



NEXUS RISE (Influence House) is an exceptional workshop in the form of an educational LARP (*Live Action Role-Playing*) game, where participants enter the world of influencers, viral content, and online drama. In this simulation, there is no room for boring lectures – participants learn by doing, and success relies on cleverness, cooperation, the ability to verify information, and making sound decisions under time pressure.

This methodological guide was created so that every teacher, educator, or youth worker can independently prepare and run the gameplay in their classroom or workshop group – step-by-step, even without prior experience in role-playing games. All materials needed for printing and the scoring spreadsheet can be downloaded from https://addtruth.pl/dom_wplywow/.

1. What is the Simulation About and What Does It Teach?

During the gameplay, participants (optimally youth aged 12–17) take on the roles of internet creators (influencers specializing in Lifestyle, Gaming, or Sport/Fitness) or tabloid portal editors acting as internet detectives. Their task is to build popularity, negotiate, analyze advertising offers, publish posts, and convince others of their arguments.

The catch is that the advertising market in the game is full of traps. Not every offer is honest, not every brand actually exists, and manipulation lurks at every turn. Participants experience firsthand why it is so easy to succumb to FOMO (fear of missing out), clickbait, perceived authorities, or internet drama. Instead of listening to theory, they must uncover hidden terms in contracts, recognize phishing attempts, and decide whether they will risk their audience's safety for a quick profit.

Fictional Context (Game World): The country's largest talent management agency – **NEXUS Platform** – announces an open competition for new internet creators titled "**NEXUS RISE: Looking for the Face of the Internet**". Students participate in a multi-round recruitment process (*Assessment Center*). The currency throughout the project is **stickers** – representing reach, reputation, and audience trust. At the end of the program, the teams with the highest number of stickers earn the agency's main accolades.

2. Preparation for Gameplay and Downloadable Materials

Before starting the session, prepare the room and print the materials from the downloaded files. Participants work in **pairs** (each pair runs a joint channel/profile). The game is designed for a group of up to 30 people (15 pairs), but it can easily be conducted in a smaller classroom while maintaining the proportion: about 75–80% of pairs are Influencers (divided equally among three categories), and about 20–25% of pairs are Tabloid Portals.

How to Divide Roles Among Facilitators? In the game world, facilitators act as **Directors / Senior Talent Managers** of the NEXUS agency. In the full variant, the game is run by three people, but a single teacher in a classroom can easily combine these functions (or enlist 1–2 students as technical assistants):

- **Platform Operations Director:** Responsible for laying out envelopes with offers on the



table, keeping time with a stopwatch, registering agreements between players, and entering points into the spreadsheet (NEXUS-RISE-tracker-v4.xlsx).

- **Content Strategy Director:** Manages the task and verification desk during the turn. This is the person students approach to complete additional tasks, pay for Action Cards, and gain insight into the hidden "Fine Print" of the checked offer.
- **Talent Acquisition Director:** Manages the fictional introduction, moderates the presentation phase of posts in front of the class, announces system notices, and leads the final debriefing discussion.

What to Prepare from the Downloaded Files Before the Lesson?

1. **Participant Contract (downloaded from https://addtruth.pl/dom_wplywow/):** Print one copy per pair (preferably placed in folders labeled NEXUS). The contract contains safety rules and a glossary of 15 manipulation techniques, which serves as a legal cheat sheet for students throughout the game.
2. **Offer Database in Envelopes (downloaded from https://addtruth.pl/dom_wplywow/):** The file contains 159 ready offers divided into three categories (Lifestyle, Sport/Fitness, Gaming), three difficulty levels (Easy, Medium, Hard), and local offers.
 - **Version for student envelopes:** Print selected offers, but before placing them in envelopes, **be sure to cut off the bottom part containing the sections "Fine Print (GM)", "In the Background (GM)", and "Technique"**. Students in the envelope can only see the sender (From:), Subject:, and Body: of the message. Remember to replace code labels C (Clean) and S (Scam) on the student envelopes with neutral numbers so players cannot decode the key from the symbol alone!
 - **"Fine Print" strips and GM Master Book:** Keep a full printout and cut strips of the "Fine Print (GM)" for offers on your desk. You hand the fine print strip to a pair only when they purchase a *Verification* or *Leak* card during the game.
3. **Scoring Sheet (downloaded from https://addtruth.pl/dom_wplywow/):** Open the spreadsheet on the facilitator's computer. The file includes ready sheets: 02_DZIENNIK (for logging actions), 03_KARTY (description and register of special cards used), 05_TRACKER (main table calculating turns and hidden algorithm bonuses), and 05_RANKING (automatic summary for 15 teams: *Jaguars, Panthers, Lions, Tigers, Rabbits, Dogs, Cats, Hamsters, Tuna, Salmon, Mackerel, Sharks, Snakes, Foxes, Spiders*).
4. **Currency and Accessories:** Prepare a pool of approx. 200–300 small stickers (currency given to students), team badges, clean A4 sheets, markers, sticky notes (post-it) for voting, and a free board or wall to serve as the **Publication Zone**.

