



follow me

GAME RULES

version 1.0

print & play version



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INTRODUCTION

Welcome to the most trending social media platform of today - *Duckface*. With the initial grand intention to connect people, *Duckface* got a bit out of hand after it allowed paid advertisement placements. When users realized they can actually make money out of their fanbase, they started to produce and share content massively just to generate as much activity on their profiles as possible to attract as many followers as possible.

Everybody seemed to be happy at first. *Duckface*'s profits skyrocketed, a new phenomenon of Influencers was born. People felt like part of a bigger community where they could share anything on their mind and connect with others who shared the same views.

One would think this must be an online paradise.

Last month's events showed us this might not be the case.

After one of the most followed users posted about the local candy shop, claiming they are torturing little rabbits in the basement, *WEnom*'s followers broke in with the intention to save poor cuties. Angered when they only found stock of lollipops, they destroyed the shop.

These events led many people to be more careful about the content they share and sites and people they follow on *Duckface*. However some decided that number of followers (and money) are more important.

Which one are you?





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GAME CONTENTS

News Deck (46 cards)

- 10  News cards
- 10  News cards
- 10  News cards
- 10  News cards
- 6 Combo News cards

Followers Deck

- 5  Followers
- 5  Followers
- 5  Followers
- 5  Followers
- 6  Followers
- 6 Combo Followers

Actions Deck

- 10 Fact Check
- 4 Stop and Think
- 4 Fell out of Favor
- 4 Friends & Family
- 2 Voice of Reason
- 16 Original Content

Events Deck

- 1 Fooled by Robots
- 1 No One Knows
What to do anymore
- 1 Wake Up Call
- 1 Content Creator Awards
- 1 New Public Discourse
- 1 That's Yesterday's News
- 4 No More Hoaxes
- 4 Better Content Elsewhere



10 Double sided
Hoax/Fact Tokens



40 Credibility
Tokens




1 Active Player
Token

WHAT'S THE GAME ABOUT

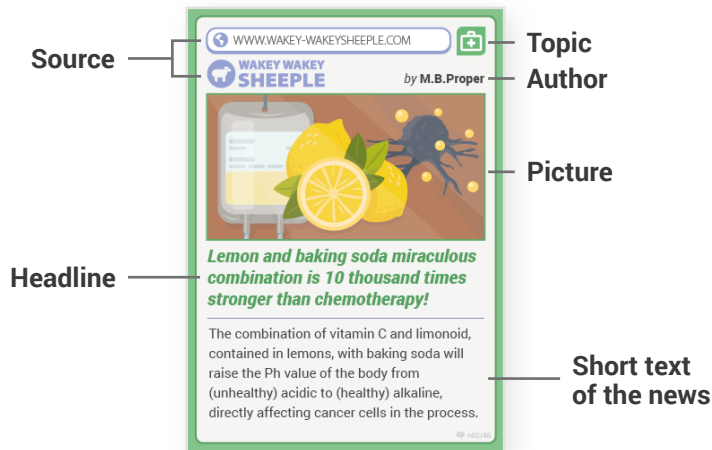
Players take the role of people using a social media platform Duckface. They share News or create their own Original content with the goal to attract Followers.

Be careful about what kind of content you share though! Sharing information which is not true can cost you your Credibility and then also your Followers. Because who would want to follow somebody who deceives them, right?

- The game is optimally played by 3 - 4 players
- Player goal: Gain the most **Followers** by the end of the game while maintaining your **Credibility**.
- Players have **Credibility** (base value 4), which is affected (+/-) by various game actions. You track your **Credibility** using the **Credibility**  tokens.
- GAME LOOP: Players try to gain **Followers** by sharing **News** or creating **Original content** with topics relevant to the interests of particular **Followers**, while trying to maintain **Credibility**. Players affect the game and other players by playing **Action** and **Event** cards.
- Remember : It's just a game. The goal is not to attack anyone's worldview or make fun of anyone.

