



Valuing Opportunities for Inclusive Civic Engagement in Europe

## Be-EU – Game Manual

### 1. Welcome to Be-EU

*Be-EU* is an educational adventure where you play as a young journalist investigating news circulating across Europe.

Your goal is simple: **discover if a story is true or false** by traveling, asking questions, collecting clues and verifying them.

This game teaches critical thinking, media literacy, and how to identify misinformation in a fun and interactive way.

### 2. Objective of the Game

You begin with a rumour sent to your newsroom.

Through exploration and investigation, you must:

1. Find reliable clues.
2. Detect misleading or false statements.
3. Cross-check your information in the **EU Information Office**.
4. Make the final decision: **Publish** or **Reject** the news.

Your performance is based on accuracy, not speed.

### 3. Basic Controls

#### Movement:

- Use on-screen buttons or mouse to navigate menus.
- Travel between destinations using the **Bus Map**.

#### Interaction:

- Click or tap NPCs to start conversations.
- Choose between **YES / NO / Answer options** to progress.

#### Inventory:

- Shows **Clues collected**, **Errors made**, and **Verified news**.

#### Languages:

- Select at the beginning (EN / ES / IT / EL).

### 4. Game Flow (Step by Step)



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## 1. Select Your Language

Pick your preferred language. The entire game will adapt automatically.

## 2. Start in the Newsroom

Your editor introduces the rumour, such as:

*“EU to fund music streaming services”*

or

*“EU mandates only square watermelons for sale.”*

You'll also learn:

- Difficulty level
- Number of clues needed
- General context of the rumour

## 3. Travel to European Locations

Use the **Bus Map** to visit places such as:

- Italian Pizzeria
- Finnish Library
- German Concert Hall
- Romanian Market
- Belgian Hospital
- Polish Student Residence
- Turkish Bazaar
- EU Office (locked at first)

Every location may contain:

- **Useful clues**
- **Misleading statements**
- **Atmosphere-only dialogues**
- **No information at all**



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#### 4. Talk to Local Characters

NPCs give you insight, facts, rumours and opinions.

There are **three types of information** you can receive:

1. **True clues** – help you solve the case
2. **False clues** – typical misinformation traps
3. **Neutral dialogues** – world-building or ambience

A clue is only valid if:

- It is **marked as a clue**
- It is **truth-based**  
(You don't see this directly — you deduce it through reasoning.)

#### 5. Collect the Required Clues

Your News File indicates how many clues are needed, for example:

- *news\_009*: 5 clues

*new09*

- *news\_010*: 5 clues

*new10*

- *news\_018*: 6 clues (true story)

*new18*

- *news\_019*: 6 clues (fake story)

*new19*

You can travel freely until you gather enough.

#### 6. Visit the EU Information Office

Once you have the minimum clues, the EU Office unlocks.

Here you can:

- Validate your clues
- Learn the truth behind the rumour
- Understand common misinformation patterns



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- Correct mistakes from previous conversations

This is the key step before the final decision.

## 7. Final Decision at the Bus Stop

When ready, go to the **Bus Stop** to finalize your verdict.

You must select:

**Publish**

or

**Reject**

The game checks:

- Are your clues sufficient?
- Are your conclusions accurate?
- Did you fall for misinformation?

The feedback explains exactly why your decision was right or wrong.

## 5. Types of News You May Encounter

The game includes:

- Entirely false rumours
- Around true facts but distorted
- Real EU policies misunderstood
- Fake technological claims
- Agriculture myths
- Cultural misconceptions
- Genuine stories (rare, to test attention)

Each JSON file represents a complete case.

## 6. Your Tools as an Investigator

### 1. The Bus Map

Shows all locations. Not all contain clues — choose wisely.

### 2. NPC Conversations



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Listen carefully. Tone, context and content matter.

### 3. EU Office

Your official verification point.

### 4. Inventory

Tracks:

- Clues
- Mistakes
- Verified news

Use it to see your progress.

## 7. Tips and Best Strategies

### ✓ Don't trust the first answer you hear

Misinformation often sounds confident.

### ✓ Compare multiple locations

Clues become clearer when seen together.

### ✓ Use the EU Office to confirm

This is your reality check.

### ✓ Avoid rushing decisions

You cannot win by guessing.

### ✓ Pay attention to cultural context

Many rumours rely on stereotypes.

### ✓ Think critically

Ask yourself: "*Is this plausible?*"

## 8. Common Mistakes to Avoid

Publishing with too few clues

Believing the first NPC who agrees with the rumour

Ignoring contradictory information

Forgetting to check the EU Office

Misinterpreting jokes as evidence

Visiting random locations without reading the rumour carefully



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## 9. Frequently Asked Questions

### Q: Are all rumours fake?

No. Some — like *news\_018* (cat registration) — are partly true and require deeper understanding.

### Q: What if I disagree with a clue?

The EU Office always presents the verified truth.

### Q: Can I fail?

You can make mistakes, but the game encourages learning rather than punishing.

### Q: Do I need to visit every location?

No. Only the ones relevant to your case.

### Q: Can I replay stories?

Yes — and you may discover different clues each time.

## 10. End of Game

After each case, you receive:

- A learning summary
- Feedback on misinformation patterns
- Encouragement to continue investigating

The goal is not only to solve news, but to **strengthen your media literacy**.

## 11. Credits & Acknowledgments

**Be-EU Street** is inspired by European diversity, critical thinking and civic empowerment. Special thanks to educators, testers, students and cultural contributors across EU countries.



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