



RULES FOR PLAYING

Game master

Before Starting the Game

Before starting the game, you should thoroughly understand the rules, character descriptions, and objectives, and be prepared to explain these to the players.

During the Game

Encourage players to immerse themselves in their characters' personalities. Address any conflicts or issues that may arise during the game. Encourage players to discuss the implications of their actions and decisions within the game, emphasizing the educational aspect of media literacy. Remind players of their characters' special abilities and how they can use them strategically on social media.

Give hints before something bad happens and ask what they want to do:

"Your online enemy shares a false scandal about you. What is your plan to combat it?"

"Your latest post went viral but was misunderstood. What do you do to clarify it?"

Use dice rolls when there is uncertainty and let the story evolve, improving or worsening. Ask questions and build on the answers:

"Have you faced online problems before? What did you do?"

"Tell me about a time you saw something strange online. What happened?"

Create Your Character

You must choose between a Politician, Journalist, Scientist, or Influencer and create your character by filling out the character sheet.

To complete the character sheet, the player must assign points and establish which players will be allies or enemies. At the beginning of the game, each player receives five points to represent their character's initial points.

With five points, you can create, for example, an Influencer with:

Impact Points: 2
Reputation Points: 1
Luck Points: 1
Influence Points: 1

YOU ARE THE INFLUENTIAL PUPPETEERS OF THE SOCIAL MEDIA UNDERGROUND.

As mentors in the realm of online personas, you'll navigate challenges, shape narratives, and orchestrate digital dramas to maintain your social standing.

Points

In this game, players can earn points by achieving specific objectives determined by the game master and by making relevant posts that demonstrate their characters' special abilities.

An objective is considered fulfilled if the player rolls higher than a four on the die.

Journalists:

Rewards: 1 point of Influence, 1 point of Impact, 1 point of Luck, and 2 points of Reputation.

Example Objective: Uncover hidden information through investigative reporting.

Scientists:

Rewards: 1 point of Influence, 1 point of Reputation, 1 point of Luck, and 2 points of Impact.

Example Objective: Effectively debunk false claims with fact-based arguments.

Politicians:

Rewards: 1 point of Impact, 1 point of Reputation, 1 point of Influence, and 2 points of Luck.

Example Objective: Successfully inspire unity among different demographics.

Influencers:

Rewards: 1 point of Impact, 1 point of Reputation, 1 point of Luck, and 2 points of Influence.

Example Objective: Create content that becomes a viral sensation.

Effects of a Successful Roll:

All allies receive an additional point of Influence.

The player's rivals lose one point of Influence.

If the player has no rivals, no points are lost.

If the player has no allies, no additional points are gained.

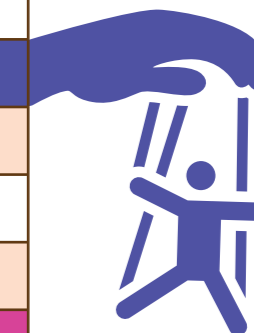
Winner

The game concludes at the end of the rounds set by the game master, and the player with the highest total points, combining Reputation, Luck, Impact, and Influence, wins.

create a digital adventure

Roll or choose from the table below

A DILEMA...	
1. Algorithmic anomaly	4. Corporate intrusion
2. Copycat person	5. Too many fake accounts
3. Viral but confusing thing	6. Someone acting like you
TRYING TO...	
1. Get more popular	4. Make money
2. Show a secret	5. Stop or hurt someone
3. Control the situation	6. Find the truth
ABOUT...	
1. Big event hype	4. Mysterious online club
2. Helping a charity	5. Virtual reality puzzle
3. Being friends with cool people	6. Brand new social media site
WITH THE POWER TO...	
1. Surprise everyone online	4. Get more popular
2. Start social media war	5. Reveal deep secrets
3. Cancel a famous person	6. Create a meme challenge



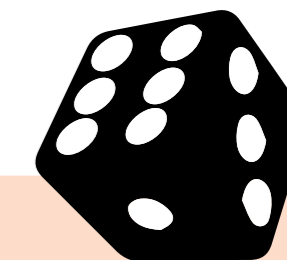
Cards

The game is accompanied by three cards:

X Card: Allows players to discreetly indicate discomfort with any game content. When someone uses the X Card, pause the game to discuss and potentially revise the content.

Limits Card: At the beginning of the game, establish "limits," which are topics or subjects that are off-limits.

Veils Card: At the beginning of the game, establish "veils," which are topics or subjects that can be included but not described in detail, ensuring everyone's comfort.



Players can strategically spend their points for:

Reputation Points: You need to spend two reputation points to activate your character's special abilities; activating the ability adds one point to the dice roll. Use reputation to maintain the flow of conversation, participate in debates, or perform actions that impress other characters.

Luck Points: You need to spend two luck points to increase the chances of success when rolling the dice; this adds one point to the dice roll. Save luck points for unforeseen situations during negotiations.

Impact and Influence Points: You need to spend two influence points or two impact points to add one point to the dice roll. The decision to use impact or influence depends on the desired outcome and the target audience's receptivity to the action.