# 

Ages 10+

2 to 8 players

**Platforms!** is a classic board game showing players the effects social media has upon society. The goal is to make players aware of the dangers of social media, create 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, 180 Mystery Cards, 50 Message Cards, and two six-sided dice

Object of the game:

The object of the game is to be the first player to reach the Finish area on the gameboard.

Game Setup:

1. Mix up and place the Mystery Cards and the Message cards in the respective spots on the top of the gameboard
2. Each player chooses a game piece
3. Players choose to use one or two dice

Game Duration Estimates

1 die 45-60 minutes

2 dice 30-45 minutes

Game Instructions:

* Players choose who starts the game by rolling the dice. Highest number goes first.
* Player 1 rolls the dice and moves their game piece. It is likely the player could take multiple turns before the next player can take their turn.

There are five possible squares a player can land on:

1. Likes Square What do the Likes mean? Nothing. Just like in real life, they are meaningless.
2. Mystery Square Choose the top card from the Mystery Cards pile. There are six possible cards:

*Affirmation*: These are positive things players can do to help others. The player can choose to accept or reject performing the action.

*Situation:* These are real life situations. The player must move their game piece according to the directions on the card.

*Share:* These are hot topics regarding social media. The player must start a discussion with the other players about the card topic for two minutes. The player can choose to accept or reject performing the action.

*Dare:* The player can choose to accept or reject performing the dare.

*Comment:* These are difficult situations found in social media. The player must start a discussion with other players about the card topic for two minutes. The player can choose to accept or reject performing the action.

*Skipping Bear:* The Skipping Bear is a special card. The player can save the card for one-time use in the following situations:

1. If a player lands on a lightning square, they can use the card to get a do-over on their roll. The player moves back to their original square when their turn started and rolls again. The player must forfeit the Skipping Bear card and place it at the bottom of the Mystery pile.
2. If a player picks a Mystery square card they do not wish to accept or reject, they can use the card to get a do-over on their roll. The player moves back to their original square when their turn started and rolls again. The player must forfeit the Skipping Bear card and place it at the bottom of the Mystery pile.
3. If a player picks a Message square card they do not wish to accept, they can use the card to get a do-over on their roll. The player moves back to their original square when their turn started and rolls again. The player must forfeit the Skipping Bear card and place it at the bottom of the Mystery pile.

3. Message Square (Question Mark) Choose the top card from the Message Cards pile

4. Airplane Square Anytime a game piece ends its move on the tail of the airplane square, the game piece flies up to the square located at the top of the airplane. If the player lands on the square at the head of the airplane, nothing happens. You can only fly up. You cannot fly down.

5. Lightning Square Anytime a game piece ends its move on the top of the lightning bolt square, the game piece is shot down to the square at the tail of the lightning bolt. If the player lands on the square at the tail of the lightning bolt, nothing happens. You can only be shot down, you cannot move up from the tail of the lightning bolt.

Winning the Game:

The first player to reach the Finish area wins the game. You can get there two ways:

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

Tips:

* When considering an action from a Mystery or Message card, consider where you will end up on the game board if you choose to accept or reject. Sometimes it is better to reject than to accept!

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