

FAKE NEWS

LIVE

BRIEFING FOR EDITORIAL STAFF

From 2 to 7 journalists,
and why not a film crew and an audience!

**YOUR COLLECTIVE MISSION:
TO RUN THE NEWS SHOW!**

OBJECT OF THE GAME

**PLAY ALL YOUR CARDS before your
colleagues to become EDITOR-IN-CHIEF!**

EDITOR'S CONFERENCE (Setting up)

Hand out 7 cards per journalist.

Each player can look at his/her cards.

First one ready begins! That person "starts the news" and...launches the first round!

TO LAUNCH A STORY (- ONE ROUND)

Place one of your cards on the center, face up, and announce a brief news story (true, credible, probable, funny, or not), in connection with:

-**THE SECTION:** Good News, Report(age), Bad News or Strange News;

-**AND THE THEME:** 52 word-themes (+3 free), the image is never a constraint.

Example: "Good News - Well Being: the eco-running movement is gaining followers!"



CHARACTERS EXTENSION



These cards are only available in French

12 cards (+6 supports) for 12 characters (Humorist, Philosopher, Producer, Syndicalist...), attending assiduously TV sets.

Set up

Before receiving their hand of cards, everyone chooses a Character with two random draws (except the Chief Editor who is already...Chief Editor) and installs it in front of them.

Operation

When a particular situation arrives in the game (your card will say "I intervene when..."), activate and play your character!

-Say your sentence ("I will say..."),

-Complete your improv',

-Place your card face down – no one can turn it over,

-Then give the floor to your colleague according to the instructions of your character card.

You can use your character only once, and it can't help you to win.

Advice no. 1: Choose a temporary Chief Editor to regulate the first game.

Advice no. 2: To win, forget the strategy: make it simple and let it flow...

TO CONTINUE THE STORY

Moving counterclockwise, each player places a card **face down**, and **develops the news proposed** by the first player.

Example: "In fact, this is a good news, because the planet is becoming trashed!"

- **YOU DON'T NEED TO INSERT YOUR THEME IN YOUR IMPROV -**

- **SIMPLY ACT LIKE YOU'RE PLACING A CARD FROM THE REQUESTED SECTION -**

Everyone plays (along one turn or more) until someone yells "FAKE NEWS!"

ENDING THE STORY

When a player says "FAKE NEWS!", he must return the last card over to reveal it.

A. If it's **in the same section as the opening card**: he draws 2 cards.

B. If it's **from another section**: He flushed out a bluff! The bluffer draws as many cards as there were **cards played face down** during this round.

A&B : These cards are put back in the deck, except the one(s) used for opening the round.



NEXT ROUND: NEW OPENING, NEW STORY!

The player to the right of the first player launches a new story.

He places a card face up, **above** the card of the previous launch (that is to say on the "Stack of Launches").

If you have only one card left, you can't open a story: skip your turn!

END OF THE GAME

You only have one card left and it's up to you?

A. Your card **is not in the requested section**? Skip your turn (and you can swap your card for one of the draw pile).

B. Your card **is in the requested section**? Play it face up: **you win!**

You are immediately appointed Chief Editor!

From here on out you receive 3 missions:

1. **Summarize the whole news story** – your colleagues, thanks to the Stack of Launches, will obviously remind you of any forgotten theme.

2. **Announce the schedule of the next TV news story** with the chosen variant (cf. Verso).

3. **Animate the next game**, wisely using your POWER TO PUNISH (with a card from the draw pile) any player who: talks too much, interrupts (ex. saying "FAKE NEWS" before someone has finished an improv'), cheats or isn't believable...



CHIEF EDITOR'S VARIANTS

1. EASY START

The players select 7 cards each (more or less discreetly). These cards are then all mixed together and redistributed face down.

2. THEMATIC OVERDOSE

The journalists here are supposed to use the theme of each card they play, in addition to the Opening theme.

When a card is turned over, the targeted player draws 2 cards if they didn't base their improv on their compulsory theme. The rules concerning the section are applied as well.

3. SERIOUS GAME

Openings must correspond to a REAL INFORMATION!!! The Chief Editor could ask for your sources, verify it right away and skip your turn.

4. FOX NEWS MODE

The Chief Editor alone, secretly, sets up the hand of each player. Then, s.he will play her/his own cards without ever looking at them. If any player (named "trainee") wrongly accuses her/him of "Fake News", they are eliminated. The trainees can at any moment have their improvs interrupted by a commercial.

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Jingles, store...

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Fake News Live - le jeu @fakenewslegame

#fakenewsleju

Advices to film a game

-install your players in a half-circle

-address the viewers

-increase your language level

-stay as serious as possible

-do not forget to remind everyone

on the Newspaper Headlines!



CREDITS

Amyeric d'Afflon: author of the game, game design, artistic direction and publishing.

Laetitia Jalabert: animation and Character design.

Alex Cernec, Mathilde Combet: Graphic design.

Madeleine Crawford: translation.

Justine Madiot: proofreading.

The cards are bilingual for you to play wherever playing with fake information is not yet prohibited.

*eco-running = running + pick up trash

Royalty free game images and tributes to people we love: Hunter S. Thomson (Local Report), Alexandre Astier (Discovery), Rémi Gaillard (Games/Video), Bob Ross (Art), Orson Welles (Historic)...

A game of Dialude editions

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