ANATOMY OF CARDS

News Cards

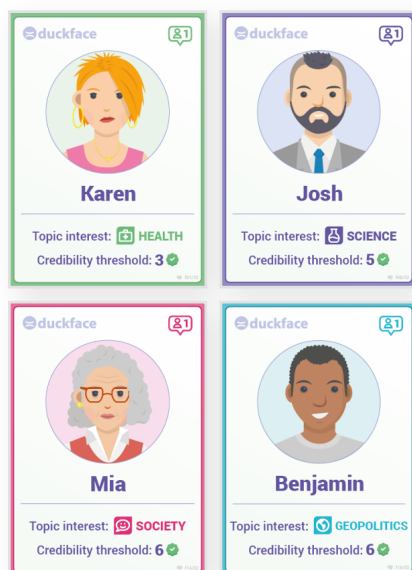


The main component of the game that players use to gain **Followers**. **News** can be either a **Fact** or a **Hoax**.

News topics:



Follower Cards



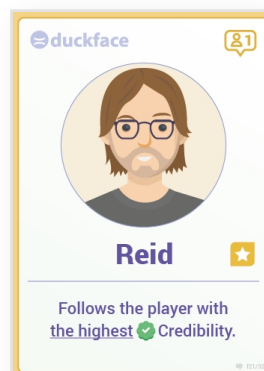
Followers are the key "resource" that the player is trying to acquire during the game. To gain **Followers**, players have to share the **News** or create **Original Content** from the topic that is relevant to **Followers'** interest.

- **Topic interest** - The **Follower** will be gained by the player who currently has the highest amount of shared **News** and **Original Content** that are of the topic interesting for the particular **Follower**. If there is a tie, the **Follower** goes to the Player with higher **Credibility**.
- **Credibility threshold** - If a player's **Credibility** is lower than this value, this particular **Follower** won't follow that player, even if the topic condition is fulfilled.



Combo Followers

A special type of **Follower**. Follows the player that has the highest combined amount of the shared **News** and **Original Content** from the topic the **Follower** is interested in.



Special Followers

A special type of **Follower**. These **Follower** cards each have a different condition for following a player. They have no particular topic interest and they don't have a Credibility threshold.

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Action Cards

Players draw these cards from the **Action Cards** deck at the start of their turn. Players don't show the **Action Cards** they have in their hand to other Players. These cards affect a game in a certain way that is written on the card itself. Once their effect is resolved, they are placed into the Discard Pile, situated next to the **Action Cards** deck. During a turn, Players may play as many **Action Cards** as they want.

In a case that there are no more **Action Cards** left in the deck, all of the already played **Action Cards** (in a Discard Pile) are shuffled together and forms a new deck.

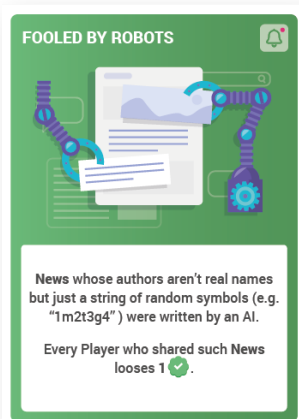


Original Content Cards

A Special type of an **Action Card**. By playing this card, the player creates an **Original Content** about a particular topic.

- When this card is played, it is immediately placed into the Player's Shared **News** area (in front of the player) and for the rest of the game is treated as a **News** of the topic of the given card.
- Unlike the regular **News** Cards, these are never hoaxes (because before posting it, the player made a thorough research about the topic!).
- A Player may play only 1 **Original Content** card per turn.

Event Cards



Each turn, one **Event** Card is revealed by the Active Player to all Players and its effect is resolved immediately. Once the effect of an **Event** Card is resolved, remove the Card from the game (for example, put it back into the game's box).

Tip

In case you are interested in an easier and shorter game, you can completely leave out the **Event** Cards deck and play without it.

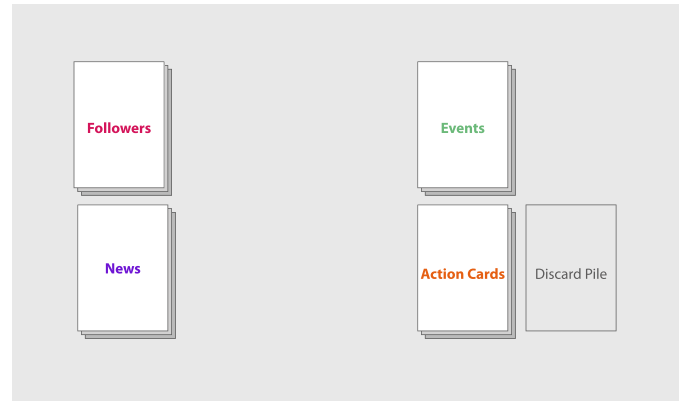
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SETUP AND START OF THE GAME

- Shuffle all **News**, **Follower**, **Action** and **Event** Cards (separately) and place them on the table as pictured.
- Leave some room next to the **Action Cards** deck for the Discard Pile.
- All Players receive **4 Credibility** 🟢 tokens.
- The Player who has shared something on their social media most recently goes first (they receives the **Active Player token**). Other Players' turns follow in the clockwise direction.
- Then, starting with the **Active Player**, every player draws **2 Action Cards**.
- Now you're ready to play!



