

2. Read your subject and secretly commit: When it's your turn to be the storyteller , read your subject out loud to the other players. Then, secretly commit to telling either a fib or a real story by placing your "FIB" or "OR NOT" voting piece question mark (?) side up anywhere on the game board.



3. Tell your story: The storyteller starts the timer and has up to one minute to tell their story . The storyteller indicates the end of their story by questioning "IS IT A FIB . . . OR NOT?"

Forget to ask this question and move backward one space. Be the first to catch someone forgetting to ask this question and move forward one space.

4. Players secretly vote: All other players then guess if the story is a FIB or NOT by secretly voting with either their "FIB" or their "OR NOT" voting piece.



Players put their selected voting piece on the "VOTE HERE" sign, question mark (?) side up so the other players can't see how they've voted. No discussions are allowed until after the truth is revealed.

5. Votes are revealed: When all votes are in, the storyteller turns over their voting piece to reveal whether their story was a FIB or NOT . Story elaboration and questioning are then encouraged.

Next, the storyteller turns over the voting pieces of the other players to determine who advances.

6. Advance: The storyteller moves forward one space for every player who voted incorrectly . Fool all players and move forward one additional bonus space. Other players move forward one space if they voted correctly .



7. Pick another story card and change turns:

The storyteller returns their story card to the bottom of the card deck and immediately selects another card for their next turn. The player to the left of the last storyteller becomes the next storyteller , and so on.

Story telling tips . . .

Some people have a knack for telling stories, while others may need some guidance. Here are some tips to help you tell a real story or weave a tall tale.



1. Use your time between turns

After each turn, you will have the opportunity to select a new story card. Use your time wisely between turns to gather your thoughts and think of the next story you're going to tell. Remember, you only have a minute, so your story doesn't have to be long and involved - and when you're in a pinch, a couple of sentences will certainly do.

2. Draw upon the experiences of others

Your story doesn't have to be something that you personally experienced. You can tell stories that friends, family or acquaintances have experienced. Or, you can draw upon something that you've read about or seen on TV.

3. Dream while you're awake

Use your creativity and imagination, and dream while you're awake. Picture yourself in a situation, at a certain time and place with people you know. Then just let your thoughts flow as you tell your story as if you were there.

Making a made-up story sound real . . .

If you're making up a story, then be sure to add names of people you know, dates and specific locations. More detail helps to add credibility to a story.

Also, people communicate both verbally and through body language. So, be confident in the delivery of your story. The rest of the players will be sure to know you're bluffing if you fumble with your words.

Most importantly, remember to relax and have fun - you're with your friends.

Making a real story sound made-up . . .

To make a story sound less believable, be vague on people, places and dates. Also, look less confident in the delivery of the story to give the appearance that you're making it up.

With these simple tips, you should now be well prepared to bamboozle your fellow players.



Game pieces . . .

- FIB-OR-NOT? game board
- 150 FIB-OR-NOT? Story Cards comprised of: 132 "Tell a story about..." cards with 396 subjects, 18 "Move forward" and "Move backward" cards and 6 "Tell any story" cards
- 6 "Tongue-Tied!" (pass a turn) cards
- A one minute timer
- 6 colored game pawns
- 12 colored voting pieces
- 24 colored "FIB" and "OR NOT" stickers to apply on matching colored voting pieces

Other guidelines . . .

- Every player starts the game with a story card in hand. After their turn, they return their card to the bottom of the deck and immediately pick another card. This allows players time between turns to think of a story to tell.
- Each story card lists three subjects from which to choose. Select the subject for which you can most easily tell a story . . . or make one up.
- Players can use less than the allotted one minute to tell their story. The group may even decide not to use the timer, and instead, police long-winded storytellers themselves.
- Telling a story and only changing the context of who experienced it does not make a valid fib. Changing a minor detail of a real story does not make a valid fib either.
- To count as a real story, nothing in the story can be a fib.
- If a player picks a "Move forward" or a "Move backward" card, then they immediately move their game pawn as indicated and pick another card until they select a "Tell a story about..." card.
- Players can use their "Tongue-Tied!" card to pass a turn and pick another card. To redeem your "Tongue-Tied!" card, insert it on the bottom of the deck along with your story card. Then select a new story card for your next turn.

Otherwise, players cannot pass their turn or pick another story card because they cannot think of a story to tell. If a player cannot think of a true story then they must make one up.
- If a player picks a "Tongue Tied!" card from the deck, then they immediately pick another card until they select a "Tell a story about..." card.
- And one last guideline, no fibbing about whether or not you're fibbing . . . or your nose will grow.



We hope you have as much fun playing FIB-OR-NOT? as our friends and family have had developing it for you.
Have fun, laugh and FIB . . . or NOT!