Defeat the Cheat  

**Full Game**

**The Game**
With your integrity at stake, you must defeat your inner cheat.

Move around the board collecting Integrity Points before cheating becomes second nature!

**Setup**

**Players:**

- 2 – 6 individual players (Ideal)
  - Could be 6 teams of 2 players
- Integrity Banker – additional/optional

Time: Flexible *(see How to Win)*

**Equipment**

- x1 Playing board
- x1 Cheat Sheet
- x1 Die
- x 1 Scenario card deck
- x12 Meeples (2 per player)
- x100 Integrity Points (IP)
- X1 ? card deck
- X1 Cheat card deck

**How to Play**

Each player has two meeples and a ‘Cheat Sheet’. Place one of the meeples on the boards’ START square and the other on the ‘X’ square marked on the Cheat Sheet.

Players take it in turns to roll the die. The player who rolls the highest number goes first, followed by the person on their left and so on.

Rolling the die, players move the specified number of spaces. Squares marked with a ‘?’ ‘Scenario’ or ‘Cheat’ will require another player or adjudicator to pick a card from the corresponding deck. Some squares will penalise players, others reward. There are a few squares where, if players land on them no action is required and play simply continues to the next player.

**Adjudicator**

This role can be used to read the questions and handle the Integrity Points. This could be a lecturer. If this isn’t feasible then the questions are read by the individual to the players left. Players will be trusted to take and return Integrity Points.
The Cheat Sheet
When a player lands on a Cheat square on the board, they will pick up a Cheat Card specifying the action that must be taken. These cards will state whether a player needs to move the meeple on the Cheat Sheet forward a square and return any integrity point(s) as stated on the card.

The board also consists of squares which may require the player having to move their meeple a space forward on their cheat sheet.

If a player reaches CHEAT, on the Cheat Sheet, they are out of the game and play continues with those players remaining.

Every time the player receives a Cheat card they keep hold of it so cards can be used for discussion during or at the end of the game.

Earning Integrity Points (IP)
Players who answer questions correctly will be rewarded with Integrity Points as indicated on the card. Points can also be earned from landing on certain squares on the board.

Players can lose Integrity Points by landing on certain squares on the board or being penalised via the Cheat cards.

How to win
The winner is the player with the most Integrity Points whether that is the first person to reach the Finish or not. If it’s a draw, then the player closest to the finish on the main board wins.

This will allow for flexibility in time limited sessions.

Alternative play options
Using just the card decks a series of activities can be had

- ? cards can be used to perform knowledge checks or an in class quiz
- The Scenario cards can used to instigate discussion whether that is as a whole class or as a group activity with the cards being divided between these groups.
- The Cheat cards can be used to discuss how it is cheating and what could/should be done to counteract it.