

EVERY BODY LIES



DETECTIVE
INVESTIGATION SYSTEM

Criminals are a superstitious and cowardly lot—if only it were that easy.

Every day, voices are silenced. The greed and corruption run through the veins of civil authority, but we smile and cast our vote for the faces offering us the most comfort.

Every day, a new lie is told. Gotham City's complexion reflects the citizens who call it home, citizens raised by the city, molded into the intimidating crime-lords, the sycophantic well-to-dos, and the oppressive elite.











Those that were once superstitious and cowardly have been bolstered against fear, against kindness, against honesty. The simple lie we tell ourselves is that a symbol will save us.

-Warren Spacey, The Gotham City™ Gazette

BATMAN™: EVERYBODY LIES is a story-driven game where you are recruited by Jim Gordon™ to investigate the cases beyond the reach of the Gotham City™ Police Department. You play as one of four possible Characters: the brutish detective, Harvey Bullock™; the young passionate journalist, Vicki Vale™; weary veteran journalist, Warren Spacey; or the cunning, high-profile burglar, Selina Kyle, a.k.a. Catwoman™. Each episode challenges players to work together while attempting to accomplish their own personal goals. You travel across Gotham City: from the grim underworld, to the bustling offices of the Gotham City Gazette. Take all the time you need, but remember, Gotham City is home to the World's Greatest Detective, and after each episode you complete a final report and will be judged by both the time you spend and the secrets you uncover.

COMPONENTS

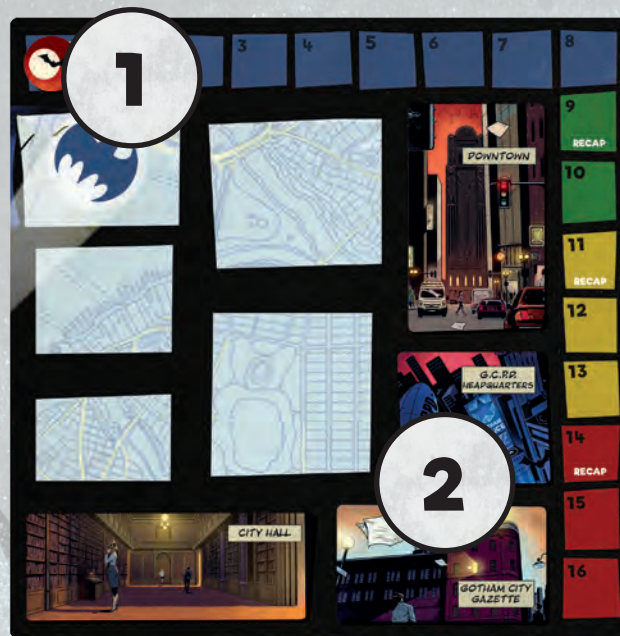
IMPORTANT: THIS GAME IS FULL OF SECRETS-DO NOT REVEAL OR LOOK AT LEAD CARDS, SCENE CARDS, EPISODE INTRODUCTIONS, OR SUCH MATERIALS UNTIL INSTRUCTED TO DO SO BY THE GAME.

- 4 Lead decks (85 cards total)
- 1 Scene deck (31 cards)
- 1 Personal Goal deck (27 cards)
- 4 sets of Episode Introductions (in 4 envelopes marked ***00, *01, *02, *03**)
- 1 Investigation token 
- 1 Location token 
- 1 Game board
- 8 Location tiles
- 4 Character tiles (with Informants on the reverse sides)
- 3 Access tokens: 1 Authority token , 1 Batman token , 1 Underground token 
- 4 Character tokens: 1 Bullock , 1 Catwoman , 1 Spacey , 1 Vale 
- 10 Evidence tokens 

Note: Evidence tokens are not limited, if you run out while playing you may use anything you'd like as a substitute.

- 1 Map of Gotham City
- 1 Rulebook


To play the game log in to <https://playdetective.online/>



SETUP

"You're going to make a difference. A lot of times it won't be huge, it won't be visible even. But it will matter just the same. Don't do it for praise or money, that's what I want to tell you. Do it because it needs to be done. Do it to make your world better."

