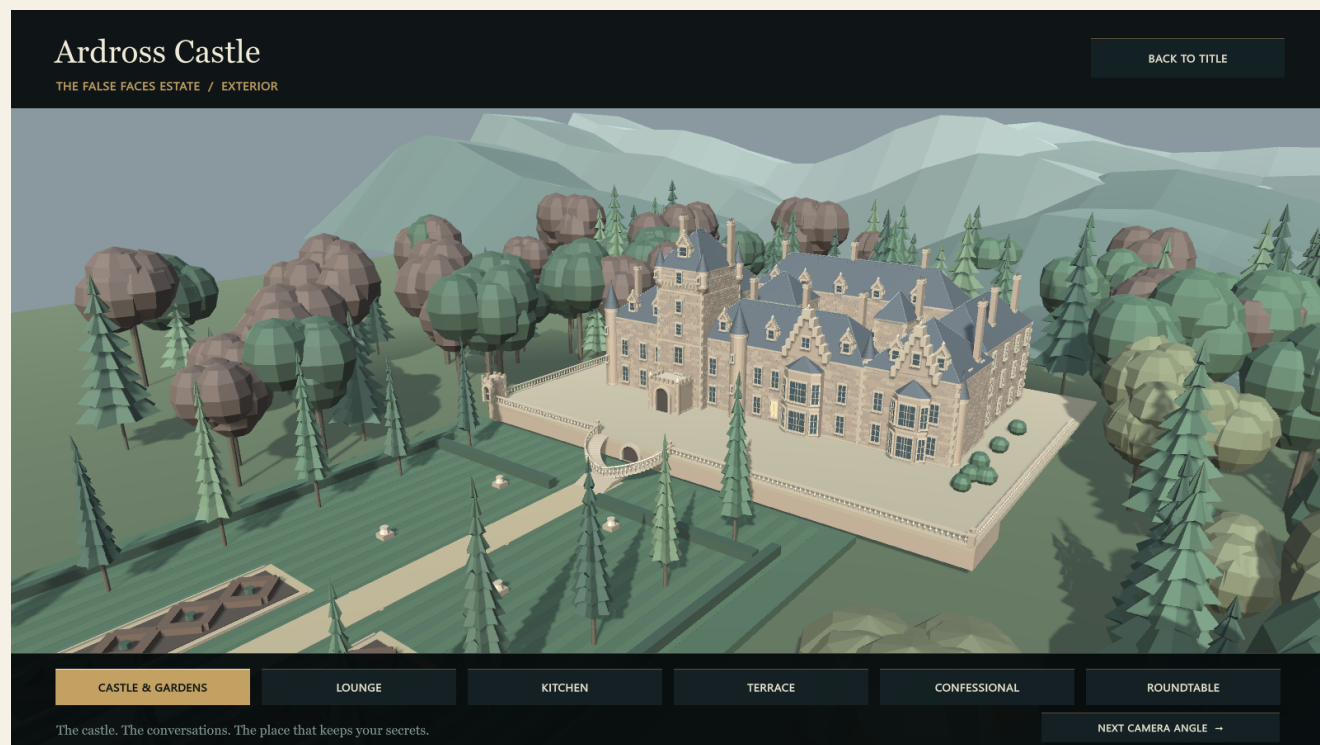


Everyone has a false face.

A SINGLE-PLAYER SOCIAL STRATEGY GAME



Seven contestants. Two hidden Saboteurs.

Enter an isolated Highland estate. Build alliances, compare stories and survive the Roundtable. While you study the other contestants, the game records the choices that reveal your own style.

Your goal: reach the finale and remove the Saboteurs before the surviving contestants agree to end the game. If a Saboteur remains, the Saboteurs win. You always begin as an ordinary contestant.

