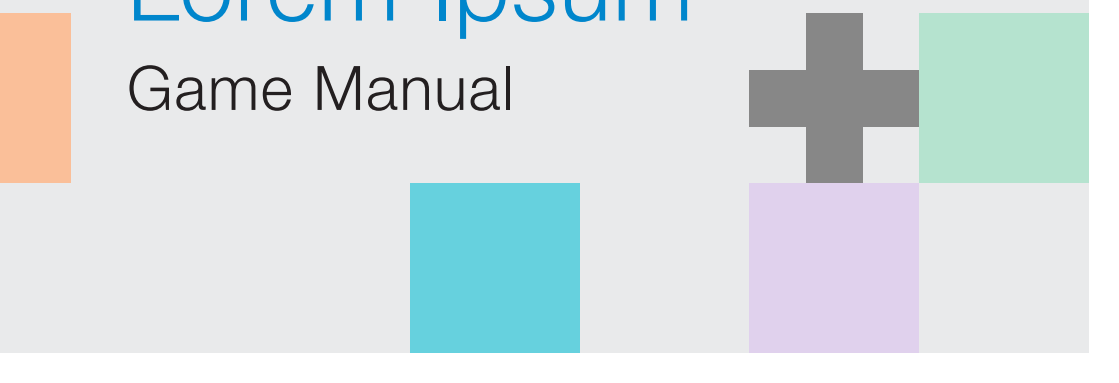


Lorem Ipsum

Game Manual



CONTEXT

Mass media construct reality according to their own rules. In order to be able to get orientation in an increasingly complex world, civil society is, however, still dependent on mass media and their reporting. Is the latest headline trustworthy? How much selective reporting is allowed and are media-literate recipients able to assess information content realistically? Do they need to research multiple sources in order to check the validity of the information and to detect possible distortions?

Search the direct path through the labyrinth of media reporting, which is based on both truthful and misleading information, and be careful with false information!

PLAYERS: 4

A game master must be determined in advance. In addition to the normal game view, the game master also gets the administrator view displayed.

In total, there are four active players including the game master (for technical reason, no further relevant role).

GAME MATERIAL

4 tablets/mobiles or laptops/PCs

Technical requirements:

Laptop/PC: Google Chrome must be installed (Mac, Windows, Linux)

Mobile: the app runs only on Android, not on iPhones

START OF THE GAME

Start the app: <https://loremipsum.s-ol.nu/>

The game master opens the link and starts a game (command: **“host game”**).

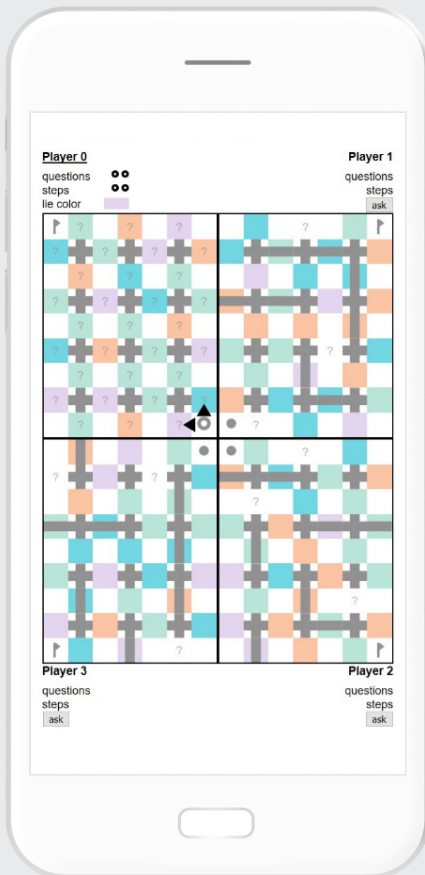
Players can join via the link listed above. To do this, the respective link must be copied (**right click >>> copy link address**) and be opened on the respective end devices. Once opened, the link should be replaced by the text “connected”. For the local test, the four links can be opened in a new window or tab.

As soon as all players are added, the text “game running” appears on the administrator’s view. The game started successfully.

