

Spot the Bluff · STB-A

Build Your Own History Bluff Game

Your mission: create a 3-option Spot the Bluff puzzle. Two statements are true. One is a sneaky AI-made fabrication. Your player has to catch the bluff.

Start the mission

Play the example first

YOUR CURRENT LEVEL

0 XP

Level 1: Topic Picker

Pick a tight topic

Generate fact set

Verify every fact

Drop strongest distractor

Build reveal panel

Final check

The game in one line

You show three Indian-history statements. One is wrong in a small, sneaky way. Your friend gets 60 seconds to spot it.

This is not a quiz about memorising everything. It is a game about learning to notice when AI sounds confident but gets one detail wrong.

► Play one round first

AI wrote three Indian-history statements. One has the shape right but the detail wrong.

BEGINNER ROUND · INDIAN INDEPENDENCE MOVEMENT

Which one is the bluff?

A. Mahatma Gandhi launched the Non-Cooperation Movement in 1920.

B. The Indian National Congress held its first session in Bombay in 1885.

C. Subhas Chandra Bose took command of the Indian National Army in 1941.

THOUGHT BULB

The bluff is not random nonsense. That would be too easy. The best bluff is close enough to sound true, but wrong enough that a careful reader can catch it.

1 Pick a tight topic

Not “Indian history”. That is too big. Pick a small corner of Indian history.

Good topics:

Dandi March

Quit India Movement

Indian National Congress

Rani Lakshmibai

Ashoka

The Revolt of 1857

Your puzzle topic

Example: Dandi March

CAUTION BOARD

Do not choose topics like “all freedom fighters” or “ancient India”. Big topics create lazy puzzles. Tight topics create better bluffs.

☐

I chose one tight Indian-history topic.

2

Copy the creator prompt

Paste this into ChatGPT, Claude, Gemini, or another AI tool. Replace the topic if needed.

CREATOR PROMPT FOR THE AI TOOL

You are helping me create a Vanguard Scholar "Spot the Bluff" puzzle for Grade 9-10 students.

Topic: [write one tight Indian-history topic here]

Create ONE fact set with:

1. Three statements that are verifiably true.
2. One statement that is plausible but false.
3. The false statement must be a subtle date, number, name, or sequence slip. It must not be an opinion.
4. The false statement should be "shape-right but detail-wrong" – close enough to sound true, but actually wrong.
5. Do not use safety-related, medical, legal, helpline, politics-current-affairs, religion, or personal topics.

For each of the 4 statements:

- Mark TRUE or BLUFF in production notes.
- Give one credible verification URL.
- Explain the verification in simple English.

Then create TWO student-facing versions from the same set:

- A. Grade 9-10 version: 3 options only – 2 true statements + 1 bluff.
- B. Grade 11-12 version: 4 options – 3 true statements + 1 bluff.

For the Grade 9-10 version, drop the strongest true distractor so the puzzle is fair.

For each version, provide:

- Setup line.
- Labelled options A/B/C or A/B/C/D.

- Reveal with exactly 4 parts:
 1. Which statement is the bluff.
 2. The tell that should have made the player suspicious.
 3. The transferable rule for the next AI answer.
 4. Verification URL.

Also rotate the bluff position. Do not always put the bluff at C.

Copy creator prompt

THOUGHT BULB

You are asking AI to create the puzzle. But you are still the puzzle editor. AI can help build the trap. You must check that the trap is fair.

☐

I pasted the creator prompt into an AI tool and generated a fact set.

3 Verify like a detective

This is the part that separates a good puzzle from a fake-looking one.

For every statement, open the verification URL and check it yourself.

Good verification

The URL actually says the date, name, event, or number used in the statement.

Weak verification

The URL is only “kind of related”, or the AI claims it proves something but it does not.

CAUTION BOARD

Never publish a bluff unless you can prove why it is wrong. “AI said it is false” is not proof. The source has to do the work.

☐

I opened the URLs and checked the true facts and the bluff.

4

Choose the 3-option version

For Grade 9–10, keep it clean: two true statements, one bluff.

The AI may give you 4 statements. For the Grade 9–10 version, remove one true statement. Keep the two true statements that make the bluff feel possible, but not impossible to catch.

SIMPLE FORMULA

3-option puzzle = 2 true facts + 1 subtle bluff + 60 seconds.

Where will you place the bluff?

A



THOUGHT BULB

Rotate the bluff position across your library. If every answer is C, your friends will stop reading and start guessing.

☐

I selected the 3-option version and rotated the bluff position.

5

Build the reveal panel

The reveal is where the learning happens. Not the guessing.

Your reveal must have exactly four parts.

REVEAL TEMPLATE

Reveal:

1. Bluff: [write the false statement label and statement]
2. The tell: [what should have felt suspicious?]
3. Transferable rule: When AI gives you [date/number/name/sequence], always check [specific thing].
4. Verify here: [paste credible URL]

Copy reveal template

WIN CONDITION

A player should leave your puzzle thinking: “Ah. Next time AI gives me a neat date or number, I should check it.” That is the real win.

☐

I wrote the 4-part reveal with a verification URL.

6 Optional: turn it into a web game

Paste your final statements into this mini HTML template.

Use this only after your facts are verified. Replace the option text, answer, reveal, and URL.

MINI PUZZLE HTML TEMPLATE

```
<section class="spot-the-bluff">
  <h2>Spot the Bluff</h2>
  <p>AI wrote three facts about [your topic]. One is a bluff. Which one?</p>

  <button onclick="showReveal(false)">A. [true statement]</button>
  <button onclick="showReveal(true)">B. [bluff statement]</button>
  <button onclick="showReveal(false)">C. [true statement]</button>

  <p id="reveal"></p>
</section>

<script>
function showReveal(correct) {
  const reveal = document.getElementById('reveal');
  if (correct) {
    reveal.innerHTML = 'Correct. The bluff was B. Tell: [write the tell]. Rule: [write the transferable rule]. Verify: <a href="[URL]" target="_blank" rel="noopener noreferrer">source</a>';
```

```
    } else {  
        reveal.innerHTML = 'That is not the bluff. The fabrication was B. Check here: <a  
href="[URL]" target="_blank" rel="noopener noreferrer">source</a>';  
    }  
}  
</script>
```

Copy mini HTML

Final editor check

Before you publish or share your Spot the Bluff puzzle, pass this check. Honour code.

- ☐ The topic is tight, not huge.
- ☐ The bluff is verifiably wrong, not an opinion.
- ☐ The bluff is a subtle date, number, name, or sequence slip.

☐ Every true statement has been checked with a credible source.

☐ The reveal has all 4 parts: bluff, tell, rule, URL.

YOUR CLOSING LINE

Do not just ask, “Which one is wrong?” Ask, “What made you suspicious?”

That second question is where the skill lives.

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Vanguard Scholar — Smart questions. Smarter answers. You, upgraded.

Made with care. No data collected.

Questions? Teachers and parents, write to us. Students, speak with your teacher or a grown-up first.