

Fake Fate

Rainie Oet

Theme & Objective

Fake Fate is a game about tarot. It is a game about having a conversation. It is a game about lying. In *Fake Fate*, one player is the **Fortune Teller** and another is the **Questioner**. *Fake Fate* can be played with a standard deck of tarot cards or with the beginner-friendly **Tarot** cards included below.

Set Up

Shuffle the **Fake** cards and the **Fate** cards together into one **Fate Deck**. Shuffle the **Tarot** cards.

Rules

The **Fortune Teller** draws a single card from the **Fate Deck** and five cards from the **Tarot** deck. If the **Fate** card is blank, the **Fortune Teller** is not a fake. If the **Fate** card lists three numbers followed by “YOU ARE A FAKE,” it is a **Fake** card, and the **Fortune Teller** will have to try to deceive the **Questioner** into believing that the **Fortune Teller** is not a fake.

The game consists of three rounds of open-ended **Questions** posed by the **Questioner** about a fictional or real situation in their own life—one starting **Question** and two follow-ups. After each **Question**, the **Fortune Teller** must play a **Tarot** card from their hand and use that card to explain their answer to the **Question**. At the end of the game, the **Questioner** must decide out loud whether the **Fortune Teller** was real or a fake. If the **Fortune Teller** was real and the **Questioner** correctly guessed this, both players win. If the **Fortune Teller** was a fake and the **Questioner** correctly guessed this, only the **Questioner** wins. If the **Fortune Teller** was a fake and the **Questioner** incorrectly guessed that the **Fortune Teller** was real, only the **Fortune Teller** wins.

A **Fortune Teller** with a blank **Fate** card is allowed to play any cards from their hand in any order.

However, a **Fortune Teller** with a **Fake** card is restricted in their play.

The three numbers on a **Fake** card indicate the order (left to right) in which the **Fortune Teller** must play the cards in their hand in response to the **Questioner's** three questions. For example, imagine that the **Fortune Teller** has drawn a **Fake** card with the numbers 4 2 3. Here is their hand of **Tarot** cards:

A	B	C	D	E
---	---	---	---	---

After the **Questioner** asks their first **Question**, the **Fortune Teller** must play the 4th card from the left, i.e. Card D, and use it to try to answer the **Question**. Their hand now looks like this:

A	B	C	E
---	---	---	---

 And after the **Questioner** asks their second **Question**, the **Fortune Teller** must play the 2nd card from the left, i.e. Card B. Their hand now looks like this:

A	C	E
---	---	---

 And after the **Questioner** asks their final **Question**, the **Fortune Teller** must play the third card from the left, i.e. Card E.

Repeat Games

If you plan to play more than one game, each winning player should get one point per win. Switch sides every time you play. The player with the most amount of points at the end wins!

