

Lügen

1. Start of the Game

- 1.1 The cards are evenly distributed among all players.
- 1.2 The game is played either clockwise or counterclockwise.
- 1.3 In the first round, the starting player is determined by rolling a die. In subsequent rounds, the loser of the previous round starts.
- 1.4 Depending on the number of players and personal discretion, the number of cards and jacks in the deck is set.
 - 1.4.1 The included face-up piles contain 8 cards each, which can be added to the deck in whole piles as needed.
 - 1.4.2 The face-up pile of jacks can be added individually to the deck and not as a whole pile. The role of the jacks will be explained later.

2. Gameplay

- 2.1 The cards are played face down.
- 2.2 The player who goes first can decide which type of card must be placed on the pile (kings, queens, tens, etc.).
- 2.3 Each subsequent player must place the same type of card.
- 2.4 In each turn, a player can either tell the truth and place the declared card or lie and place a different card (e.g., "I'm placing two eights" – actually placing 2 kings).
- 2.5 After each turn, the next player must either place another card or claim that the previous player has lied.
 - 2.5.1 If the previous player lied, they must pick up the entire pile, and the next player can choose any card to play.
 - 2.5.2 If the previous player told the truth, the challenger must pick up the entire pile, and the player after them can choose any card to play.
- 2.6 When placing an ace, a player is never allowed to tell the truth (not allowed: "I'm placing an ace").
- 2.7 In each turn, at least one card must be placed. However, the player can also place multiple cards of the same type (e.g., "I'm placing 3 queens").
- 2.8 If a player has 4 cards of the same type, these must be discarded.
- 2.9 Jacks are "Jokel" and can represent any card, but not themselves (not allowed: "I'm placing a Jokel").

3. Winning/Losing Conditions

- 3.1 A player who has no cards left has won and must sit out. The game continues as normal for the remaining players.
- 3.2 A player who holds all 4 aces has lost the game, and a new round begins.
- 3.3 If all players have only aces and Jokel left, the player with the most aces loses. If multiple players have the same highest number of aces, all of them lose, and the starting player for the next round is determined by rolling a die among them.