PLAYING THE GAME

Each turn follows the same sequence of steps that are outlined below.

1 Draw Action Cards

At the start of each turn, each player draws an **Action Card** from the **Action Cards** deck.

2 Play Action Cards

Each Player plays as many **Action Cards** as they want. The **Active Player** goes first, followed by other Players in a clockwise direction.

3 Reveal News cards

Number of **News** cards is revealed from the top of the **News** deck equal to the number of players. If 3 players are playing, 3 **News** cards are always revealed during this step. In the case of 4 players, it's 4 cards.

4 Share News cards

Starting with the **Active Player**, every Player may choose one of the revealed **News** Cards and "share" it by taking it and placing it in their Shared **News** area (in front of them). If the player doesn't like any of the revealed **News** Cards they **don't have to** share any of them. **News** Cards that were not shared by any player remain revealed next to the **News** Cards deck and can be shared during later turns.

5 Reveal Follower cards

Number of **Follower** cards is revealed from the top of the **Followers** deck equal to the number of players. If 3 players are playing, 3 **Follower** cards are always revealed during this step. In the case of 4 players, it's 4 cards.

6 Gain Followers

Each player checks whether they meet the condition of the Topic Interest, Credibility threshold or Special condition for any of the revealed **Followers**. If so, they "gain" the **Follower**, take it and place it in front of them.

TURN SEQUENCE

- 1 Draw **Action Cards**
- 2 Play **Action Cards**
- 3 Reveal **News Cards**
- 4 Share **News Cards**
- 5 Reveal **Follower Cards**
- 6 Gain **Followers**
- 7 Reveal and Resolve an **Event Card**
- 8 Pass the **Active Player** token to the next player

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- If conditions of a particular **Follower** are not met by any of the Players, the **Follower** remains unconvinced and remains revealed next to the **Followers** deck.
- If conditions of a particular **Follower** are met by multiple Players (multiple Players have the same amount of shared **News** that are about the Topic the **Follower** is interested in and their **Credibility** is above the Credibility threshold), the **Follower** follows the Player with the higher **Credibility**. If there is still a tie, the **Follower** is unconvinced and remains revealed next to the **Followers** deck.

7 Reveal and Resolve an Event Card

The **Active Player** reveals an **Event** Card from the **Event** Cards deck to all Players and its effect is resolved immediately.

If you are playing *without* the **Event** Cards deck, ignore this step.

8 Pass the Active Player token and start a new turn

The **Active Player** passes the Active Player token to the next Player (in the clockwise direction) and a new turn starts.

END OF THE GAME

3-player game

The game ends after **9** turns.

- In other words, when every player had the **Active Player** token 3 times.