3. Introducing the Group to the Game – Step by Step

Do not immediately jump into explaining complex rules. To make the simulation work, guide students through four short onboarding stages.

Step 1: Word to Start (Out of Character – 3 minutes)

Before entering the role of the NEXUS Agency Director, stand before the group as a teacher/trainer and establish partnership ground rules:

"Before we begin, I want to tell you one important thing. What we will do here today is not



a regular school lesson where I speak and you listen. It is a simulation where you can surprise me too. I want to treat you seriously – like adult partners. We won't shout or moralize. But since we treat you seriously, you also take responsibility for your decisions and behavior. Quid pro quo. I treat you seriously, and in return, you treat each other seriously. Deal?"

Wait for clear confirmation from the group.

Step 2: Warm-up – "Count to 15" (5–8 minutes)

Students stand or sit in a circle. Their task is to count together aloud from 1 to 15. Only one person can say a number at a time, and students cannot pre-arrange the order or give visual signals. If two people say a number simultaneously, counting starts over from 1.

After a successful task, comment briefly:

"You just did something difficult – you acted together without words. Soon you will act in the same space... but not always in the same direction. And that is also part of this simulation."

Step 3: Entering the Game World (In Character as NEXUS Director – 5 minutes)

Hand out folders with documents to pairs and welcome them officially to the game world:

"Hello. I'm glad you made it. I am a Director at the NEXUS agency. Over the past months, we built this program searching for one answer: what makes someone truly succeed in the media world? It's not pretty pictures or follower counts. It's cleverness, vigilance, and resistance to manipulation. This program – NEXUS RISE – was created to find people who have that. We think you are among them."

"During the program, you will play as internet creators and investigative portals. You will receive cooperation offers, make decisions, and every decision will have consequences. The stickers you collect are your currency throughout the project – at the end, the best will be rewarded. But before we begin, in front of you is the Participant Contract. That's how the industry works – read it carefully in pairs. You have 5 minutes."

Step 4: Discussing the Contract and Assigning Roles (10 minutes)

After reading the document downloaded from https://addtruth.pl/dom_wplywow/, walk the group through its key provisions:

- **Separating role from person (§1 and §2):** We compete on strategies and ideas, never attacking anyone personally. Intrigues and alliances are part of the game, but insults and teasing are prohibited.
- **Safety word "CUCUMBER" (§3):** If anyone feels uncomfortable or overwhelmed and needs to break character, they say aloud "CUCUMBER" or raise a hand. The game continues for the rest, and the facilitator approaches that person privately. Mocking someone's safety signal results in an immediate point penalty.
- **Currency and transaction honesty (§4):** Pairs can lend stickers, buy information, and form alliances, but every sticker exchange must be reported and recorded with the facilitator. Passing stickers under the table or theft results in account flagging – return of seized stickers and a penalty of equal value from own pool.
- **Hidden mechanics (§7 and §8):** Players accept that the NEXUS platform has hidden algorithms whose operation will only be explained during the debriefing session after the game ends.



- **Glossary of manipulation (§10):** Point out the list of 15 concepts at the end of the contract (*FOMO, Clickbait, Social proof, Cherry-picking, False balance, Bait-and-switch, Authority bias, Rage bait, Framing, Illusion of truth, Information overload, Blaming the victim, Gaslighting, Just asking questions, Phishing*) – they can use this as a guide when analyzing any envelope.

