



PEAKY BLINDERS

FASTER THAN TRUTH

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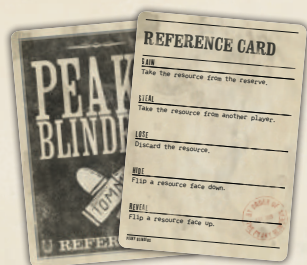
INTRODUCTION

Peaky Blinders™: Faster Than Truth is a competitive card game for 3-6 players, where rivals compete using cunning and guile. A player wins if they can gather five of the same resource cards and hold onto them until their next turn, while their opponents are out for blood!

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32x Intrigue Cards



6x Reference Cards

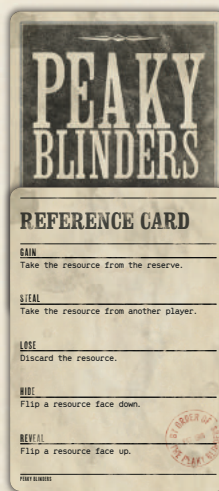


54x Resource Cards
18x Muscle, 18x Prestige, 18x Money

SETTING UP



Shuffle the **intrigue** cards, then deal each player a starting hand of four cards face down. Place the remaining cards face down in the middle of the table to create the **intrigue deck**, with enough space next to it for a discard pile.



If a player is unfamiliar with the game, they can also take a **reference** card and keep it nearby to help explain some of the terms. Reference cards can never be played or discarded.



GAMEPLAY



Separate the three different types of **resource** cards into piles, placing them face up in the middle of the table. This area is called the **reserve**.

Take one of each card type per player (i.e. if there are five players, separate out five **Prestige**, five **Money**, and five **Muscle**). Shuffle them together, then deal each player three cards face down. Once they've looked at their resource cards, each player places the cards in front of them, with two cards face down, and one card face up.

The resource cards in front of a player are called their **stash**. The number of cards in each player's stash will change throughout the game. Any cards in the stash that are face down are **hidden**. A player can look at a hidden card in their own stash at any time. There is no limit to how many cards a player can have in their stash, or how many of them can be hidden.

You win by having five of the same resource cards, so think carefully about what cards to hide! Hiding cards from your opponents will keep them guessing about what resource type you're collecting..

Choose a player to take the first turn, then play proceeds clockwise around the table.

If a player has less than four intrigue cards in their hand at the start of their turn, they draw from the intrigue deck until they have four cards. If a player already has four (or more) cards, they skip this step. If the intrigue deck runs out, shuffle the discard pile and place it face down to refresh the deck.

Players may look at the cards in their hand at any time but should keep them hidden from their rivals. During their turn, a player must play two intrigue cards from their hand, resolving each card individually as shown on the next page.

Intrigue cards have a variety of different effects. Some will allow you to gain resources, while others will hinder your rivals, or even steal their resources. Read each card to see how it can help you, and carefully watch each rival's stash.

If you need help understanding what the terms on the cards mean, remember you can always look at your reference card!

PLAYING CARDS

To play an intrigue card, the player places it face down in front of them and declares what card it is. If the card affects a rival, they do not need to choose which player is the target until the card is resolved.

When the player declares what card they've played, they can either **play it safe** and say the card's actual name, or they can **gamble** and say the name printed above the gamble text instead.

- 1 This is the **number** of these cards that are in the deck.
- 2 This is the card's **play it safe name**.
- 3 This is the card's **play it safe effect**.
- 4 This is the card's **gamble name**.
- 5 This is the card's **gamble effect**.



Only one player may challenge a card, but players are free to discuss whether they think someone has gambled. Make your rivals second guess themselves as much as possible—trick them into either letting you gamble successfully, or catch them out with an honest card when you're acting suspiciously!

Once the other players have decided to challenge the card (or not), reveal the card and play continues as follows:

THERE WASN'T A CHALLENGE, AND THE PLAYER PLAYED IT SAFE
Resolve the card's **play it safe effect**.

THERE WASN'T A CHALLENGE, AND THE PLAYER GAMBLED
Resolve the card's **gamble effect**.

THERE WAS A CHALLENGE, BUT THE PLAYER PLAYED IT SAFE
The card's **play it safe effect** is resolved. The player then takes a resource card from the rival that challenged them and adds it to their own stash face up.

THERE WAS A CHALLENGE, AND THE PLAYER GAMBLED
The card is discarded without effect. The rival that made the challenge then takes a resource card from the player that played the card, and adds it to their own stash face up.

Once the card is resolved, it is then discarded. Cards are always discarded face up. Players cannot look through the discard pile, unless a specific card allows them to do so.

When a player takes a resource card from a rival's stash, they may take a hidden card, but cannot look at it beforehand. If a player takes a hidden card, it is still placed face up in their own stash.

If a player can take a resource card from a rival as a result of a failed gamble or challenge, but the rival doesn't have any resource cards, they may instead take a card of their choice from the reserve.

Once a player has played two cards, their turn is over and the next player starts their turn.

Each card has a number printed on it, telling you how many of this card type there are in the deck. Keep track of which cards you've seen—sometimes, you can catch out a gambling rival if you know all cards of a certain type have already been played or are in your hand!

EXPLAINING CARD KEYWORDS

When a player **gains** a resource, they take the named card from the reserve and place it face up in their stash. If the reserve doesn't have any of the named cards left, the effect is ignored.

When a player **loses** a resource, they take the named card from their stash and return it face up to the reserve. If they don't have any of the named card, the effect is ignored.

When a player **steals** a resource, they choose a rival and ask for the named resource. If the rival has one of these cards in their stash (face up or hidden), they **must** give it to the player, who then places it face up in their own stash. If the rival doesn't have any of the named card, the effect is ignored.

When a player **hides** a resource, they flip one of the cards in their stash face down.

When a player **reveals** a resource, they flip a hidden card in their stash face up.



LEARNING THE GAME

If the players are new to card games, or would prefer to spend a little time familiarising themselves with the rules, we recommend playing a few turns (or even a whole game) without allowing players to gamble, so that the rules are clear in everyone's head.

Once the players are all ready to roll up their sleeves and get stuck in like real gangsters, reintroduce the gamble rules to really mix things up!

WINNING THE GAME

Play continues this way, until a player has five or more resource cards of a single type in their stash (face up and/or hidden). When a player has achieved this, they **must** immediately declare they have gathered enough resources to win the game.

If a player has five or more resource cards of a single type in their stash at the start of their turn, they have gathered enough power to take over their rivals' businesses and territory, and have won the game!