Important: The game administration view must not be closed, otherwise, the game will be terminated! On the same device, however, another game view can be opened in a new tab.

ORIENTATION ON THE PLAYING FIELD

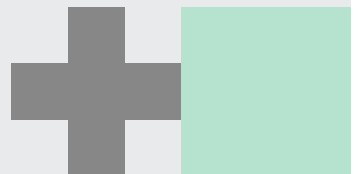
There are 4 labyrinths visible which are assigned to the players 0-3. Each labyrinth is constructed in such a way that, on the one hand, fixed, drawn-in walls can be seen and, on the other hand, a series of fields of different colors under which a wall could hide – or not – appear.



Start situation: Player 0 is next.

(see illustration on the left)

In order to find the way through the labyrinth, it has to be figured out which way is open. However, the labyrinths of the other players are completely visible. For coordination, clicking on a field triggers a flashing on all screens. Who is in turn is marked by an underlined name. Furthermore, circles are displayed under the name that indicate the number of remaining questions and the number of steps that can be taken.

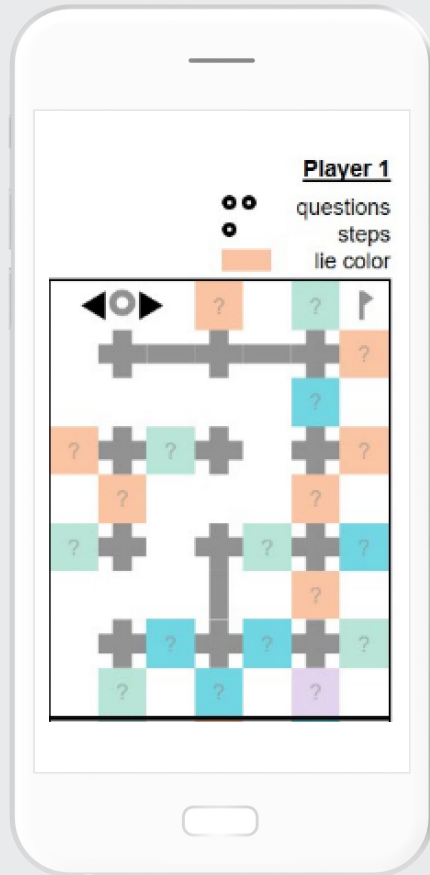
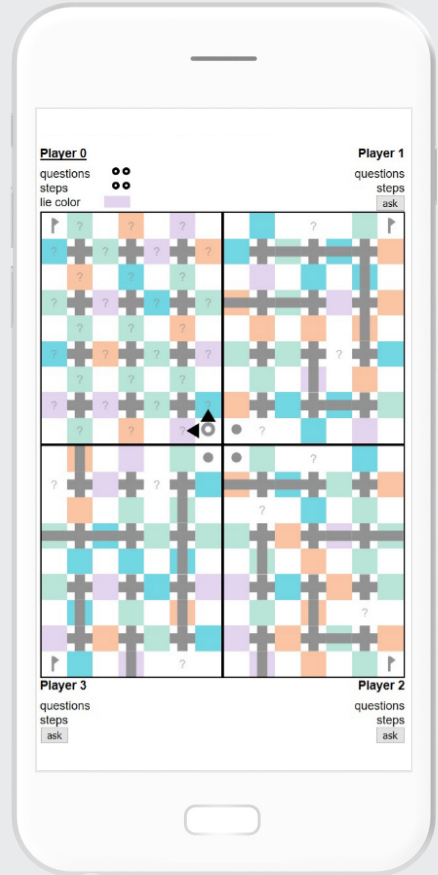


AIM OF THE GAME

The player who finds his/her way through the labyrinth and reaches his/her destination flag first is the winner. The game is over.

Player 2 has won.