After signing contracts, hand out badges and **3 starting stickers** to each pair. Ring a bell or play music – the game begins!

4. Point Mechanics, Action Cards, and Hidden Algorithm

Before starting the first turn, familiarize yourself with the point system automatically handled by the attached spreadsheet (NEXUS-RISE-tracker-v4.xlsx).

Base points for posts:

Each Influencer pair that accepts an offer and presents a post in the Publication Phase receives a **base of +5 stickers**. Importantly, they receive this even if the offer was a scam, because in the real internet, controversial and fake collaborations also generate huge views until exposed.

Quiet Algorithm Mechanics (Hidden from players until the end of the game!):

In the background, the NEXUS platform algorithm runs, which players do not see directly but feel its effects when payouts are distributed at the end of the turn (details in the 05_TRACKER sheet). The facilitator can use the built-in formula variant (where each clean offer automatically gives +1 algorithm bonus sticker, and two scam offers in a row impose a -2 sticker penalty) or the serial variant described in project notes:

- **Bonus Streak (streak of clean offers):** Publishing 2 clean offers in a row gives **+1 bonus sticker** at the beginning of the next turn; 3 clean offers in a row give **+2 bonus stickers**.
- **Penalty Streak (streak of bad turns):** Publishing 2 scam offers in a row (even if undetected by detectives!) results in a quiet **-1 sticker** penalty in the next turn. If a scam is detected by a tabloid portal, the pair incurs a detection penalty and loses bonus eligibility.

Never explain to students during gameplay why an extra or deducted sticker came from the algorithm – full disclosure happens only during the debriefing.

Action Cards (Full listing in NEXUS-RISE-tracker-v4.xlsx, sheet 03_KARTY):

During the game, students can spend stickers with the facilitator to play special strategic cards:

- **Cards for Influencers:**
 - 🔍 **VERIFICATION (cost: 4 stickers, limit: max 2 times per game):** Allows a pair to read the hidden "Fine Print (GM)" of a chosen offer before deciding (private to that pair). Helps detect a scam and safely reject the offer.
 - 🕵️ **SEARCH (cost: 2 stickers, limit: max 1 time per game):** The pair receives a preview of offer titles appearing on the table in the next turn (without content).
- **Cards for Tabloid Portals (Detectives):**
 - 💧 **LEAK (cost: 4 stickers, limit: max 2 times per game):** The facilitator reads aloud to the whole class the "Fine Print (GM)" of an offer chosen by an influencer pair in the current turn. Does not say "it's a scam" directly, but reveals details so influencers can



withdraw.

-  **CLICKBAIT (cost: 2 stickers, limit: max 3 times per game):** The portal targets an offer published in the current turn. If the offer proves to be a **SCAM**, the portal wins and receives **+2 stickers**. If the offer was **CLEAN** (false accusation), the offer owner (Influencer) gets **+2 stickers** for free publicity!
-  **MOLE (cost: 5 stickers, limit: max 1 time per game, available from turn 2):** Powerful investigative card operating exclusively on an offer from the **previous turn** (not current or older!). If the portal proves an influencer pair promoted a SCAM in the previous round, a public scandal breaks out, and the exposed pair receives a heavy **-5 sticker** penalty!
- **Shared card:**
 -  **COMMENT (free, limit: up to 3 comments per turn):** In the Voting Phase, each pair can place a supportive comment (**+1 sticker** for post author) or an attacking comment (**-1 sticker** for post author) under posts in the Publication Zone.

5. Gameplay Flow of a Single Turn (Phases I–V)

The game proceeds in repeating turns. Each turn takes about 20–30 minutes. During shorter sessions (e.g., 2–3 school lessons), running 3–4 turns is optimal, while in a full two-day variant, 8 to 10 turns can be conducted.

How to select envelopes on the table across turns?

In each turn, lay out **8 offers for each of the three influencer categories** on the table (unselected envelopes can carry over to subsequent turns or days). The ratio of **Clean (CZ)** to **Scam (S)** offers changes per turn, gradually increasing difficulty:

- **Day 1 (or early workshop turns – easy to medium):**
 - Turn 1: 6 clean offers and 2 scams per category.
 - Turn 2: 6 clean offers and 2 scams per category.
 - Turn 3: 4 clean offers and 4 scams per category.
 - Turn 4: 4 clean offers and 4 scams per category.
 - Turn 5 (optional): 2 clean offers and 6 scams per category.
- **Day 2 (or advanced turns – medium to hard):**
 - Turns 1 and 2: 4 clean offers and 4 scams per category.
 - Turns 3, 4, and 5: 2 clean offers and 6 scams per category (market dominated by advanced financial fraud, hidden gambling, and pseudoscience).

