

GETTING STARTED

The box you've just opened is full of lies. And that's a good thing. It's full of books, and sheets, and dice. To get started understanding it all, begin by looking at the books.

If you're going to be a player in this roleplaying game, read *Liars*, and then find some other people who will play with you, one of whom will be the Game Master (GM).

If you're going to be the GM, you'll want to look at all the books, in this order: *Liars*, *The Devil*, and *The Stories They Steal*. You don't need to read all of them cover to cover, but you'll want to be familiar with the material in a general sort of way. Basically, *Liars* is the rules of the game, *The Devil* is further advice and tips for the GM, and *The Stories They Steal* is a reference book you'll want to have with you at the table.

The other components in the box include a deck of cards, dice, character sheets, and reference cards—all of which you'll use during play.

