

Anti-
RUMOUR

Anti-Rumour RULEBOOK

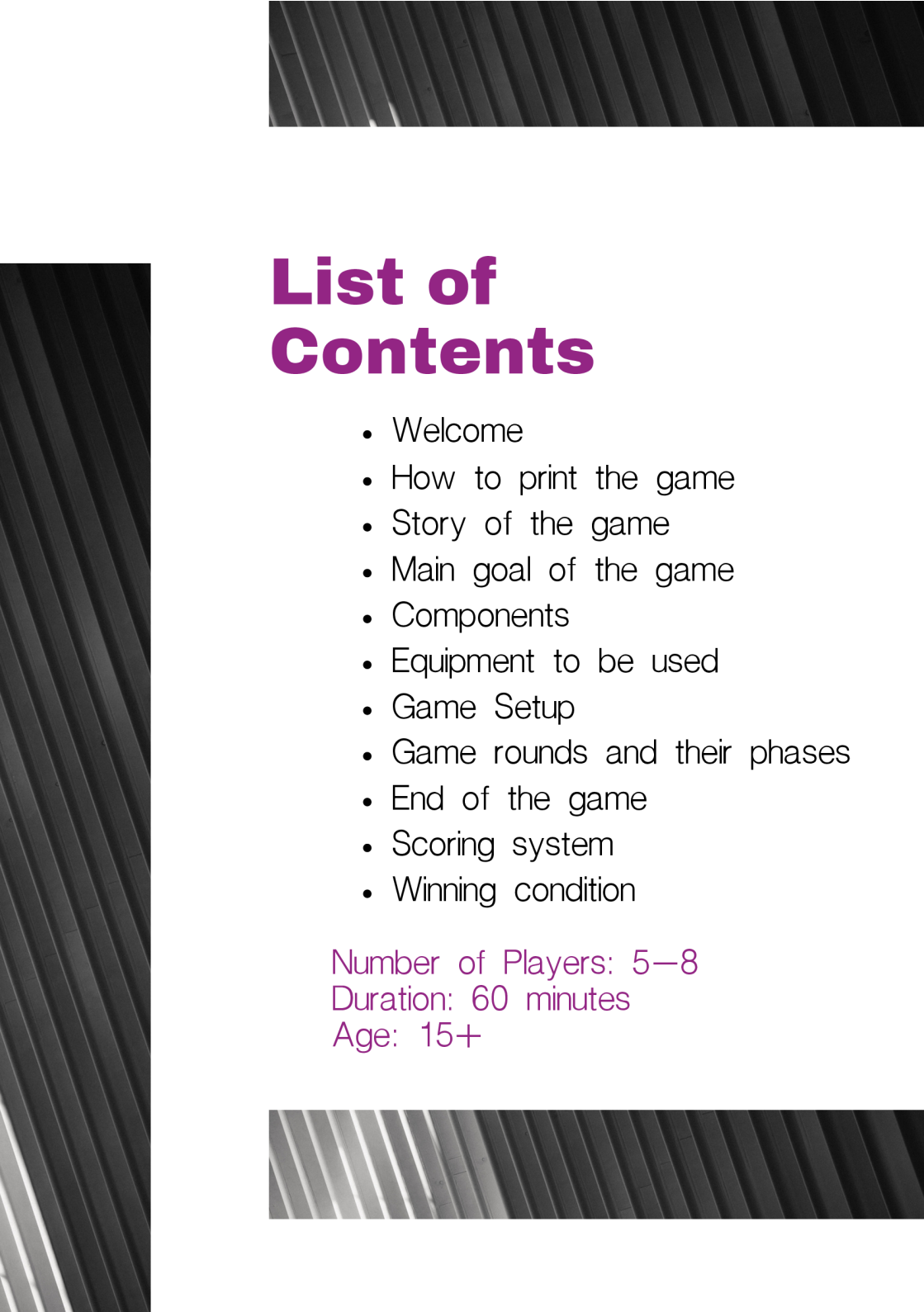


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Number of Players: 5—8

Duration: 60 minutes

Age: 15+

Welcome

@anti_rumour

The game was created as part of the Anti—Rumour project (Project Number: 2021—2—DE04—KA220—YOU—000048336) developed jointly by partners from four different European countries: Stiftung Digitale Chancen (Germany), Citizens in Power (Cyprus), Dramblys (Spain) and Challedu (Greece).