PHASE I – Laying Out Offers (1 minute) The Platform Operations Director lays out categorized offer envelopes on the main table: Lifestyle, Gaming, and Sport/Fitness (plus optional local #LOK envelopes available to everyone).

PHASE II – Picking Offers (2–3 minutes)

Influencer managers approach the table and pick offers of interest – **maximum 2 envelopes per pair**. Why two? Because in a given turn a pair can ultimately play (publish) **only one offer**, but picking two allows them to verify one and reject it if it turns out to be a trap. Unaccepted offers return to the facilitator and do not participate in that turn. Tabloid Portals observe who picks which envelopes.

PHASE III – Action, Verification, and Tasks (10 minutes)



All participants act simultaneously across the room:

- **Analysis and verification:** Influencer pairs read offers at desks, check sender email addresses (e.g., whether a known brand writes from a private @gmail.com or .xyz/.ru domain), and look for manipulation techniques from the contract glossary.
- **Tasks with the Content Strategy Director:** Students approach the facilitator to purchase *Verification* or *Search* cards. If they lack stickers early on (starting with 3, while *Verification* costs 4), they can complete a short knowledge task on manipulation techniques with the facilitator or borrow a sticker from another pair (registering the deal with the facilitator).
- **Investigative play and negotiations:** Tabloid Portals circulate among teams, ask questions, buy/sell info, form alliances, and purchase *Leak*, *Clickbait*, or *Mole* cards from the facilitator.
- **Creating a post:** Each Influencer pair finally chooses one offer and prepares a promotional post and a short presentation on paper.

PHASE IV – Publication (8–10 minutes)

The Talent Acquisition Director starts the Publication process. Each Influencer pair comes to the center (approx. 45–60 seconds), presents their post to the class, promotes the chosen product, and sticks the paper in the **Publication Zone**. Immediately after presentations, **Tabloid Portals** take the floor – presenting findings, pointing out inconsistencies, asking probing questions, and playing action cards (*Leak*, *Clickbait*, *Mole*).

PHASE V – Voting and Turn Results (5 minutes)

All participants approach the Publication Zone, vote in categories "**WHO DO I TRUST?**" (+1) and "**WHO IS LYING?**" (–1), and place comments under posts. The facilitator enters data into NEXUS-RISE-tracker-v4.xlsx, the algorithm calculates points, and pairs receive (or lose) stickers. End of turn – moving to the next round.

6. Facilitator Tips: In-Role Discipline and Random Shocks

How to handle disruptions without breaking game immersion? ("Shadowban" mechanic):

If a participant interrupts others during the Publication Phase, disengages, or breaks contract rules, do not use school phrases like "*Calm down, stop disrupting*". Instead, apply a fully fictional consequence (per contract §8):

"Attention, NEXUS system message. Unauthorized activity detected on team account [pseudonym/team name]. Due to communication disruptions, the account is temporarily suspended for one turn (Shadowban). The participant cannot take actions in this round. Algorithm decision – not ours."

When the participant calms down, announce automatic account unblocking after one turn.

How to spice up gameplay? ("⚡ Random Shock" card from 03_KARTY sheet):

At any turn, the facilitator can announce a special random event modifying gameplay, e.g.:

- **AUDIT:** In the current turn, the cost of playing *Verification* and *Leak* cards is halved (from 4 to 2 stickers).
- **VIRAL / TREND:** Posts promoting honest social, ecological, or educational actions



receive an extra +2 bonus stickers from the platform in this turn.

- **BREAKING NEWS / CANCELLING:** In the current turn, the penalty for publishing a scam exposed by a tabloid portal is doubled.
- **RETRACTION:** A pair that lost points on a scam in the previous turn can deliver a 30-second statement explaining to viewers what manipulation technique was used in that offer – recovering 2 lost stickers.

