FAKE RISK

GAME SPECS

- **Game type:** Card Boardgame
- **Game topic:** Fake News
- **Number of players:** 1 - 6
- **Age:** 14+
- **Game session duration:** 2h - 3h

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LEARNING OUTCOMES

- Understanding how fake news are invading our lives
- Understanding how to recognise them
- Reflecting oh their invasiveness

GAME SETUP

1- Set apart the 3 Opening News cards (marked by a Star symbol) from the rest of the cards, then shuffle the two decks separately.
2 - Imagine a four-cards vertical conveyor belt at the center of the game area that each turn the players will fill with News cards drawn from the deck.
3 - Fill the first 2 upper spaces of the conveyor belt with 2 Opening News cards, then place the deck with all the cards on the side, with the remaining Opening News card on top.
4 - On one side, gather all resources of the 5 Categories of the fields of study, divided by Bonus tiles (shuffled face down and stacked face up, 4 for each Category), and Research tokens (2 for each Category).

INTRO STORY

Fake Risk is a cooperative board game for 1-6 players portraying society, who will face the constant and hammering presence of Fake News by shedding a light on them. With the help of targeted research and rewards they will investigate the shortcomings of inconsistent news to debunk them before they can undermine the collective consciousness.

GAME RULES

Gameplay flow

The game employs a committee dynamic where each player cooperates, but the last word is up to the turn's captain/leader who is holding the die, that each turn goes around clockwise. Each turn, the players have 3 actions, that can be used the two following ways:

• **Research:** the player collects a Research token choosing between the ones available;
• **Investigate**: the player tries to solve one of the Criticalities shown on a News card by rolling the die and eventually using the modifiers. If the total between the result of the die and the eventual modifier is equal or greater of the Criticality rating of the News card under review, the challenge is solved.

Whenever a Criticality on a News card is solved, if there aren't any other Criticalities, the card is removed from the row and put in the Verified Stack, each amounting to 1 point at the end of the game. If on the card there are more Criticality icons to solve, put a generic counter on the solved one: you can solve the remaining Criticalities on that card in the same turn or the following. There are four kinds of Criticality, where each one refers to a specific type of media outlet and its solving challenge rating (Newspaper rating 4, Radio rating 5, Television rating 6, Web rating 7).

Modifier

To help resolve a Criticality, players can use the gathered Research tokens belonging to the same Category of the examined News card (for example, for a Nature Category News card, you can investigate with the help of a Nature Research token).
Each Research token adds a +1 to the total value of the Investigation.
You may help each other by using the 5 counters given at the start of the game; each counter, when discarded, is worth 1 Jolly, which is a +1 of any Category. If you no longer have counters to cover and keep track of a card's solved Criticalities, the card cannot be debunked; for this reason it's best to have at least 2 counters, so you can solve cards up to 3 Criticalities, or until they've run out. You can also use Bonus tiles to help Investigate based on the effects described below.

Rewards

Each time players solve a 2 Criticalities News card, in addition to putting it in the Verified Stack, they get a Bonus tile belonging to a specified Category as a reward



Each time players solve a 3 Criticalities News card, in addition to putting it in the Verified Stack, they get a Bonus tile and a Research token belonging to one or more of the specified Categories as a reward.



End of Turn

At the end of the 3 actions (or more) you have in one turn, each News card goes down one slot and a new one from the top of the deck is added and put on the first slot of the row. While scrolling down, if the last News card goes down over the fourth slot, it's discarded and added to the Discarded stack, and would tally as negative points. If one or more slots between the cards should remain empty, the cards on the upper slots would automatically scroll down, thus adding a new card from the deck on the empty slots.

GAME END

The game ends when all News card on the table are finished, then you proceed with the scoring:

• each card on the Verified stack is worth 1 point

;• each card on the Discarded stack is worth -1 point for each Criticality stated on the card (-1 to -3).

Based on the score, players will receive a statement:

- 21 points → People are really smart and have managed to debunk every single Fake News.
- 13 – 20 points → Sometimes people fall for well constructed Fake News
- 7 – 12 points → It's not that easy to discern real footage from an AI generated video, uh?
- 0 – 6 points → That's a picture of a dog driving a car…
- <0 points → People are panicking, they don't know what to do anymore, all news are fake and contradicting each other.

LEVELS

After learning the game mechanics, based on the experience, players can choose an increasingly difficult level to play.

- 1 - Amateur → Play with the Criticality values stated on the News cards
- 2 - Easy → You add +1 to Criticality 4 News cards, so now they're worth 5
- 3 - Medium → You add +1 to Criticality 4 and 5 News cards, so now they're worth 5 and 6
- 4 - Hard → You add +1 to Criticality 4, 5 and 6 News cards, so now they're worth 5, 6 and 7
- 5 - Hardcore → You add +1 to Criticality 4, 5, 6 and 7 News cards, so now they're worth 5, 6, 7 and 8

PROBABLISTIC APPROACH

The game essentially has a "push your luck" approach, meaning that players need to weigh their available resources along with the randomness of the dice roll. This means that the more Research tokens and Bonus tiles you gather, the higher the chance of resolving the Criticalities. It's up to the group to see how far to push their luck and risk. To better understand the probabilities you can encounter while playing, you can look at the example below.

Let's take a 6 Criticality News card:
• If you take into account only dice rolling, you only need to roll a 6, so you'll have a 16,67% chance of resolving it (100/6: one sixth success rate);
• With 1 Research for one of its Categories you need to roll a 5 or a 6, so you'll have a 33,33% chance of resolving it (100/3: one third success rate);
• With 2 Researches for its Categories you need to roll a 4, 5 or 6, so you'll have a 50% chance of resolving it (100/2: success rate is half);
• With 3 Researches for its Categories you need to roll a 3, 4, 5 or 6, so you'll have a 66,67% chance of resolving it
• With 4 Researches for its Categories you need to roll a 2, 3, 4, 5 or 6, so you'll have a 83,33% chance of resolving it;
• With 5 Researches you always resolve it, so it's a 100% success rate.

BONUS TILES

During the gameplay you will get several Bonus tiles, whose border's colour determines the given Category to obtain them, while the content states their effect.



+1 Permanent: it gives a +1 Bonus of the given Category for any Investigation it can support, and can be used for the entire duration of the game (it's not discarded after its use).



+3 Single-use: it gives a +3 instant Bonus of the given Category for a single Investigation (it is discarded after its use).



+2 Jolly: it gives a +2 instant Bonus for a single Investigation (it is discarded after its use).



+1 Jolly for the Turn: it gives a +1 instant Bonus for each Investigation made during the Turn (it is discarded at the end of the turn).



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DEBRIEFING

- *How was the experience?*
- *How did you feel about dealing with fake news?*
- *What do you think about the amount of fake news that comes to you every day?*
- *Do you think it's possible to distinguish them from real news?*

GAME MATERIALS

Items

• 1 six sided die (D6);
• 5 counters of any kind (around 1 centimeter wide).

Printables

- 21 News cards (best on paper, cut and put into card sleeves);
- 20 Bonus tiles (cardstock or paper);
- 10 Research tokens (cardstock or paper).

Link to printable materials

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