- Jim Gordon

1. Place the Game board in the middle of the play area within reach of all players and place the  on the Intro space of the Investigation track.
2. Place the City Hall, Gotham City Gazette, G.C.P.D. Headquarters, and Downtown Location tiles on the appropriate areas of the Game board.
3. Place rest of the Location tiles, Character, Access, and Evidence tokens near the Game board.
4. Each player chooses a Character and places their Character tile nearby.
5. Unchosen Characters are placed on their Informant side nearby.
6. Place the Lead deck, with the title card on the top, near the Game board.
7. Place the Scene deck, with the title card on the top, near the Game board.
8. Place the Personal Goal deck, with the title card on the top, near the Game board.
9. Gather a pen and paper for taking notes.
10. Log in to the website, choose the Episode you are about to play.
11. You're ready to begin! Find and read the appropriate Episode Introduction(s), follow the Orders, and get to work!

Batman: Everybody Lies is made up of 4 Episodes (0,1,2,3), beginning with a Prologue. Start your story with the Episode Introduction marked with "0" in the top-left corner.

The Prologue is specifically designed to help you become familiar with the game. It is much shorter and easier than the subsequent Episodes. Start with the Prologue in order to become familiar with the gameplay before you dive into the more complex Episodes.

The Prologue is your first step into the world of Gotham City. Treat it like a warm-up—a simple thug—that you must deal with before you take on the infamous Rogues Gallery.

BOARD

Investigation Track

The Investigation track indicates how much time you have left before the current Episode ends. Each Lead you reveal advances your 🦇 along this track.

The track contains 4 sections indicated by different colors. Position of the 🦇 at the end of the game is important for the assessment on how efficient your Investigation was (see End of the Game, page 7).

Recap spaces

The Recap spaces are a reminder to pause the game and discuss the Episode thus far. It's important to use this moment to discuss your ideas, assumptions, and conclusions with your team in regards to the Episode's Goals. Remember, you are a team, and everyone's opinion is important—Gotham City is not the place to be closed-minded, take the time to consider input from everyone.

Locations

The Game board is made up of a total of 8 Locations that you may visit as you pursue Leads: 4 Locations are available at the beginning of the game (G.C.P.D. Headquarters, Downtown, City Hall, and the Gotham City Gazette) and there are 4 Locations that you must gain access to throughout the game (the Underworld, Blackgate Penitentiary, Arkham Asylum™, and the Batcave™).



INTRODUCTIONS

Episodes I, II, and III contain a specific Introduction for each Character (with a matching portrait for each Character), as well as an Introduction for the entire Task Force. First, each Character Introduction is read privately by the player who selected that specific Character. Next, the Task Force Introduction is read aloud to all players. (The Prologue contains a single Introduction read aloud to all players).

Each of the Introductions contains the following:

Introductory Story

This is the initial plot that presents the overall situation that the Characters and the Task Force are in.

Goals (Personal or Main)

Each Character Introduction provides players with an individual Personal Goal to complete during the current Episode. These may be shared or remain secret. The Task Force Introduction has a Main Goal that players want to complete together.

Harvey Bullock and Catwoman have a lot in common, even if neither would ever admit it. Like them, you have your own way of doing things—your own motives. Feel free to keep your Personal Goals secret, to lie about them, to be forthright and honest. Your Personal Goals are yours and we recommend you handle them however you want.

Further Leads

These are the first Leads that you may pursue (see Leads, page 5).

Note: The Introductions may also contain Special Rules to follow, or Orders. These will direct you to Read specific Files available on the online Database (see Orders, pg. 6).

“You are trying to understand madness with logic. This is not unlike searching for darkness with a torch.”

-Jervis Tetch™



CHARACTERS



Character side

The Characters you choose are part of Jim Gordon's Task Force who investigate cases around Gotham City that lay outside the purview of the G.C.P.D. (Gotham City Police Department). Characters provide abilities, and have Personal Goals to complete.