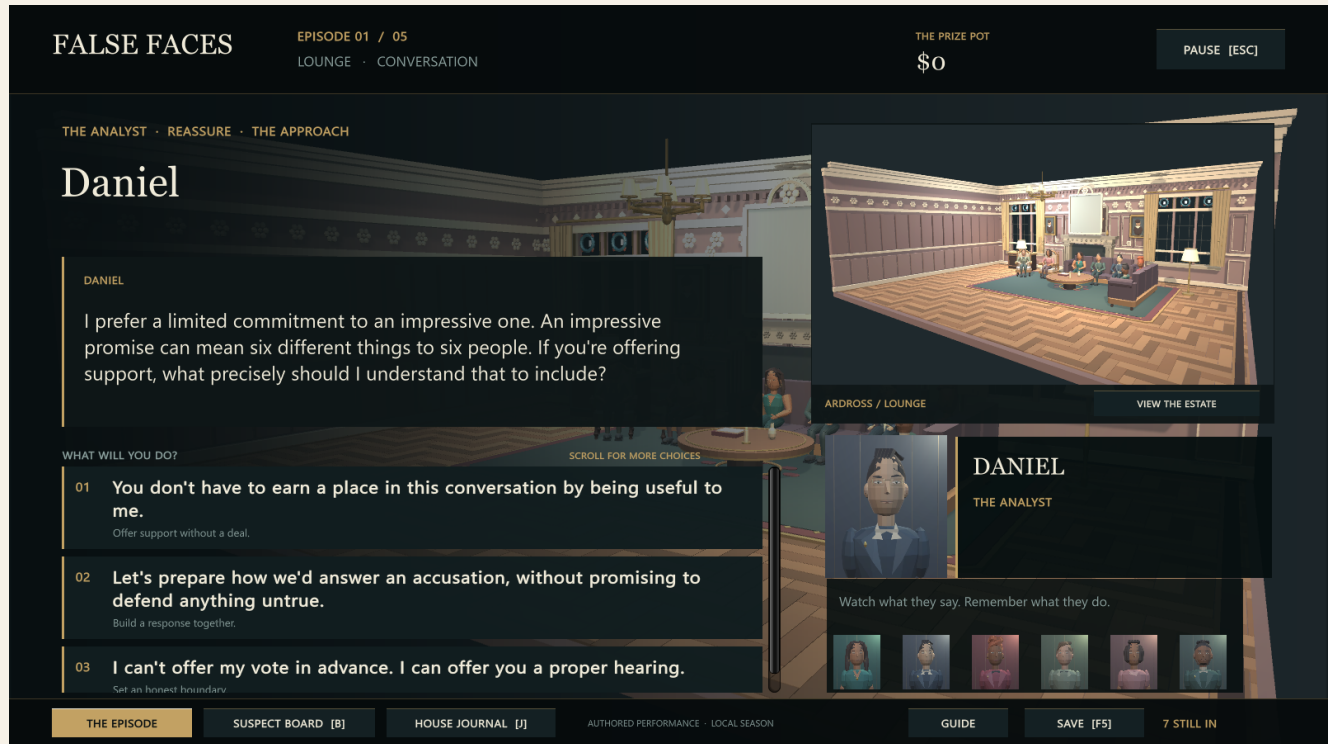
Getting started: extract the entire Windows ZIP, keep the executable beside its data folder and UnityPlayer.dll, then open FalseFaces.exe. Enter a profile name and choose Enter the Estate. The first-time guide introduces the rules.

False Faces: game page

More games: truckfishgames.com

People. Conversations. Choices.

THE DAILY RHYTHM



Morning: read yesterday's fallout. Social phase: spend three actions talking to contestants. Each action includes two decisions and their reactions. Choose Bond, Probe, Reassure, Confront, Share or Manipulate. There is no timer.

Information: open the Suspect Board with B. Low, Unsure and High are your guesses, not hidden-role answers. Your notes are private. Press J for the House Journal; allegations stay labelled as allegations. Click a cast portrait for a dossier and shared history.