(see illustration on the right)



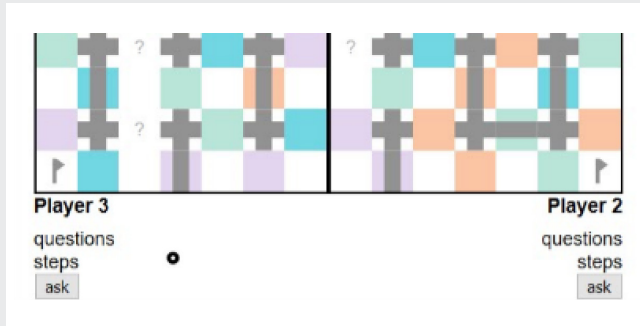
THE PLAYER'S TURN

The position of the active player is framed by a point and marked by arrows. The arrows point to the adjacent fields to which a move is possible.

Player 2 has the choice between left and right this turn, with both squares visibly free: he/she can move without answering a question. (see illustration on the left)

There are at least two steps available per turn, this is displayed below the name.

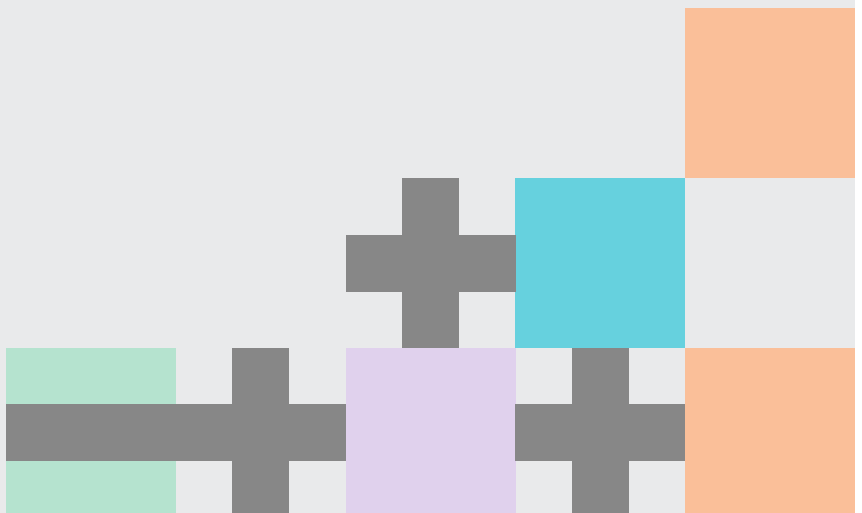
The “ask” button can be pressed to ask a player if a certain field is free. If the “ask” button is pressed, the respondent receives a “step point” for use in his/her next turn.



The “ask” button is located below the labyrinths and is only displayed when it is the turn of the respective player to ask questions.

However, a “trial and error” method can be chosen as well taking a step without questioning the other players. Then there is no need to click the “ask” button. Trial and error can be used tactically to deprive other players of step points.

After giving the answer, clicking on one of the four arrows moves the token. This procedure is repeated for the second, possibly third or fourth step.



For each turn of a player, 3 options are available:

1. **The targeted field is visibly free**
>>> Move without questions (do not use the “ask” button)
2. **The targeted field is not visible**
>>> “ask” button >>> “is field x empty?” >>> move
3. **The targeted field is not visible**
>>> move using “trial and error” (do not use the “ask” button)

It is also possible to ask two questions before taking a step to protect yourself for two fields. However, sufficient question points must be available for this. Accordingly, the “ask” button must be pressed for each respondent.

End of a turn: When all the steps have been completed, it is automatically the turn of the next player. Your turn ends immediately when you enter a field that hides a wall. The remaining steps expire.

