



1. Introduction

Welcome to “Social Fake News Media”! Get ready to immerse yourself in the world of crafting false but compelling statements, inspired by the techniques used in creating fake news. In this game, players must come up with headlines to create viral posts that attract followers at any cost.

2. Game Setup: Setting Up the Board

To begin, prepare the game board by appointing a Game Master and revealing the initial Crisis card. This will set the stage for the exciting game that follows.

3. Game Basics: Getting Started

Players receive five Construction Cards and one Action Card each. The Initial Crisis Card is placed in the initial Crisis slot, serving as the central theme for participants to create their statements and as a reference point for the Game Master. The youngest player will start the game.

4. Action Cards: Unleash Your Power

There are two types of Action Cards: Attack (Red Stripes) and Counterattack (Yellow Stripes). These cards can be played strategically to change the course of the game, providing exciting twists for the players. You can use them at any time, except immediately after drawing them.



Example of an Attack Action Card



Example of a Counterattack Action Card

5. Board Dynamics: Navigating the Board

In each round, each player must place, on their turn, one Construction Card following the order of the numbers shown on the board, up to number six. After placing the card, they must justify its use by making a statement that connects the placed card to the Initial Crisis Card.

If the player does not have a card of the appropriate color or if the Game Master does not accept the justification, the player must draw a Construction Card and pass the turn to the next player to their right, without leaving any Construction Card on the board.

At the end of their turn, the player must draw one Action Card from the Action Card deck, which cannot be used immediately.

When a player reaches space number six, they gain the freedom to place their cards, on their turn, in any space of the corresponding color, without following the numerical order on the board. From that moment on, in subsequent turns, they may place cards in any space, including the gray squares, and without needing to make any statements.

6. Winning the Game!

The game ends when a player runs out of cards.

At that moment, they must create a statement using all the colored cards on the board. They have one minute to do this. If they manage to present a statement that is accepted, they win. The Game Master will decide whether the statement is valid.

If they fail, they may try again on their next turn. This process repeats until they succeed in creating an accepted statement or until another player wins the game.

7. Alternative Dynamics

For a faster game, you can remove the requirement to create a statement connecting each card to the Crisis Card in every round. Instead, players only need to make a final statement when they run out of cards.



*"Amid the **extraordinary** chaos of a **disastrous** wildfire, a **revealing sign** of an **armed attack** against the **firefighters** emerged, further exaggerating the already **dire situation**."*

Example of a statement created at the end of a game, using Construction Cards selected from each color.