



DEMOCRACY GAME BOX

Rulebook



A DEMODICE GAME

FAKE EXPERT

Fake Expert is a communicative game of social deduction. Players take the role of talkshow guests making short statements about democratic issues and trying to expose one fake expert player.



Demogames

The game **Fake Expert** is an output of the Erasmus+ project **Democracy and Games: Analog and Digital Game-Based-Learning Tools for Youth Work Demogames** (2019-2022).

Fake Expert learning targets in a nutshell:

- ◇ Improve players analytical and critical thinking skills
- ◇ Train listening and observation skills in debates on complex topics
- ◇ Train players linguistic, communicative and plurilingual skills

About Demogames:

Demogames was a project of six partner organizations from five European countries co-financed for the period 2019-2022 by the Erasmus+ Youth in Programme of the European Union (2019-2-DE04-KA205-018330). One project output is the Democracy Game Box (D-BOX) with eight analogue and digital educational games with the purpose to foster competences for democratic culture.

Fake Expert is one of these games.

Other project outputs are the **Demogames** facilitator's manual and learning videos, which support the use of games in democracy education in general and the use of the **Demogames** in particular.

Find out more about Demogames:
www.demogames.eu



**DEMO
GAMES**



**DEMOCRACY
GAME BOX**

demokrative
Initiative für Politische Bildung

GIGA
German Institute for Global and Area Studies
Leibniz-Institut für Globale und Regionale Studien



dare
Democracy and
Human Rights Education
in Europe





Idea and objectives

In **Fake Expert** you are the host of a talk show. All other players are your guests. You choose a general topic of discussion for your show. Then you choose a very specific subtopic for the show and provide this information to all but one player. Taking turns all guests have to make short statements about today's subtopic. One player doesn't know what the discussion is about and tries to make statements that don't expose them as fake expert. All other guests try to find out who the fake expert is.

Who can play?

- ◇ Group size: 5-9 players
- ◇ Difficulty: This game requires language skills, so the level of difficulty may vary in different contexts. For example, playing Fake Expert in intercultural contexts can increase the complexity. A basic understanding of political and social contexts is also beneficial.

Timing:

Introduction and reading/
explanation of the rules: **10 min.**
Gameplay: **20 - 60 min.**

Game material

This game is available as a print and play version. You can choose to fold the entire cubes or to attach stickers on existing cubes (size: 3 cm). Preparation takes up to 1,5hrs. You can find the material on www.demogames.eu

5x Demodice Print Cubes:

- ◇ **Political system** : Human Rights, Participation and Rule of Law
- ◇ **Individuals and Interactions** : Actors and Emotions

- ◇ 1x topic board (laminated)
- ◇ 8x subtopic cards (laminated)
- ◇ 1x whiteboard marker (not included)
- ◇ 40x cubes, coins or similar material to count victory points (not included)
- ◇ 1x two-minute timer (e.g. hourglass, mobile phone, not included)



Game Round (Talk-Show)

Sequence Of Play

The game is played over multiple game rounds until the winning condition is met. Every game round represents a new talk show.

1. Preperation of game round

You – the reader of the rules – are the talk-show host in the first game round. All other players are today's talk-show guests. Host, take the whiteboard marker and the same number of cards as talk-show guests (total player count without the host).

Host, determine the show's discussion topic in two steps: Roll the five DEMODICE, pick one die and its symbol. Based on that symbol choose the show's general topic and write it on the topic board using the whiteboard marker. This general topic is open information for all players. Place the topic board in the middle of the table, visible for all players.

Then take all the cards, think of a specific subtopic you want to discuss. Secretly write the subtopic on all cards but one. Mark this one card with a „X“.

Host, shuffle all cards and deal one card face down to every player. All players secretly look at their card and place it face down in front of them again. Now all players but one know the show's specific subtopic of discussion. This one clueless player with the x-card is the fake expert.

2. Play the talk-show

The guest on the host's left starts and makes a statement in one or two sentences about the show's specific subtopic. This repeats in clockwise order, until every guest had two turns making a statement. The host doesn't speak and is skipped. It is forbidden to repeat statements other players already made. Each statement must be unique.

