

Platforms

Ages 10 to Adult

2 to 8 players

Platforms is a classic board game that teaches players about the effects of social media on society. The goal is to make players aware of social media's dangers, encourage open discussions about important social media topics, and give players tips for creating a positive environment when impacted by social media.

Components: Gameboard, eight game pieces, Mystery Cards, Message Cards, and a six-sided die

Object of the game: The object is to be the first player to reach the "Finish" square on the gameboard.

Game Setup:

1. Mix up and place the Mystery Cards and the Message cards in the respective spots on the gameboard
2. Each player chooses a Platform game piece

Game Instructions:

- Players choose who starts the game by rolling the die. The highest number goes first, the second highest goes second, etc.
- Player 1 rolls the die and moves their Platform token to that many positions on the board. The player could take multiple turns before the next player can take their turn.

There are five possible squares a player can land on:

- Likes square – What do the Likes mean? Nothing. Just like in real life, they are meaningless
- Mystery Square (the Question Mark) – Choose the top card from the Mystery Cards pile and act. There are six possible cards:
 1. Affirmations – positive things players can do to help others. The player can choose to Accept or Reject acting.
 2. Situations – Real-life situations. The player must move their Platforms token according to the directions on the card.
 3. Discussions – These are hot topics regarding social media. The Player must start a conversation with other players about the topic on the Discussion card for five minutes. The player can Accept or Reject the action and move their Platforms token.
 4. Dares – The player can choose to perform the dare or reject doing the dare and move their Platforms token.

5. Confessions – These are difficult situations found in social media. The Player must start a discussion with other players about the topic on the Discussion card for five minutes. The player can Accept or Reject the action and move their Platforms token.
6. Cuddly Teddy Bear – The player who picks a Cuddly Teddy Bear card can save the card for one-time use at a later turn for use in the following situations:
 - a. If players land on a Snake square, they can use the card to get a do-over on their roll. The player must move back to their original square when their turn started. The player must forfeit the Cuddly Teddy Bear card and place it at the bottom of the Mystery pile.
 - b. If a player picks a Mystery square card they do not wish to perform, they can ignore it and put it back on the bottom of the pile. They will not be able to move forward or backward. The player must forfeit the Cuddly Teddy Bear card and place it at the bottom of the Mystery pile.
 - c. If a player picks a Message square card they do not want to accept, they can ignore the card and put it back on the bottom of the pile. They will not be able to move forward or backward. The player must forfeit the Cuddly Teddy Bear card and place it at the bottom of the Mystery pile.
- Message Square (the Message logo) – Choose the top card from the Message Cards pile and perform the action
- Ladder Square – Anytime a Platform token ends its move on a ladder square at the bottom of the ladder, that token must climb up to the square at the top of the ladder
- Snake Square – Anytime a Platform token ends its move on the square that contains the tail of the snake, that token must slither down to the square at the head of the snake

Winning the Game: The first player to reach the “Finish” position wins. You can get there two ways:

1. Land there by exact count
2. If the roll of the die takes you past the Finish area.

Square 60 is not the finish line. If you land on 60, you must roll at least one more time.

Remember, we are all winners when we learn about the impacts of social media.