4-player game

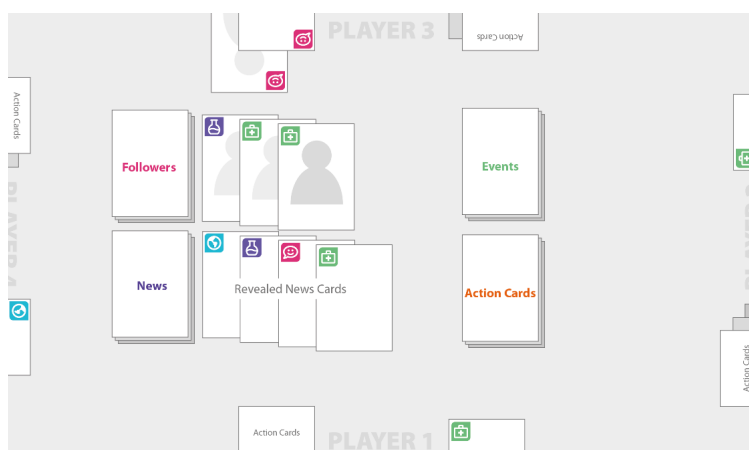
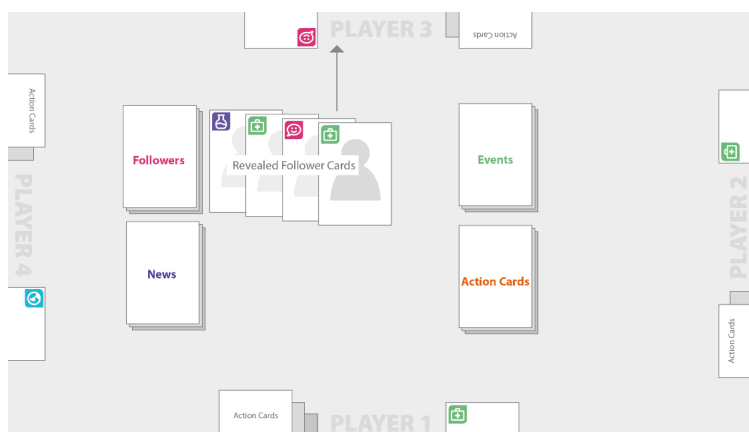
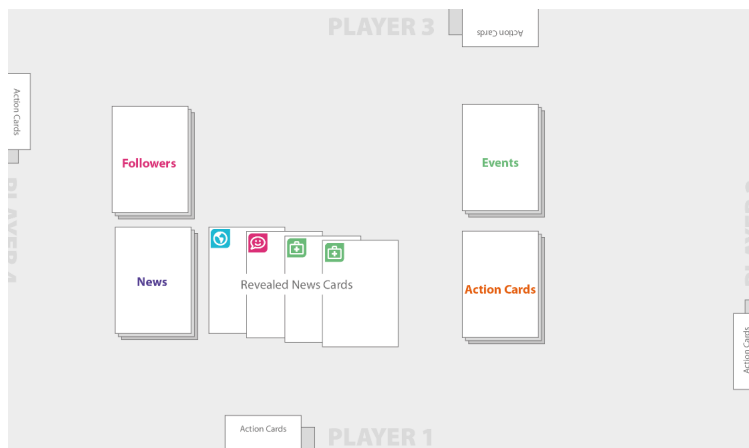
The game ends after **8** turns.

- In other words, when every player had the **Active Player** token 2 times.

WHO WINS?

- The player with the highest number of **Followers** by the end of the game wins the game.
- If multiple players are tied with the same amount of **Followers**, player with the higher **Credibility** wins the game.
- If there is still a tie between any number of players, the game ends in a draw.

SAMPLE GAMEPLAY



Turn 1

- Each player draws an **Action Card** from the **Action Cards** deck.
- Each Player plays as many **Action Cards** as they want. The **Active Player** goes first followed by other Players in clockwise direction.
- 4 **News** cards are revealed from the top of the **News** Cards deck. (as the game is played by 4 players in this example)
- The **Active player** choses a **News** card they want to "share." Other Players follow (in a clockwise direction).
- 4 **Follower** cards are revealed from the top of the **Followers** deck.
- Players 1 and 2 are tied for the most **News** so these **Followers** remain unconvinced.
- One **Follower** goes to Player 3 as they are the only one with **News**.
- The **Follower** interested in **News** remains unconvinced.
- The Active Player reveals the **Event** Card from the top of the **Event** deck. Players resolve the effect of the card together.
- **Active Player** passes the Active Player token to the next player (in the clockwise direction).

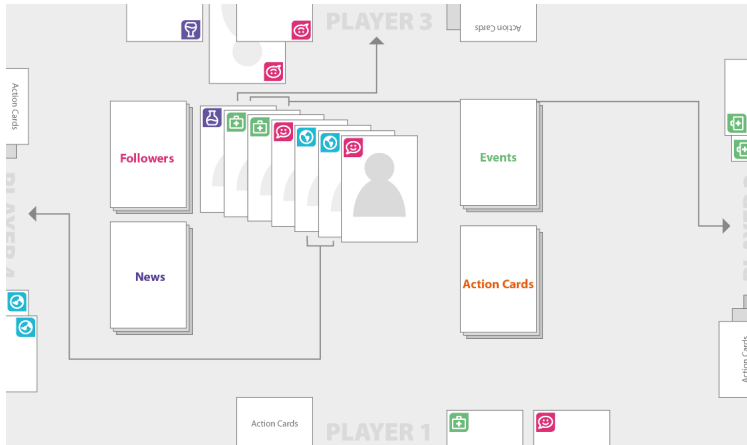
Turn 2





- Each player draws an **Action Card** from the **Action Cards** deck.
- Each Player plays as many **Action Cards** as they want, starting with Player 2, who is now an **Active Player**.
- 4 **News** cards are revealed from the top of the **News** Cards deck.
- Starting with the **Active Player**, Players choose the **News** they want to "share"

