



BREAKING NEWS™

A GAME BY: VINCENT MIRAMON



12+



3-6



30 min

RULES

Contents

- 95 Keyword Cards
- 25 Icon Cards
- 18 Category Cards
- 6 Erasable Markers
- 6 Erasable Boards



OBJECT OF THE GAME

Players compete in crafting the funniest, most jaw-dropping headline, the kind that makes everyone stop and say, "Wait... WHAT?!" The winning headline - outrageous, unpublishable... yet, priceless! Be ready for non-stop laughter and unforgettable game nights!

SETUP

- 1 Each player picks an erasable board and a marker.
- 2 Shuffle the 18 Category Cards and place them face down in a pile in the center of the table.
- 3 Shuffle the 95 Keyword Cards and 25 Icon Cards together, forming one draw pile.

The player who woke up the earliest today becomes the Editor-in-Chief.



HOW TO PLAY

3 players: Each player becomes Editor-in-Chief **twice**.

4-5-6 players: Each player becomes Editor-in-Chief **once**.

1. The Editor-in-Chief draws and reveals **5 cards** from the combined Keyword/Icon pile, reading them aloud. If an icon appears twice, discard one and draw a new card.



NOTE: Keyword Cards are double-sided. Use the side of the Keyword Card as drawn (don't flip to choose a side).

2. The Editor-in-Chief draws **3 Category Cards**, chooses one, reads it aloud, and places it face up. Return the other two cards to the bottom of the deck.



3. Once players get a “Go” signal from the Editor-in-Chief, they race to write a **headline** related to the chosen category. Each keyword or icon used by a player must be **underlined**. When done, the players place their marker in front of them.

Chef shocks dinner party with an all-you-can-eat brain buffet.

OPTIONAL : For added sense of newsroom urgency, set up your preferred app or device to a 3-minute timer.

VALID HEADLINES

Players must follow these rules:

1. The headline must relate to the category and include at least one keyword or icon.
2. The headline must be limited to a single sentence. If it's longer, only the first sentence counts.

TIP: Shorter headlines are often more effective!

SCORING

Players take turns, starting with the player to the left of the Editor-in-Chief, reading dramatically their headlines. The Editor-in-Chief chooses the headline they think is best, awarding: **3 points** to that player and the **Category Card** as a trophy.

Each player (including the winner) scores **1 point for each keyword or icon** used (each counts only once).

EXAMPLE:

The image shows a game board for 'BREAKING NEWS'. It includes a score table with columns for HEADLINE 1 through HEADLINE 6 and a TOTAL column. The table also has rows for WORD COUNT (1 PT/WORD), WINNING HEADLINE (3 PTS), and HEADLINE. An example headline is written: 'Chef shocks dinner party with an all-you-can-eat brain buffet.' The words 'shocks', 'dinner', 'party', 'all-you-can-eat', and 'brain' are underlined. A black eraser and a white pencil are also shown on the board.

SCORE	HEADLINE 1	HEADLINE 2	HEADLINE 3	HEADLINE 4	HEADLINE 5	HEADLINE 6	TOTAL
WORD COUNT (1 PT/WORD)	4						
WINNING HEADLINE (3 PTS)	3						
HEADLINE:	Chef <u>shocks</u> <u>dinner</u> <u>party</u> with an <u>all-you-can-eat</u> <u>brain</u> buffet.						

The Editor-in-Chief scores **0 points** and marks an **X** on their board. All players erase their boards, and the next player clockwise becomes the Editor-in-Chief.

END OF THE GAME

The game ends when every player has been Editor-in-Chief once (4-5-6 players) or twice (3-players). The player with the **highest total score** wins. In case of a tie, the winner is the player who earned the most points for a **single headline**.

ICON DESCRIPTIONS

Icons give creative freedom. They allow players to create their **own keywords** that fit the **symbol shown**. If a duplicate icon appears, discard it and draw another.



ANIMAL: Add an **animal**.



EVENT: Add an **event**.



OBJECT: Add an **object**.



PLACE: Add a **location**.



PERSON: Add a **public figure**.

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A game by: Vincent Miramon

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14460 Falls of Neuse Road, suite 149-343
Raleigh, North Carolina USA 27614

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