

NEWSWORTHY A CONVERSATIONAL GAME

THE DAILY NEWS

Newsworthy Debuts



Newsworthy, the eleventh Tech Deck, launched on November 1, 2022. It is a social interaction game where players are playing investigative reporters looking for news for their news outlet. Players play in real-time looking for news on the internet seeking articles on their smart phones, tablets, or PCs. The game can be played in person or remotely with a Zoom call, conference call or telephone call. The topics to investigate in each round are guided by the

revealed Tech Deck card. Some rounds have fixed categories based on the value of the card revealed. In other rounds, the topics are by the title of the Tech Deck card. Newsworthy is one of the most unique Tech Deck games because it blends a conversational game, a party game, an interactive social game, and a family game. A player voting mechanic allows articles to be rated against each other to determine the best scoop. It sports a unique game mechanic where players seek information from outside of the game by players accessing the internet. Newsworthy has been on the design board for a long time with many variations that have been tried during design, testing and development. Research confirms that no previously released game is like Newsworthy. While there have been News themed games, no other game has players search the Internet for news articles and grade them. Newsworthy joins the other ten Tech Deck games: Tech Grid Poker, Tech City, Tech Chess, Tech Exchange, Gears of Industry, Elevator Pitch, Cardle, Chronological, Peer-to-Peer and Cardoku. Each of the tech deck games explores different genres of gaming. Tech Grid Poker is a poker variant. Tech City is a tile-laying game. Tech Chess is a strategy game. Tech Exchange is a real-time game. Gears of Industry is a personalized card game. Elevator Pitch is an improv party game. Cardle is a head-to-head code-breaking game. Chronological is timeline and educational game. Peer-to-Peer is a deck building game. Cardoku is a head-to-head puzzle game based on Sudoku principles.

Ben Cheung, PhD



15-90 min



2-6



7+

RULES VERSION 3 / Nov 01, 2022

THE TECH DECK

Playing cards debuted in 9th century China. By 1377, the French used cards with Hearts, Diamonds, Clubs, and Spades. The Tech Deck **MODERNIZES** classic playing cards by depicting 21st century concepts on each card. It is **PORTABLE**: play games anywhere, any time with anyone. It is a **GAME PLATFORM** you can play many games with. The domains (suits) of the Tech Deck are Knowledge (📖), Science (🔬), Technology (⚙️) and Services (🌐).

TECH DECK RESOURCES: RULES, VIDEOS

Rules and videos for Tech Grid Poker, Tech City, Tech Exchange, Tech Chess, Gears of Industry, Chronological, Elevator Pitch, and Peer-to-Peer are at my homepage cheung.interzone.com, Boardgamegeek (BGG) and my Youtube channel.

NEWSPRINT

The commercial newsletter delivered serious news. The first newspaper was the Relation of Strasbourg (1069) printed by Johann Carolus. In America, the first newspaper was The Boston News-Letter (1704). Printing technology advanced from wooden presses to the mechanical lead type, the Fourdrinier machine, curved printing plates, automatic ink-feeds, the cylindrical rotary press (1865), and automatic typesetting on Ottmar Mergenthaler's Linotype machine.

OBJECTIVE & WINNING THE GAME

OBJECTIVE OF THE GAME – Newsworthy is a unique game where players look up articles on the internet. They then share the headlines. Players ask questions about the articles as a conversation starter. Players then rate the articles found. The objective is to score points based on this rating mechanism.

GAME END – The game ends when a player scores 10 points. With 2 players you play to 5 points. Blitz play is 1 round.

CREDITS

Designer, Developer
Play Testers

Benjamin Cheung
Sherman D. Cheung, Steven O. Chew, Clifton Field, Kenji B. Kaneshiro, Rich Kopacz,
Eugene Ku, Vincent Mondaro, Lillian Mondaro, Pedro T. Ortiz, Henry K. Young

NEWSWORTHY GAME SETUP

EXPUL CARDS – Expel (remove) all the wild cards and all Knowledge and Science domain (suit) cards from the deck.

SHUFFLE DECK – Shuffle the remaining cards and set it by the side of the play area.














MODE OF PLAY – Play in Blitz mode or normal mode. In Blitz mode, you just play one round. In normal mode, you play until a player has reached a winning number of points.

NEWSWORTHY GAME PLAY

Each turn do the following:

1. **REVEAL A CARD** – Reveal the top card of the common draw deck. This will be the topic for the round.

2. **DETERMINE THE TOPIC** – If the card is a technology domain (🔧) card, use the title of the card as the topic for the round. For example, if the 13-Technology is revealed, the topic will be Robotics. Otherwise, consult the table below based on the value of the card:

Card Value	Type of Article	Card Value	Type of Article
VALUE 1	Funny article 	VALUE 8	Sports article 
VALUE 2	Informative article 	VALUE 9	Science & nature article 
VALUE 3	Surprising article 	VALUE 10	Crime article 
VALUE 4	History article (historical events) 	VALUE 11	World news article 
VALUE 5	Inspiring article 	VALUE 12	Entertainment news article (movies, music, actors, sports) 
VALUE 6	Strange but true articles 	VALUE 13	Health news article 
VALUE 7	Business article 		

3. **FIND THREE ARTICLES** – All Players have 10 minutes to find three news articles on the topic of the round. You may use any kind of device such as a computer, smart phone or tablet to search the internet to find three news articles. Rules for finding articles: They must be actual news articles from news sources. You are also allowed to use physical newspapers and magazines. Spoof and humorous articles from satire sites are allowed for Value 1, Value 3, and Value 6 topics. For example, you could use *The Onion* web site for articles on values 1, 3, and 6 topics.

4. **SHARE ARTICLES** – Each player reads the title of the news articles they found to the other players. You may find it useful to collect article titles together and share through screen sharing, email, messaging, or conferencing.

5. **CONVERSATION STARTERS** – Each player may ask two follow-up questions to any other player about any of their three articles as a conversation starter. Players can ask any kind of open-ended question. Players might ask questions about the details of the article, where they found the article, what they thought of the content, or the implications of the article. Players can of course feel free to continue to discuss and talk about the articles. The tagline of Newsworthy is “a conversational game”! After conversation, discard the topic card. Then, vote and score.

NEWSWORTHY VOTING & SCORING

VOTE ON ARTICLES – Players vote on what they consider to be the three best articles among the other players. Use any sort of ballot system to indicate your votes for the other players (#1 best, #2, #3). At the same time, the owning player secretly notes down what they think is their best article (#1, #2 or #3). You can use the cards not in play as ballot cards and secret indicator cards. For example, the 1, 2, and 3 of Tech and Science cards could be used.

RESOLVE VOTING & SCORING (3-6 Player game) – A player scores 1 point for every “best article” (#1) vote from another player. If the owning player’s secret vote for best article matches their article that got the most (numerical) votes from other players (ignoring vote rank), they score 1 point. A player who gets two or more votes on any one of their articles scores 1 bonus point.

RESOLVE VOTING & SCORING (2 Player game) – Players secretly indicate their best and second-best articles. Then, if the other player’s votes matches your best article selection, you score 2 points. If the other player’s vote matches your second-best article selection, score 1 point.

END OF GAME – If playing in Blitz play mode, the game ends in one round. In normal mode, with more than 2 players, the game ends when a player scores 10 points; otherwise, it ends when a player has 5 points. If there are ties, the tied players share the victory. Players may decide to continue to play and continue the conversation! I have seen rounds go an entire hour! The point of the game is to foster interesting conversation after all.

TECH DECK GENERAL RULES

EXPELING – A card that is expelled is removed from the game.

REVEAL – Turning over a card to expose them for all players to see.