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- 4 new **Follower** cards are revealed from the top of the **Follower** deck.
- Since Player 2 now has the most shared **News** about , these **Follower**s goes to them.
- Player 3 shared the **News** about , so the previously unconvinced **Follower** now goes to them.
- Player 4 has the most **News** about , so these **Follower**s goes to them.
- Players 1 and 3 are tied for the most **News** about , so the new **Follower**s remain unconvinced.


ARE THESE NEWS HOAXES OR NOT?

	Shocking statement of a nurse from Ghana: Ebola is not real!	HOAX
	Lemon and baking soda miraculous combination is 10 thousand times stronger than chemotherapy!	HOAX
	Shocking statement of a nurse from Ghana: HIV virus is not real!	HOAX
	Shocking statement of a nurse from Ghana: Swine flu is not real!	HOAX
	German scientists claim that there will be no more blond people in 200 years.	HOAX
	Ancient Romans were using urine as a teeth whitener	TRUE
	A young German began having seizures from solving Sudoku puzzles	TRUE
	'Zombie' Genes? After death, some genes come to life in brain	TRUE
	Man dies after being licked by his dog	TRUE
	4 Sweat bees found in Taiwanese woman's eye, feeding off her tears	TRUE
	British scientists created a urine-indicator dye that change the color of water when there is pee in it	HOAX
	Video depicting an occult ritual occurring in the grounds of CERN! Are they opening a gateway to hell?	HOAX
	Is the world going to end? Rogue planet en route to Earth	HOAX
	Chem Trails - Are we being poisoned by the planes flying in our skies?	HOAX
	Water swirls differently when you flush in Australia and in Europe	HOAX
	Scientists studying cocroaches became allergic to preground coffee	TRUE
	People are unsure whether the flamingos are even real anymore	TRUE
	Human and Banana DNA is almost 60% identical	TRUE
	Folding a sheet of paper could get us to the Moon	TRUE
	Mosquitoes apparently don't like music by Skrillex	TRUE
	Every man in North Korea is forced to get the same haircut Kim Jong-Un	HOAX
	Does Finland actually exist? Many don't think so	HOAX
	Rihanna - Princess of the Illuminati	HOAX
	Chinese probe allegedly found no traces of the American Moon landings existing on the Moon	HOAX
	A "round Earth conspiracy" was orchestrated by NASA. Here is a proof!	HOAX
	Albert Einstein almost became the second president of Isreal	TRUE
	Apparently, there is a bust of Vladimir Ilyich Lenin in the south pole in Antarctica	TRUE

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	The war between Russia and Japan continues	TRUE
	China bans Winnie the Pooh due to people making fun of the president	TRUE
	The unicorn is the national animal of Scotland	TRUE
	Shocking!!! Bears do NOT exist! They were made up to keep tourists stick to hiking trails!	HOAX
	Great summer job! 'Penguin erector' is a thing now	HOAX
	Microsoft owns patent "666," which involves inserting microchips into people	HOAX
	The Great Wall of China is the only man-made object visible from the moon	HOAX
	"The Simpsons" TV show predicted the 2020 new coronavirus outbreak in a 1993 episode	HOAX
	There is an online database that will tell you whether you have been chipped and what is your ID number	TRUE
	Unspoiled 3000-years old jars of honey found in Egyptian tombs excavations	TRUE
	Czech 'Jedi Knights' seek official recognition	TRUE
	There's a country where they measure people's happiness instead of economic output	TRUE
	An initiative to send 'flat-earth believers' into space	TRUE
	 Thanks to breakthroughs with mRNA vaccines, vaccine for cancer is no longer sci-fi	TRUE
	 Do you think that travel conditioned by vaccination is caused by COVID-19? You are wrong	TRUE
	 Worried about your grandma feeling lonely during lockdown? Try getting her a robotic dog	TRUE
	 Hidden truth: Climate change is only a Chinese propaganda!	HOAX
	 Due to pandemic-related lockdowns, dolphins and swans return to the canals of Venice	HOAX
	 Who pulls the strings in the world?	HOAX