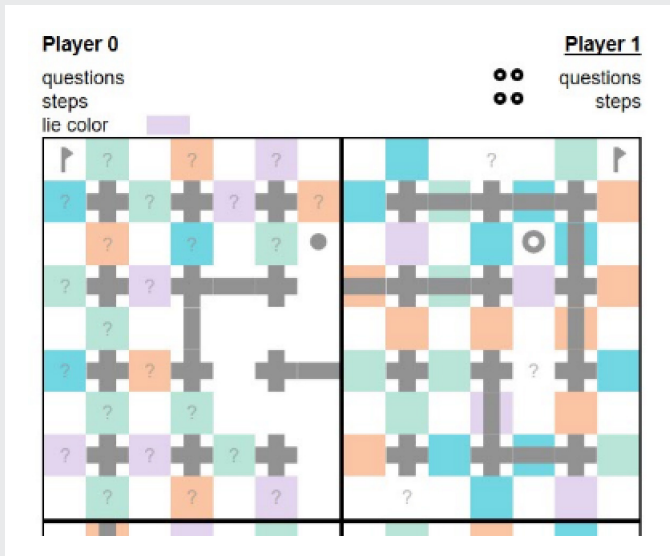


USE OF THE COLOR OF LIES

The individual game view displays a color field for each player (**orange** , **turquoise** , **purple** , **blue**): This is the individual color to tell a lie. This color is not shared with the other players and cannot be seen by them.

If the question refers to a field with the individual color of a player, he/she may give incorrect information. If the field is colored in a different color, you have to tell the truth.

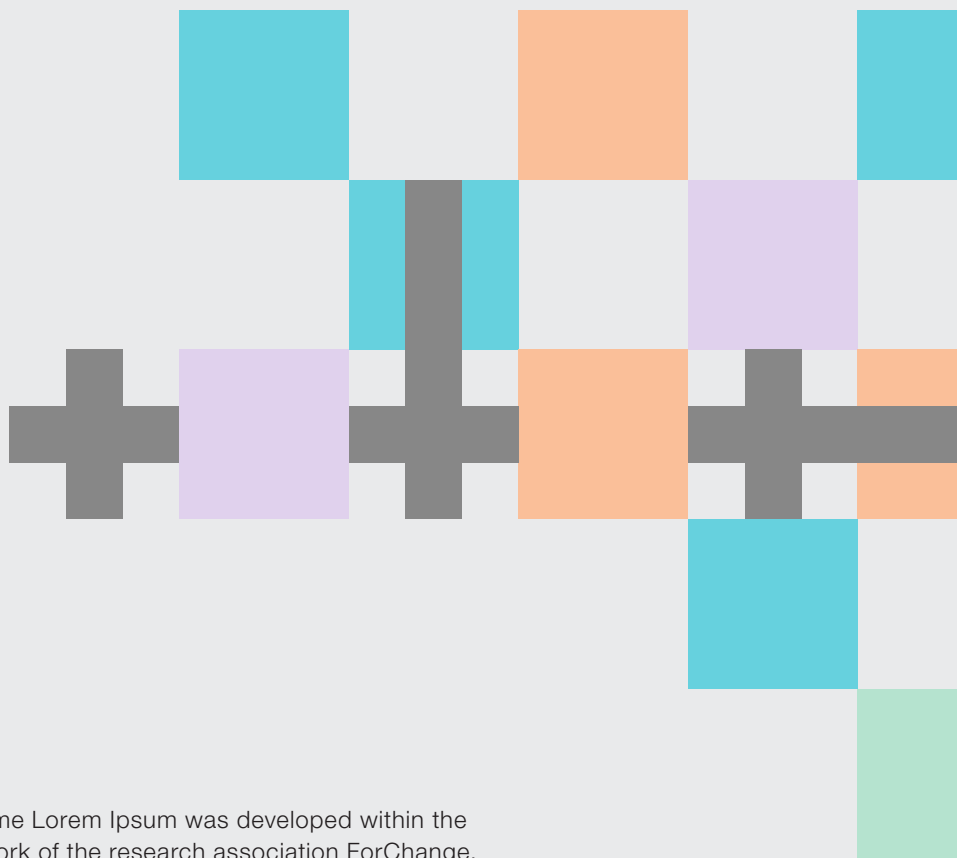
If the field asked for is white with a question mark, the player may answer with "I do not know" or the field may be described as free or not free without his/her own knowledge.



The color of lies of player 0 is purple. Player 0 may always give wrong hints when asked for a purple colored field.

MISCELLANEOUS

In the course of the game, the system or the color according to which the other player gives out false information can be determined.



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www.forchange.de



Bayerisches Staatsministerium für
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