

# The Scoop!



A version of a three player match after a couple turns.

## Gameplay

Every turn, each player decides whether or not to print the story of the current player based on that player's claim. After all player's have chosen, the true source is revealed, and all players gain or lose credibility based on their decision, with the active player potentially gaining the scandal card that has lasting consequences unless someone else gets caught soon.

## Highlights

- ◆ Quick to start
- ◆ Minimal downtime
- ◆ Easy to deal in/out players
- ◆ Compact, small box
- ◆ Not punishing to new players / bad liars
- ◆ Victories feel large and losses seem minor
- ◆ Strong, engaging, unique theme
- ◆ Enjoyable to many player types.



Rules PDF

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3-5 Players  
Ages 13+  
20 Minutes

## Summary

A small, simple bluffing game where players run newspapers trying to print only the most legitimate stories as their competitors try to misrepresent or protect their own.

## COMPONENTS:

- 20 card Source deck
- 5 reference cards
- 1 Scandal card
- 10 optional Specialty cards
- 45 Credibility tokens