

# ¿Verdad o Chisme?

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01

# Game Introduction





# Game Introduction

¿Verdad o Chisme? is a **multiple-player tabletop role playing** game where four friends converse in Spanish and **weigh different possibilities** why a friend arrives late to a restaurant. At the end of the game, **players will decide to stay, leave, or exclude the late friend.**

Number of Players: **Maximum four players** including **facilitator**

Target Audience: **Intermediate to advanced Spanish learners**

Core Dynamics: **Exploration, Construct or Build, and Solution**

Learning Goal: Support intermediate to advanced Spanish learners develop fluency by **improving their public speaking skills** and **engaging in natural dialogue.**



02

# Mechanics & Rules



# Game Set Up



01

**Discuss Safety Tools:** Players will discuss topics that should or should not be touched on during the role play.

02

**World Building:** Restaurant & Character Creation

- Setting and Character Menu
- Character Archetypes (i.e. leader, entertainer, rational, hot headed)

03

**Facilitator Introduction:** The facilitator is the restaurant waiter and develops their character by listening and engaging with players.





# Gameplay Progression



## ***Playing Rounds***

- 1) Initial Rounds (2-3): Players stay in character and use prompts to create the story collaboratively.
- 2) Ordering & Clues:
  - a) Players ‘order’, receiving individual clues about the late friend’s delay.
  - b) Clues add mystery and can be shared or kept private to inform character responses
- 3) Sequent Rounds: Players integrate clues into the story, evolving theories and adding depth to the narrative.

## ***Player Interaction:***

- Players expand on/or challenge each other’s perspective (e.g., “I remember *that* but remember it differently”)
  - Creativity and collaboration are key to building an immersive experience.
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# Endgame & Debrief





## *Endgame Decision:*

- The waiter announces the late friend's arrival.
- Player individually decided whether to:
  - Stay and eat with the friend.
  - Leave the restaurant (and the friend).
  - Exclude the friend.

## *Debrief Questions:*

- Questions discuss **Feelings, Character Reflections, and Vocabulary & Storytelling.**

## *Takeaway:*

- Reflect on creativity collaboration, and the group's storytelling dynamics.
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03

Learning  
Potential



# Practicing Spanish

*The learning goal of ¿Verdad o Chisme? is to help intermediate to advanced Spanish speakers practice fluency in Spanish. We aim to target this goal through multiple game facets.*

1. Improving public speaking skills
2. Natural dialogue
3. Differentiating between informal and formal conversations
4. Creativity, guidance, and support



04

# Experience Creating





# Thanks!



Any questions?