3. Discussion

Host, start a 2-minute timer (for example your mobile phone) and let all guests discuss who they think the fake expert is. After the timer runs out further discussion is forbidden.

4. Accusation

Host, slowly count down: 3, 2, 1, zero. At zero every guest must point to another guest to accuse them of being the fake expert.

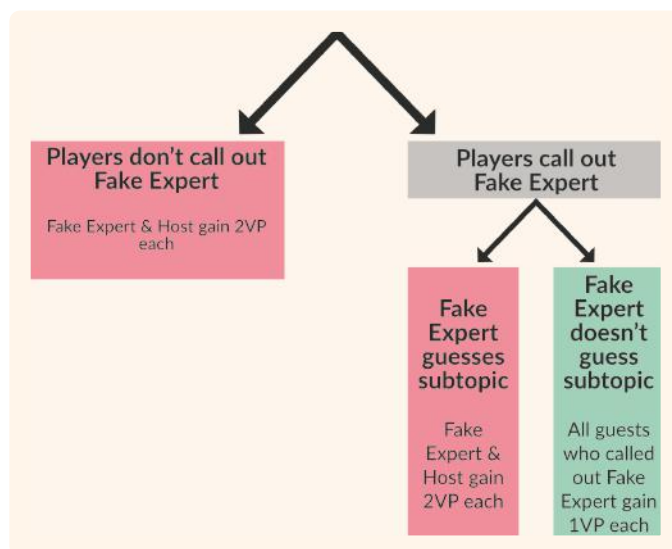
5. Victory Points

Fake expert, reveal yourself. All players who pointed at the wrong player must return their card to the talk-show host. Then determine the game round's victory points:

If the guests chose the wrong player as fake expert by simple majority and therefore the fake expert wasn't called out correctly, the fake expert and the talk-show host win this game round and receive 2 victory points each.

If the guests chose the right player as fake expert by simple majority and therefore the fake expert was called out correctly, then the fake expert still has the chance to win this game round by correctly guessing the show's specific subtopic (written on the guests' cards).

- ◇ If successful, the fake expert and the host win the game round and receive 2 victory points each.
- ◇ If not successful, because guessing the wrong subtopic, all guests who called out the fake expert (they still have their card in front of them) win the game round and receive 1 victory point each.



6. Alternate talk-show host

For the next game round the player to the host's left becomes the new talk-show host.

Winning Condition

- Short Game:** The first player with 5 **Victory points** wins.
- Longer Game:** After every player was host once, the player with the most **Victory points** wins.

Hot Seat Variation

The speaking turn of the guests doesn't continue clockwise. After a guest made a short statement, they then choose the next player by calling out their name and asking them a subtopic-related question.

The chosen player's statement must answer the given question. It is forbidden to choose the player, who just chose you before (no ping-pong). A game round ends after an 8 minutes timer runs out.

Strategy Guide

1.

The Talk Show Master tries to think of an easy subtopic, because they win if the fake expert wins.

2.

The Expert Guests try to give enough information when they speak to let all other experts know that they are not the fake expert. But they don't want to give too much information away, because the fake expert wins if they call out the right subtopic.

3.

The Fake Expert Guest should always be confident and pretend to know what they're talking about: Fake it to make it! And they should try to find out the show's subtopic.



Game details and Acknowledgement

This game is an output of the Erasmus+ project Democracy and Games: Analog and Digital Game-Based-Learning Tools for Youth Work **Demogames** (2019-2022). It has been designed and developed with contributions from experts and practitioners under the lead of the core team.

Demogames visual design concept and support:
Francis Stieglitz



Core team Fake Expert

Game Design: Robert Lovell

Graphic Design & Illustrations: Francis Stieglitz

This game uses dice developed for the Demogames game **Demodice** by Johanna Flach, Niklas Krüger, Rebecca Welge & Francis Stieglitz.

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You are welcome to use, distribute, and further develop our game!

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Thanks for playing!