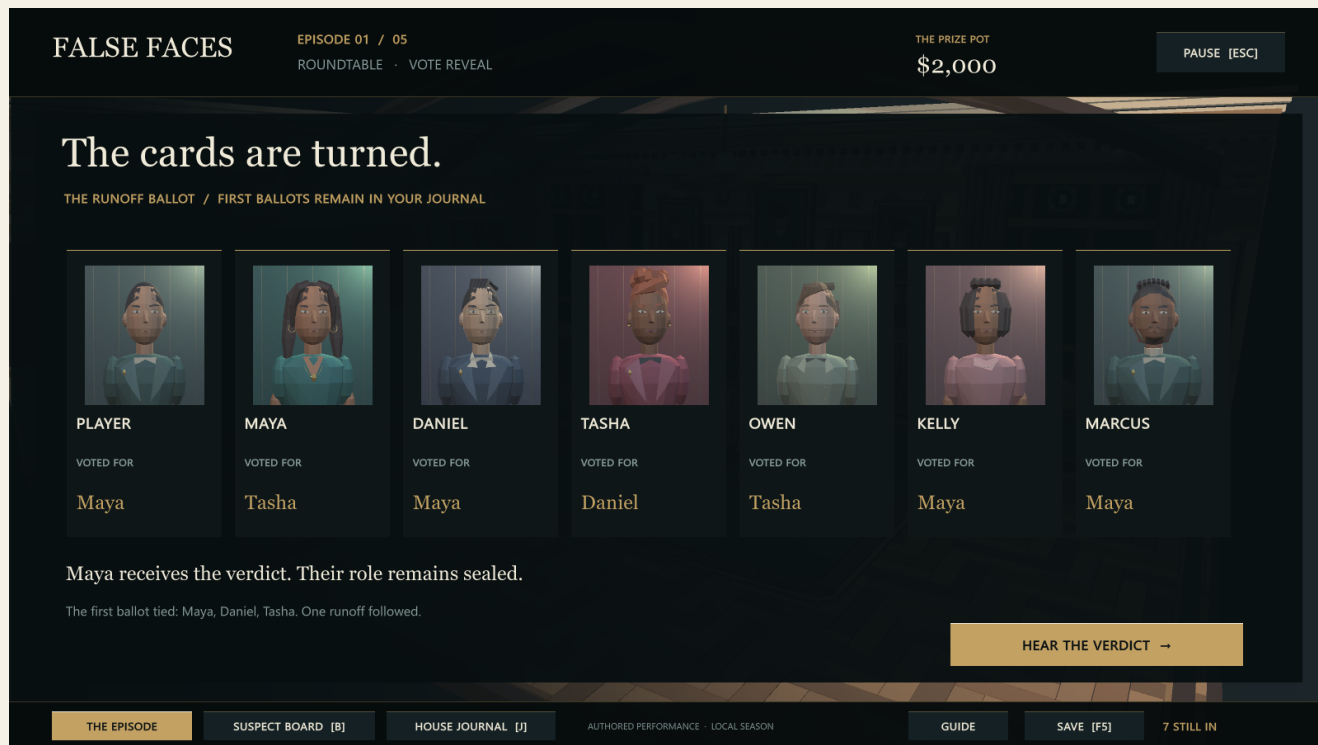
Alliances: a warning pact can bring private warnings. It does not promise a vote or prove innocence. Public accusations and hostile votes can damage the pact and create memories that last.

Challenges: Trust Fall rewards mutual choices; Split the Money tests cooperation; Majority Rules asks you to anticipate the house. These create social consequences and build the prize pot.

Tip: compare sources before repeating a rumor.

One vote changes the house.

THE ROUNDTABLE & THE FINALE



Three discussion rounds: hear opening suspicions, take your turn to accuse, defend, question, redirect or stay quiet, then listen to final statements. Every contestant commits a ballot before any vote is revealed.

Banishment: the contestant with the most votes leaves. A tied ballot gets one runoff; another tie uses the announced seeded draw. Roles remain sealed until the ending. If you leave, the competition ends for you and the producer presents an exit report.

