



Introduction

Welcome hopeful truthseekers, we have been monitoring your efforts and we are impressed, however the real truth has yet to be found. Hidden among you will be at least one of our representatives, it is your goal to convince them you understand workings beneath the surface, if you are impressive enough you will be rewarded handsomely.

Overview

Each player will take turns in any order adding their two pieces of evidence to the web of truth in the center of the table expanding either on the initial evidence or a piece another player has provided. Each player on their turn must construct an entire truth made of three cards in total, two placed by them, and one already existing that was placed this round or the starting evidence for the round.

Setup

Separate the 3 different Evidence decks, But Why, But How and But Who, give each of them individually a shuffle and place them at the edge of the table.

Take the true identity deck and pick out a Truthseeker and Illuminati card, place them face down. Then shuffle the rest of the identity cards and place cards face down from the top of the deck until you have enough face down identity cards for each player, place the remaining identity cards to the side, you'll need them in later rounds, then randomly deal out the face down identity cards to the players.



x1



x5



x5



x5

Players will then look at their identity keeping it a secret from each other player. Then each player draws 4 cards from each evidence deck so that they have 4 each but why, how and who.

Draw the top card of the but How deck and place it face up in the center of the table. This is the starting piece of evidence and whichever player is brave enough to go first must include it in their truth.

How-to-Win:

Once the first piece of evidence is on the table any player may start off play, placing the two missing types of evidence to complete the truth onto the starting But how, cards must be placed at right angles to each other along their sides like the helpful example below and cards of the same type cannot be placed adjacent to cards of the same type unless you are instructed otherwise.. The next player repeats this process however they can complete the truth based on any card placed this round not just the starting but how. Each player can only play 2 cards each round.

Once each player has played two cards play stops, and everyone reveals their true identity, the Illuminati will then decide which truth created by a non Illuminati member, if there are multiple Illuminati representatives they must come to a consensus. Whichever truth is chosen, its revealer receives an Illuminati card face up as a point. Play continues until someone has two points and has joined the whispered double Illuminati.

In rounds beyond the first, the player who won the previous round chooses which piece of evidence on the board will be the starting point for the round, truths can only be created based on the newly chosen start point or cards placed in the current round.