



Playing time: 30 minutes

Since Pinocchio has come to the Carpenter's house, the Carpenter is no longer lonely. He does so. Only if he tells the truth will his nose be reverted.

As he lies too often, Pinocchio gradually fails to distinguish between right and wrong. Can you, on your own without telling any lies but detecting the lies of the others in the journey, happily ever after with the Carpenter?

Game accessories



1 Pinocchio doll



25 Wooden blocks
(Pinocchio's nose)

(Images are for reference only)



1 Cardboard
(Pinocchio's head)



80 Subject cards
(each printed with 4 words/phrases)

Game steps

Put the Pinocchio doll in the middle of the table so that all players can easily access it. Place the cardboard (Pinocchio's head) and all wooden blocks (Pinocchio's nose) aside on the table. Each player gets a "Truth card" and "Lie card".

The player who has the longest nose will be the starting player. Draw a Subject card and select a word or phrase from the list, and start to share a story related to it (without revealing their card to the other players). However, before starting the story, the active player should decide if the story is true or just a lie, and put the corresponding card of "Truth" or "Lie" face-down on the table.

After telling the story, the one who grabs the Pinocchio doll first can ask the storyteller a question. Then he/she must answer honestly, unless the "Lie card" has been chosen for this turn.

(Cannot ask the storyteller "Is the story true or not", or similar questions.)

All players should guess whether the story is true or a lie accordingly. They use the "Truth card" or "Lie card" to show their guesses, and put it face down on the table.

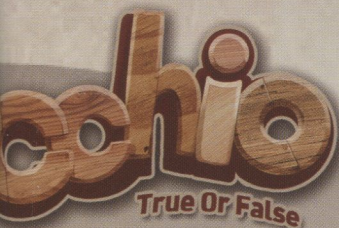
All players reveal their guesses (Truth/Lie Card), and the storyteller reveals the Truth/Lie card he/she has selected.

The players who guess wrong must take a Wooden block, and stack it one by one on the mark of the nose on the cardboard of Pinocchio's head.

If half or more players have guessed correctly, the storyteller has to stack a nose block on the cardboard.



Innocent Pinocchio is not a cunning child. When he chooses to tell the truth, the same time. Pinocchio sincerely wish you enjoy the game as you follow the



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Players: 4-10 Age 8 or up

However, naughty Pinocchio always lies and his nose grows longer every time when

Therefore, one day, the Angel told Pinocchio: 'If you can bravely finish an adventure you will become a 'real' boy.' Can Pinocchio eventually become a real boy and live



10 Truth cards



10 Lie cards



12 Angel tokens

Stack the nose block

All the players who need to stack the nose block must draw a subject card, and, with reference to the number printed in the bottom left corner, take turns to stack their block in ascending order.

When a player stacks his/ her block, the circle symbol on each block must be fully covered and not visible to any players.

If any blocks fall, the player who causes it will get an Angel token. All the remaining players should continue stacking blocks on the indicated place on the cardboard, or onto the nose blocks built by the previous players.



End of turn

Turn end while all players finish to stack the nose block. Put the used subject card back to the bottom of the deck. Return the Truth/Lie Card to all players. The storyteller for the new turn is the player to the left of the current one (following turn are continue in clockwise direction).

Game End

When a player gets 3 Angel tokens, the game ends after that round finishes. The player with the fewest Angel tokens wins. If there is a tie, the players concerned win together.

truth, he would not make up a story full of lies to deceive others at the
e rules, and experience this wonderful and interesting journey with him.





Supplementary Rules and Q & A

1. **What happen if the blocks suddenly fall without touching by anyone?**
Together to stack up the fallen blocks to the original height, and then continue the game.
2. **Any different between 4 to 6 player & 7 to 10 players in the game ?**
Number of block is required to stack up for the player(s) who fail to distinguish the reality of the story
For 4 to 6 players: 2 nose blocks
For 7 to 10 players: 1 nose block
3. **How long for the story telling?**
The game is aimed to know each other. The more you tell, the more people understand you.
4. **What happen if the storyteller can't be stimulated by the subject card?**
Actually the subjects are for stimulation only, without exact wording in the story is allowed. However the storyteller can draw 1 more card for her considerations.
5. **There are 2 different colors of the tree rings on the nose block, which one should be the covered area?**
Only the darken tree rings (inner area) should be covered.
6. **What happen if all nose blocks are used and the nose pile still don't fall?**
All players should obtain one "Angel Token" except the player who stacks the last nose block.
7. **Why did the players want to grab the Pinocchio doll to ask a question?**
It is because the player who grabs the Pinocchio doll not only can ask a question to storyteller, but can also request the storyteller to stack 1 block if his/her guess is correct.
8. **If the player grabs the Pinocchio doll but fails to ask a question?**
This player needs to return the Pinocchio doll to the middle of the table and stack 1 block on the Pinocchio nose immediately, no matter his guess is correct or not. Then other player can grab it again.
9. **Any restrictions to the storyteller?**
The game is aimed to know each other. If the story only has the number, year or color difference to make the story confusing, this will not help people to know you.