Each Character has abilities that may be activated by spending Evidence tokens.

Informants are non-player Gotham City citizens that help you throughout Episodes by providing similar abilities to their Character sides.






Informant side

INFORMATION TOKENS

To survive in Gotham City and accomplish your Goals, you'll need Information. Information tokens consist of Characters, Access, and Evidence. You use Information tokens throughout the game to gain access to Locations and Personal Goal cards. Be careful, you should conserve Information as you play—Gotham City is not a gentle nor honest city, and the Information you gain will be sparse.

Access tokens



There are 3 different types of Access tokens: Authority , Underworld , and Batman . These tokens are spent in order to gain access to specific Locations.

Access tokens belong to all players and are kept in an Information Pool. They may be used by any player to visit specific Locations when following Leads.

Character tokens



Each Character may gain their own specific token by spending 1 Evidence token, anytime during the game. Character tokens are used in order to obtain access to Personal Goal cards throughout the game, which help you accomplish your Characters' Personal Goals.

Each Character token belongs to that Character's player. They may be spent by the player controlling the specific Character to gain access to their Personal Goal cards.

Evidence tokens



Evidence tokens are gained by following specific Leads and they may be spent by players in order to gain Character and Access tokens.

Evidence tokens belong to all players and are kept in your Information Pool. Many times throughout the game you must discuss how they are spent.

PERSONAL GOAL CARDS



This deck of cards (labeled A to Z) contain pieces of the plot used to complete Character's Personal Goals. You will find many opportunities to gain access to your Character's Personal Goal cards throughout the game by spending Character tokens.

These cards contain many of the same Orders and Icons as Lead cards and follow the same rules.

SCENE CARDS



This deck of cards (labeled 1-30) depict the scenes you encounter as you make your way through the Episode. These cards may have some hidden clues. They are used to bring the story to life.

For example: the players have 2 Evidence tokens. Bullock wants to spend 1 Evidence token in order to gain their Character token to pursue their own Personal Goal. The players just uncovered a promising Lead at Arkham Asylum, but Catwoman must spend 2 Evidence tokens to gain the Batman Access token in order to follow the Lead. The players must discuss their options.

Gordon asked you to work together, but never said you had to get along.



HOW TO PLAY



"Life's full of questions, isn't it, Batman? Though, naturally, I prefer to think of them as riddles."

-The Riddler™

The purpose of Gordon's secret Task Force is very simple—disentangle the lies, follow the Leads, and bring justice to Gotham City. You start each Episode with an Introduction that provides Initial Leads to pursue.

LEADS



LEAD CARDS

1 #107 **2** UNDERGROUND

3 Arrive at the dilapidated hospital in Gotham, abandoned years after some villain wannabe blew up half of the facility. Now it's one of several bases belonging to Ortega's gang, commonly known as "the Kids." Though she recruits homeless children to pickpocket and collect information, the gang consists of adults, all sharing a common goal—Gotham City's orphanages and juvenile detention centers.

4 You enter through a partially collapsed door guarded by two mossy gargoyles, walk past a bunch of children warming themselves at braziers. Beyond is a group of gang members exchanging information and loot from recent jobs. Many of them send you hostile stares even though you did your best not to look like a cop today. Some of them hide a few vials of purple liquid discreetly in their pockets. Sarah awaits you on the top floor, staring at the downpour from a cracked window.

5 GAIN CARD READ: FILES GAIN 1

Take another look around the base to see what's going on in Ortega's gang - SPEND 1

6 FURTHER LEADS • Ask Crane's house

1. Unique card number associated with the access to this card.

2. Location: Gotham City contains many Locations that you may visit. Each Lead has a Location associated with it.

3. Character Portrait: each card is presented from the perspective of one of the 4 Characters.

4. Lead text: this text describes the situation you're in and provides insights to complete your Goals.



5. Various Orders like **Read: File@**, **Gain**, and **Gain**.

6. Further Leads to pursue, along with a description of what the Lead entails.

Leads present you with various situations, like investigating suspicious areas, interrogating inhabitants of Gotham City, and searching for answers. Each Lead contains important information, so stay focused as you read them—they contain everything you'll need to accomplish your Goals.