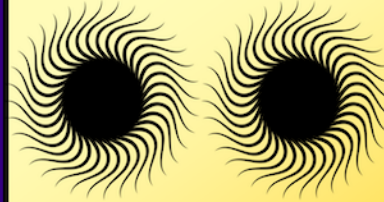
Playtesters: Ariel Chu, Jono Naito



academic



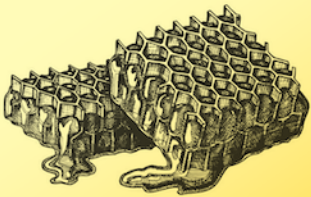
animal shelter



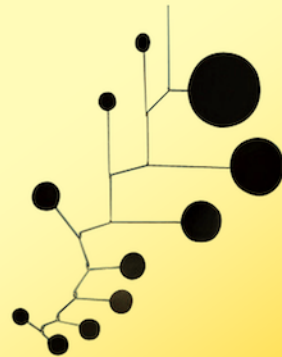
bat



bed



bee



cavern



cemetery



chef



climbing wall



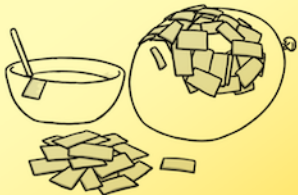
comedian



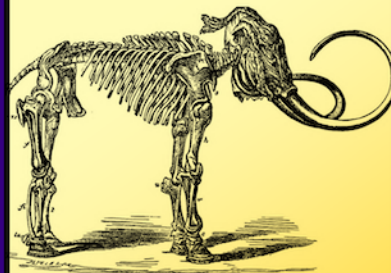
crow



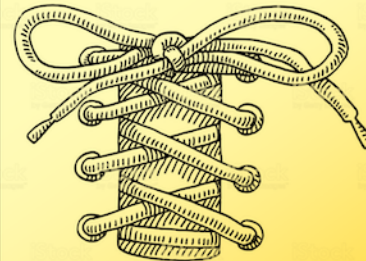
dog



egg



elephant



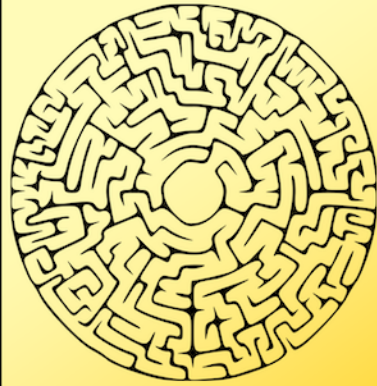
escalator



firefighter



funhouse



gardener



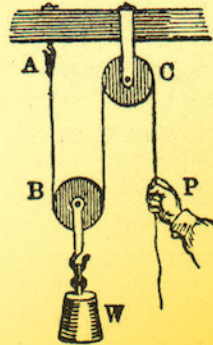
glass tower



haunted house



incense



inventor



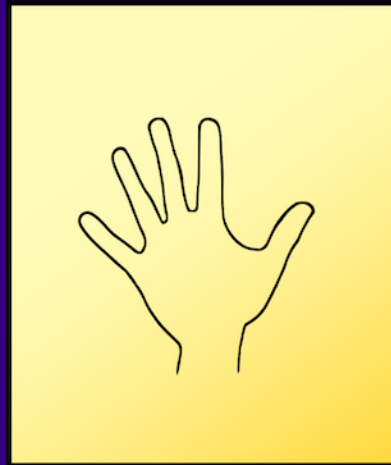
jellyfish



meat freezer



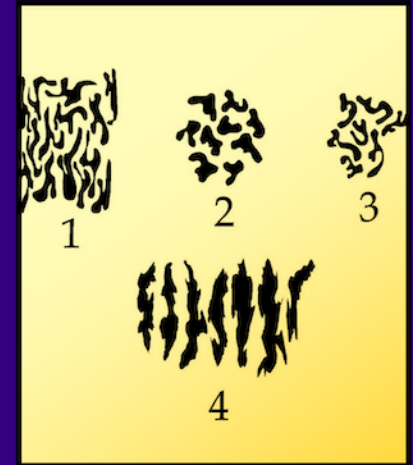
mixtape



monkey



nurse



octopus



palace



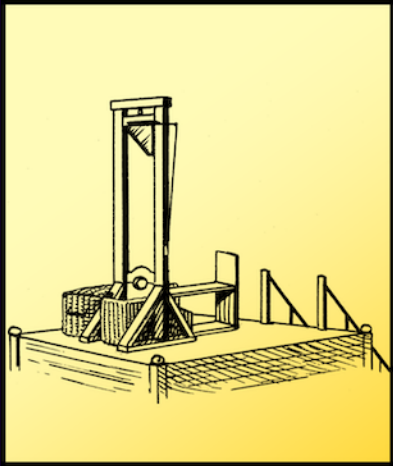
parrot



peacock



player piano



politician



power outage



priest



rockstar



salesman



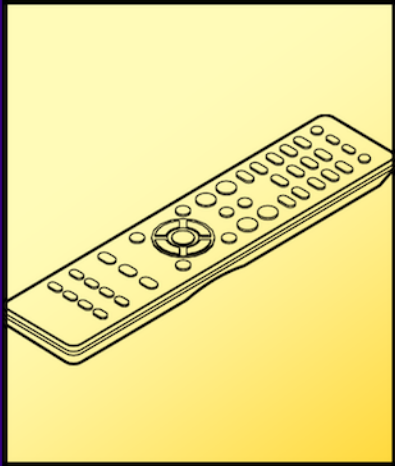
skateboard



statue



telephone pole



television



tent



textbook



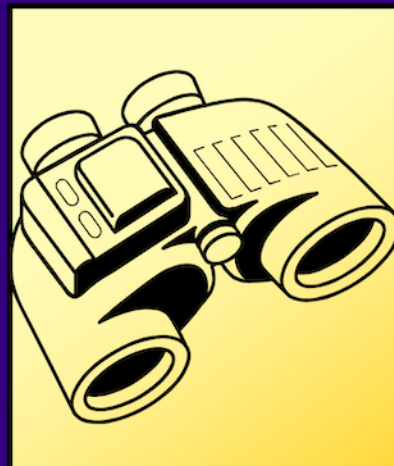
travel writer



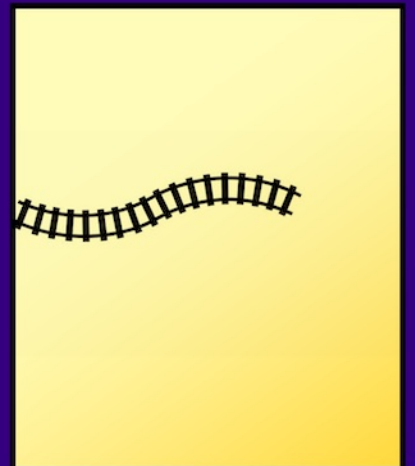
water snake



waterfall



whale



woods