Our initiative, endeavors to combat misinformation and fake news, nurturing the intellectual capacity of young people, by offering comprehensive educational knowledge, as well as a robust set of tools and skills that will allow the European Youth to take their critical thinking to the next level.

The Anti—Rumour serious game aims to be a cooperative game that focuses on assessing people's skills and personality characteristics who can identify different types of media and the messages they are sending. As readers or viewers, media literate individuals need to view the media objectively, intending to find out or analyze what is being presented.

Remember: Some of the topics might look too obvious but this is something that the Anti—Rumour consortium did on purpose in order to highlight the variety and the range that fake news could cover, demonstrating how misinformation can infiltrate even the most seemingly straightforward subjects.

Consequently, the game supports the players to develop new skills and competencies related to media literacy, such as:

- Finding source(s);
- Exploring media;
- Understanding bias; and
- the ability to use digital technology to create a new piece of work or combine existing pieces of work together to make it your own.

How to print the game

Download the printing PDF files of the game from our website, while you choose your language.



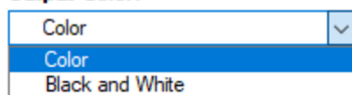
Any white A4 200—300gsm paper is recommended.



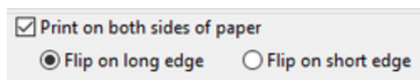
Or use A4 normal paper and laminating pouches to make the cards more stiff.

Print the PDF files in A4 format, colored, on both sides of the paper.

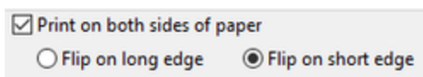
Output Color:



When printing Portrait files and Rulebook on both sides of the paper, choose “flip on long edge” in order to print them correctly.

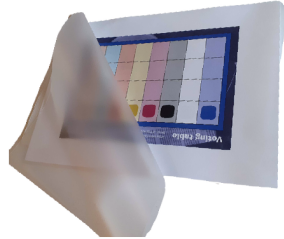


When printing Landscape files on both sides of the paper, choose “flip on short edge” in order to print them correctly.



How to cut the game cards

Laminate the printed papers before trimming.

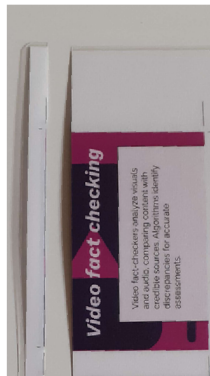


Use the trim marks on the front side of the cards to cut them to the right size.



Do not worry about the bleed that will be cut off on the back side of the cards.

It is added in case of a printers' obliquity in printing on both sides of the paper.



Story of the game

Players impersonate content creators selected to participate in a challenge initiated by a platform, e.g., TikTok, with the goal of promoting media literacy. Each day, they receive a direct message with a topic and are required to prepare a script for a 1-minute video. Subsequently, they anonymously share their scripts to be approved for publication by their peers. At the end of three weeks, the platform will present the results and upload the selected videos, also announcing whether the content creators were presenting facts or fake news

Main goal of the game

Players try to influence the team depending on their role to publish or not publish fake news.

Components



8 Role cards



200 Voting tiles



58 Message cards



8 Scoreboards



8 Hiding tabs



1 Facilitator's guide

Equipment to be used

1. Smart phone/laptop with internet access
2. Timer
3. Markers
4. Paper, Pencils

Game Setup

- 1) Each player gets a Scoreboard in front of him/her and a Hiding tab of the same color. Then they place the Hiding tab upright to hide the Scoreboard from other players.
- 2) The Voting tiles are placed in the center of the table so that they are available to the players
- 3) The facilitator takes all the Message cards and depending on the number of players makes a stack with an equal number of fake news and true facts.
 - For 5 players: the pile must have 8 fake news and 8 true facts
 - For 6 players: the pile must have 9 fake news and 9 true facts
 - For 7 players: the pile must have 11 fake news and 11 true facts
 - For 8 players: the pile must have 12 fake news and 12 true facts

4) The pile of Message cards is shuffled and placed in the center of the table with the cards face down.