Resolving a Lead

When you uncover a Lead that you would like to pursue, complete the following steps:

1. Choose a Lead to resolve from the Further Leads available to you.
2. Pay any associated cost required by the Location, flip the Location tile, and move the Location token  to the appropriate Location on the Game board (see Locations, page 6).
3. Advance the  by **1 space** on the Investigation track.
4. If there is an additional cost—indicated by the keyword **Spend**—you must discard the token from your Information Pool.
5. Carefully take the card with the indicated number from the Lead deck, without revealing any information on the other cards.
6. Read the Lead text aloud to all players.
7. Follow all of the Orders on the card (see Orders, page 6).
8. Write down all the new Further Leads you have access to.
9. Place the Lead card near the Game board for future reference.

It does not matter if the Character listed on a Further Lead is being played by one of the Players. You may always follow any Further Leads that are available. Remember, any unchosen Characters become your Informants and may follow Leads (e.g.: No one is playing Bullock, but a Further Lead states that he must go to Blackgate Penitentiary to find clues. Even though no one is playing Bullock, you may still follow this Lead). The only difference is you have no access to their Personal Goal cards.

If you're as smart as the world's greatest detective, you'll know the importance of keeping notes. Your notes are as important as Batman's extensive knowledge of Gotham City's most infamous criminals.

You may never view or read a Lead card until it appears as a Further Lead. Once you resolve the Lead, it is available to all players to view and read for the rest of the game!

The Riddler isn't going to come out of the shadows and tell you the answers. Ra's al Ghul™ won't reveal his secrets and Bane™ isn't going to disclose the details of his master plan—the solutions to your Goals are not written on the cards—you must deduce them on your own!

LOCATIONS

There are 8 Locations that you may visit while following Leads:

4 Locations are free to visit when following Leads: the Gotham City Gazette, City Hall, G.C.P.D. Headquarters, and Downtown.

4 Locations have a cost associated with them: the Underworld, Blackgate Penitentiary, Arkham Asylum, and the Batcave.

The G.C.P.D. Headquarters Location is free to visit on its frontside, but will cost you if you visit it while it's exhausted.

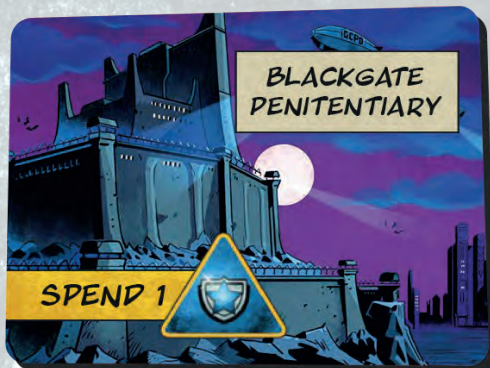
When you find a Further Lead that indicates a Location not already on the Game board, find that Location tile and place it with its unexhausted, colored side face up on the board.

The tiles begin on their unexhausted side with a basic cost of 1 specific Access token.

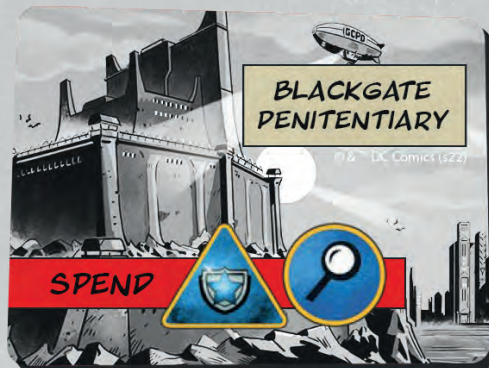
In order to follow a Lead associated with this Location you must spend the required Access token, flip the Location to its exhausted black and white side, and then you may read the Lead card.