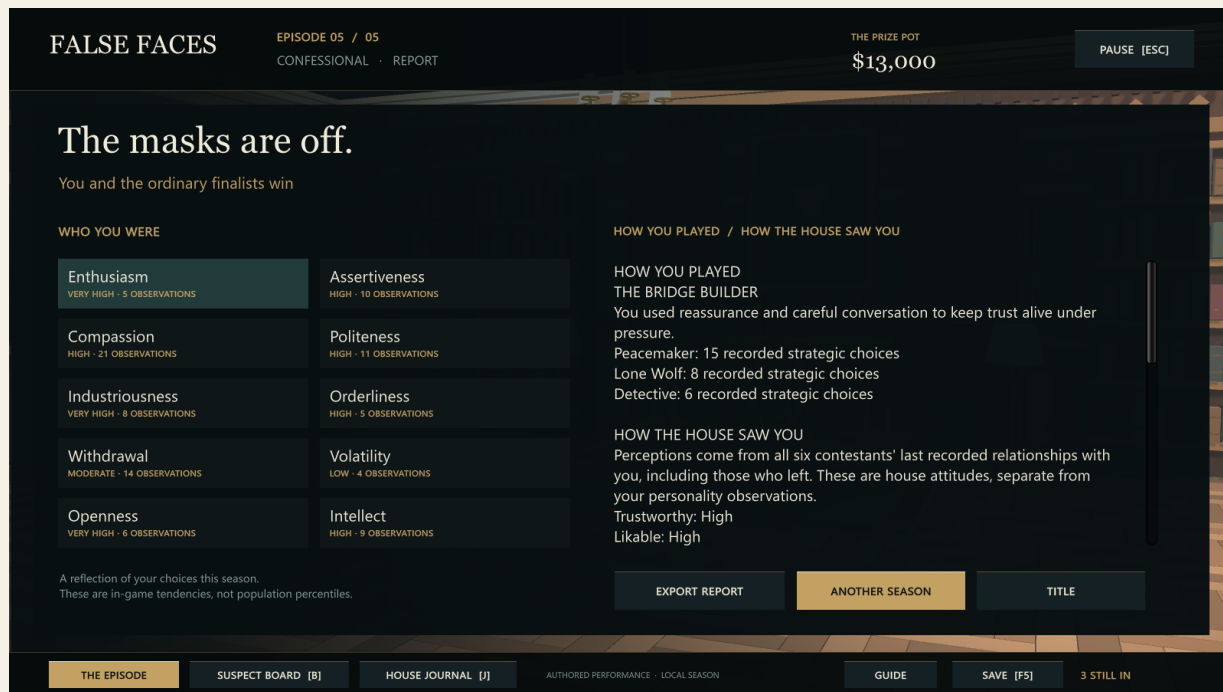
Five episodes: the first four each banish one contestant. Episode five starts with three finalists. Unanimous END reveals roles; otherwise a final banishment leaves two contestants who must trust each other. Any surviving Saboteur wins; otherwise the surviving ordinary contestants win.

Read the room: suspicion is a belief, not a fact. An orderly player can still be wrong. Someone who likes you can still vote against you. Watch both the choice and its consequence.

Tip: read the complete ballot history in the journal.

The final reveal is you.

YOUR REPORT, CONTROLS & SUPPORT



Who you were: ten personality tendencies with actual choice evidence. How you played: your strategic archetype. How the house saw you: the impression your decisions left. These are in-game tendencies, not a clinical assessment or population percentiles.

Controls: click or press 1-9 to choose; B opens the board; J opens the journal; Esc pauses; F5 saves; F9 loads; Ctrl+Q asks to save and quit. The estate viewer never spends an action. Settings include larger text, reduced character motion and separate effects, music and host-voice levels.

Saves: choices save automatically to your Windows LocalLow/Charging Bull/False Faces/FalseFaces folder. Each profile has its own save. Use another profile name to keep two runs. Export your report from the ending screen.

Optional AI: install Ollama and a local model such as qwen3:8b, then enable Local AI in Settings. Model weights are not bundled. Authored dialogue works offline without a model; AI never decides votes, knowledge or scores.

Created by Charging Bull for Truckfish Games with Unity and Blender. Original music and character/estate assets. Host voice: stock Piper LibriTTS-R, dataset CC BY 4.0 (openslr.org/141). Ardross Castle is recreated approximately; interiors are adapted. An original game inspired by reality TV.

False Faces: game page

More games: truckfishgames.com