5) The facilitator takes the Role cards and depending on the number of players makes a pile with an equal number, as far as possible, of conspirators and truth enthusiasts.

- For 5 players: the pile must have 2 conspirators and 3 truth enthusiasts.

- For 6 players: the pile must have 3 conspirators and 3 truth enthusiasts.

- For 7 players: the pile must have 3 conspirators and 4 truth enthusiasts.

- For 8 players: the pile must have 4 conspirators and 4 truth enthusiasts.

6) The pile of Role cards is shuffled and placed in the center of the table with the cards face down.



Game rounds and their Phases

The game is played in 3 rounds and each round is divided into 3 phases. At the start of the first round the players take one role card and one message card from the respective piles and keep them face down in front of them and the investigation phase begins.

Research

Players read their message cards and then the facilitator starts the timer! Players now have 10 minutes to search the internet for information about their topic. Their search is also affected by the role they have, as if they are conspirators they will search more for fake news, while if they are truth enthusiasts they will search more for true facts. The information on the Hiding tabs can help in the search. When the 10 minutes of research is complete, players can request 5 more minutes if they want to find more information. To do this, at least one player must ask for an extension and the majority of players must agree by raising their hands. But this can only be done in one round of the game and not every round.

When the time runs out the players must stop the investigation and then one by one must present the information they have found. Of course, depending on their role, each player can present the information as they want, always with the aim of convincing the other players to vote for their topic to become a 1-minute video. Players cannot share information included in their message cards other than research information. While the presentation is being made, the facilitator notes on his own scoreboard the topic described by each player. He can if he wants to see the player's message card.

After a player presents their topic, the other players secretly whisper on the scoreboards whether they think the topic should be made into a video or not. They do this by placing a Voting tile in the box below the color of the player who made the presentation. If he thinks the video should be made then he will place the Voting tile on the side with O. Otherwise he will place it on the side with X. Players before voting can ask questions of the presenting player if they have doubts.



Distribute the points

After the presentation of all the players and after the voting is done, the round is completed and before the next one begins, the facilitator distribute the points. So players will reveal their roles and state what they voted for. The facilitator will record the votes and award points to each player based on their role (see the scoring system). This process is repeated at the end of each round, meaning it will happen three times in total.

The facilitator calculates the positive and negative votes for each script. If a script has more positive votes than negative then s/he considers that the video will be shared. If a script has more negative votes it will not be shared. If there is a tie the videos also gets shared. After checking the voted scripts the facilitator announces the shared topics, revealing also whether they are real facts or fake news.

Before the start of the next round, players return their role cards to the pile, and the cards are shuffled. Each player then receives a new role card. Additionally, each player draws a new message card from the pile.

The new round follows the same procedure as the previous one.

Scoring system

here is a separate scoring system for each group of players.

For the conspirators group:

- For every fake news shared, the conspirators group gains 1 point.
- For every true fact not shared, the conspirators group gains 1 point.

For the truth enthusiasts' group:

- For every true fact shared, the truth enthusiasts' group gains 1 point.
- For every fake news not shared, the truth enthusiasts' group gains 1 point.

End of the game

After the three rounds, the points of each player are totaled, and the player with the most points is the winner. If there is a tie, the players with the most points share the victory.

Winning Condition

The player or players with the highest score wins.

Facilitator's guide

If you are interested in using the game as facilitator, visit [Anti-rumour website](#) and download the facilitator's guide!



Antirumour RULEBOOK

Stay tuned and don't forget to follow
our social channels to not miss out
on new updates!



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