Once a Location is exhausted, it now depicts a more expensive cost: 1 specific Access token, plus 1 additional Evidence token.

In order to follow a Lead associated with this Location you must spend the required tokens, flip the Location tile to its unexhausted colored side, and then you may read the Lead card.



Unexhausted side





Exhausted side


ORDERS

Leads often contain Orders that you must follow. Orders instruct you to draw and/or read game components. When a card has multiple Orders, resolve them one by one in the order that they appear.

Flip

The flip icon  indicates that the Lead continues to the back of the card and you simply flip the card over and continue reading when you see the  icon.

Gain

When an Order states: "Gain card X" or "Gain 1 " you immediately gain the indicated Scene card from the Scene deck or the indicated amount of Evidence tokens. Remember, never reveal any other cards unless instructed to do so.

Read

When an Order states: "Read File@XXX" you must immediately log in to the website to access the File. Once you log in, enter the indicated number to access this important information.

For example: Brandon is resolving a Lead card with the Order: Read File@027. He is already logged in to the playdetective.online and has chosen the current Episode. He enters 027 into the File field, and presses enter to access the File.

INVESTIGATION ACTION

Sometimes pursuing Leads isn't your only option. Throughout the game you may need to use an Investigation action to reach your Goals.

To carry out the Investigation action, advance your Investigation token by 1 space in order to gain 2 Evidence tokens. You may do this at any time and as many times as you like.

"The world only makes sense if you force it to."

-Batman

END OF THE GAME

"...remember there's always madness. Madness is the emergency exit."

- The Joker™

Once the Investigation token reaches the Green spaces (9-10) it is now possible to end the game. Anytime after this point, you may choose to end the game whenever you feel you have uncovered enough evidence and information to complete your Goals.

The Investigation track determines how well the Episode is going, and the different colors of the track indicate how you compare to the well-renowned characters of Gotham City.

Check the following chart to see how well you compare:

Green (9-10)	Impressive! Your mind is almost as sharp as Edward Nigma's most vexing riddles.
Yellow (11-13)	Decent. You'd make a decent detective on the streets of Gotham City.
Red (14-16)	Not so great... If you were in charge, the streets of Gotham City would run red with crime.

At the end of each Episode you must also complete your Final Report to Jim Gordon. To complete the Final Report, choose the Final Report from the menu on the website.

The Final Report consists of questions about your Goals. You will be asked about the Episode's Main Goal as well as each Character's Personal Goal. Each correct answer will increase your score. Your score will also be affected by where your Investigation token is along the Investigation track. Once the Final Report is complete you will receive a breakdown of your score and a review of the Episode.

PORTAL GAMES

GAME DESIGN: Ignacy Trzewiczek, Weronika Spyra
GAME STORY: Ignacy Trzewiczek, Weronika Spyra, Tyler Brown
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GENUINE ENTERTAINMENT

PRODUCER AND BRAND MANAGER: Joe LeFavi

FREEZE!

You've learned everything you need to begin playing *Batman: Everybody Lies*.

The following information is only needed after you've completed your first Episode. It contains instructions for beginning a New Episode and Replaying Episodes.



NEW EPISODE

Once you're ready to proceed to the next Episode, you begin by following the basic Setup instruction (see Setup, page 2) using the subsequent Episode Introduction.

REPLAYING EPISODES

If you wish to replay an Episode, place all the Leads back into the Lead deck in numerical order, face up. Each Episode's Lead cards are distinguished by the first digit of the number (0, 1, 2, or 3).

For example: If you have just completed Episode 2 and wish to replay it, you gather all the Lead cards that begin with 2 and place them, with the correct facing, back into the Lead deck in order.

Next, choose to reset the Episode on the website—but remember, if you choose to reset an Episode, all the information that you have gained and all the progress you have made will be removed—so use caution when deciding to reset an Episode.

The authors thank the testers and editors for their help in developing the game.

Dear Customer, our games are assembled with the greatest care. However, if your copy lacks anything, we apologize. Please, let us know through the Customer Service form on our website: portalgames.pl/en/customer-service

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