

The Cranky Uncle Game: John Cook and colleagues

Download the game to your phone, tablet or laptop. Play the game — I recommend reaching about 500 points, which exposes you to most of the ideas. Use the group code UTEXASCLIM.

You can play the game as an app on your phone or through your browser on your phone, computer or tablet. You will be the VERY FIRST PEOPLE to play the game in these languages, so please provide feedback directly to the development team via these forums:

English: <https://sks.to/crankyfeedback>

Spanish: <https://sks.to/crankyfeedback-es>

Portuguese: <https://sks.to/crankyfeedback-pt> (form is still in English)

And, of course, the game is available in English, Spanish and Portuguese via browser:

Browser: <https://app.crankyuncle.info>

The debunking handbook is available in MANY languages, and you can find them all here: <https://sks.to/debunk2020>

It will likely work on the last version of IE as well, but the designers did not try to adapt it for older IE releases that Microsoft no longer supports.

If you are unable to access the game, don't worry - you can still get the premise by reviewing the article from the assigned reading in the introductory materials: [“A history of FLICC: the 5 techniques of science denial” by John Cook, CrankyUncle.com](#)

<https://crankyuncle.com/a-history-of-flicc-the-5-techniques-of-science-denial/>