7. Debriefing – Summary Session (Minimum 30 minutes – Do Not Skip!)

Gameplay always ends with a summary (debriefing) led by the Talent Acquisition Director. This is the most crucial educational moment of the workshop, where competitive emotions turn into lasting knowledge and protective habits. Participants sit in a circle without desks. A full set of 174 reflective questions divided into categories is available in the attached file Pytania do debreifngu.xlsx.

STEP 1 – Dropping the Role (5 minutes) Per contract §9, participants formally exit roles. Everyone removes their NEXUS agency badge, speaks their **real name** aloud, and shares **one word** describing how they feel right now.

STEP 2 – Emotions and Pressure (5 minutes)

Discuss what happened during the sticker race:

- What was the hardest part of the game for you?
- When did you feel the most pressure?
- Was there a moment when you wanted to skip verifying an offer because time was running out or you feared others would take the best envelopes?

(You can also pull questions from the "🧠 Emotions during the game" section of Pytania do debreifngu.xlsx, e.g., about making decisions under strong emotions or distinguishing one's feelings from peer pressure).

STEP 3 – Manipulation Techniques and Creator Perspective (10 minutes) Analyze envelope offers (you can read the "In the Background (GM)" section from oferty.pdf for a few selected scams to show students how real scams operate regarding Steam Guard codes, SMS 925XX subscriptions, fake supplements, or financial pyramids):

- Which manipulation techniques from the glossary did you notice during the simulation?
- Which technique affected you the most? *(Maintain a shame-free, non-judgmental atmosphere – recall the concept of **Blaming the victim** from contract §10: scams are designed by professionals to trick people, and the fault lies with the scammer, not the victim).*
- How did it feel when you suspected an offer was dishonest, yet you went to the center and convinced the group the product was great? What would you do differently if you played a second time?

STEP 4 – Algorithm REVEAL (5 minutes)

The facilitator reveals the quiet algorithm mechanics and shows the 05_TRACKER table for the first time:

- Did anyone suspect during the game that an additional background system was

rewarding and penalizing for offer streaks?

- How does this hidden mechanism in our game compare to real algorithms on TikTok, YouTube, or Instagram?

STEP 5 – Transfer to the Real World (10 minutes)

Connect the workshop experience to students' daily digital habits (you can use questions from "🧠 Critical thinking", "🛡️ Boundaries and manipulation", and "⚖️ Decisions and consequences" in Pytania do debreifngu.xlsx):

- Where in real life and online do you encounter identical mechanisms?
- What specific steps can you take differently next time you see a similar offer, "free giveaway", or internet drama online?
- How to react when everyone in a peer group is certain of something and follows the crowd, but you have doubts?

STEP 6 – Closing Space (Open Ending)

At the very end, give the floor to participants without forcing ready answers:

"Every emotion you felt in this simulation was justified. If something moved or irritated you – it means the experience worked. Now I want to hear from those of you who want to add something at the end."

After closing the circle, present final results from the 05_RANKING sheet and thank the group for participating in the simulation.

Downloadable Materials (Attachments to the Scenario)

To run the **NEXUS RISE (Influence House)** simulation, download the complete set of files below:

1. **Participant Contract + Glossary of 15 Manipulation Techniques** – document to print for each pair of players and discuss before starting the simulation (downloaded from https://addtruth.pl/dom_wplywow/).
2. **Complete Database of 159 Offers (Lifestyle, Sport/Fitness, Gaming, Local)** – set of clean and scam offers across three difficulty levels along with hidden "Fine Print" and explanatory notes "In the Background (GM)" for the facilitator (downloaded from https://addtruth.pl/dom_wplywow/).
3. **Game Master Sheet and Algorithm Tracker** – automatic spreadsheet containing Action Cards description (03_KARTY), gameplay log (02_DZIENNIK), point and hidden algorithm calculator (05_TRACKER), and leaderboard (05_RANKING) (downloaded from https://addtruth.pl/dom_wplywow/).
4. **Database of 174 Reflective Questions** – set of questions supporting the facilitator during the summary discussion, divided into 14 thematic sections (e.g., *Decisions and consequences, Emotions during the game, Critical thinking, Boundaries and manipulation, Peer pressure*) (downloaded from https://addtruth.pl/dom_wplywow/).

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