

THE PHILOSOPHY CONVERSATION GAME

AIM

To create an adventure of thought in which all are led through conceptual depths, breadths and methodological unknowns. A well played adventure will create a dynamic experience that moves between the two opposing poles of 1) a philosophical conversation which uses logical and descriptive language to analyze ideas 2) a playful, experimental activation of pedagogy which perhaps departs from theoretical language and activates ideas through theatricality, embodiment, or other immersive methodologies.

GAMEBOARD

-VERY large piece of paper, or computer program (Scapple), or small pieces of paper that can continuously expand
-each game space is a node/bubble of a mind map (created by the Conversation Guide)

GAMEPLAY (for 3-4 players)

-Designate 1 Conversation Guide. This player will not take part in the conversation directly, but will be a guide, rule arbiter, and conversation therapist for the game. The rest of the players are Conversationalist. Each Conversationalist should pick a Philosopher they want as their avatar (see special abilities below).

PRIOR TO (AND ENDING) EACH CHAPTER

- 1) Create any necessary cards as Chapter instructions indicate below
- 2) Shuffle Yellow Cards and draw designated number of cards at random (randomness is offset if Chapter instructions indicate or if the Conversation Guide indicates)
- 3) When all players have run out of cards, the chapter is over. At the end of each chapter the Conversation Guide speaks to the conversation development (what is missing, needed, going well, encouraged, etc)

CHAPTER GAMEPLAY: each chapter is composed of x number of rounds where x = the total number of cards in play at the beginning of the chapter.

Rounds:

- 1) Conversationalist rolls dice to determine possible spaces of movement on the game board (each space is one node/bubble of the mind map).
- 2) Conversationalist moves their game piece to an appropriate game space and activates a card from their hand. Activation = speaking/acting for less than 1 minute in the indicated way (on the card) about the given idea written on the gamespace (node).
- 3) While this is occurring the Conversation Guide is adding new game spaces to the board.
- 4) The cards used are discarded and removed from the game (not to be used again)

SET CARDS (yellow) - Drawn at random at the beginning of each chapter

Build (2)- Building means to positively work with a claim to develop it.

Negate (2) Go against a claim by opposing it, playing devil's advocate, or finding areas in need of evidence.

Define (2) You must give a definition or clarify a term or idea.

Why (2) Explain why a particular idea/concept is what it is, or seek to uncover underlying assumptions

Example (2) Give an example, counter-example, story or metaphor

Complicate (2) Add complexity or complication to a question or idea

Togetherness (2) Set a timer for 3 minutes. Conversationalists can talk together generally (no need to take turns) about the main topic of conversation (no need to follow any one game space). During this time the Conversation Guide is free to give short verbal prompts to guide the conversation as they see fit. Also, during this time the Conversation Guide is encouraged to take notes on a separate sheet of paper. After the 3 minutes is over the Conversation Guide can add 3 game spaces to the game board which express key points articulated during this round.

PLAYER GENERATED CARDS (green)

To be written by each player at the beginning of a chapter.

GUIDE GENERATION CARDS (blue)

To be written by the Conversation Guide beginning of a chapter.

FINAL ROUND CARDS (red)

Text- Each player silently and legibly writes a conversational ending on a sheet of paper and hands this to the player to the right who then reads it silently

Perform- Players collectively imagine an actual situation/occurrence that would help clarify and give depth to the conversation. This situation is then congealed into a 1 minute performance.

Surrealism- A conversation using mainly words/phrases from the game board BUT it must be only 1 word/phrase at a time (i.e. you have to wait until the next player says a word before you can speak, BUT you don't have to go in any specific order). Also please try to speak quickly, or at least alter the dynamics of your speech considerably as you go.

END TALLY (after the game has ended)

- 1) Collectively agree to eliminate one of these elements: Fulfillment, Urgency, Curiosity, Complexity, Play
- 2) Each player writes down another element that will be used to judge the success of the game
- 3) There should now be a total of seven elements (four original, three new) that will be used to judge the success of the game
- 4) Each of these is said aloud, and pause occurs, and then each player says aloud a number between 1-10 which ranks the given element (1= not present, 10= very present)
- 5) These amounts are tallied together to generate a final score

ON THE CONVERSATION GUIDE: A good conversation guide can make or break a game. You are the facilitator, the game master, the therapist, the final arbiter of all rules. Any of the above rules, you can bend. Anytime a player is speaking, you can tell them to stop speaking, to abbreviate, to extend, etc. But you must use your power wisely, minimally, and judiciously. Above all else, your powers should always be used in accordance with the AIM of the game.

NOTES: The Conversation Guide is the final arbiter of how any green or red card should be interpreted or played. Written Cards (green/blue) can only create conditions for the round they are played. Their effects go away once the next round commences.

CHAPTERS

Prelude-

Step 1: A text is chosen from a pile of quotes

Step 2: This text is read aloud

Step 3: Players only ask questions back and forth (6 questions each)

Ch 1-

Conversationalists: 2 yellow cards each (one must be Togetherness which must go first)

Ch 2-

Conversationalists: 2 yellow cards each (cannot draw Togetherness in this Chapter)

In Play: Philosopher Power #1

Ch 3-

In Play: Philosopher Power #1

Card Construction: Conversationalists make 1 green card for themselves, Guide makes 1 blue card for each player

Conversationalists Cards in Play: 1-2 yellow cards each drawn at random, 1 green cards each, 1 blue card each

Guide Extra Powers: Guide can choose which game space is landed on (2 times)

Interlude-

Step 1: Each player and guide reads aloud a game space of their choice

Step 2: Players and guide only ask questions back and forth (10 questions each)

Step 3: Guide writes 1-3 questions of their choice onto the game board

Ch 4-

In Play: Philosopher Powers #1 & #2

Card Construction: Conversationalists make 1 green card for the other player, Guide makes 1 blue card for each player.

Conversationalist Cards in Play: 1-2 yellow card each chosen intentionally, 1 green card each, 1 blue card each

Guide Extra Powers: Guide can decide a Conservationist's card choice (2 times)

Ch 5-

In Play: 2 Philosopher Powers #1 & #2

Conversationalist Cards in Play: 1 yellow card each chosen intentionally, 1 green card each (chosen from random from the discard pile)

Guide Extra Powers: Becomes a Conversationalist

Ending-

Step 1- The Guide writes 1 additional endgame card

Step 2- The 4 endgame cards are placed face up on the game board.

Step 3- Each player (and guide) take 2 green cards and write the numbers 1 and 2 (representing 1st choice and 2nd choice)

Step 4- Each player puts the numbers face down on 2 endgame cards of their choice

Step 5- Cards are turned up.

Step 6- Players decide if they want to enact both 1st and 2nd choices and in what order.

Step 7- Activate endings.

PHILOSOPHER POWERS

Nietzsche

- **#1 - Aphorism** You can speak one sentence at the end of the other player's utterance.
- **#2 - Will to Power** Roll a dice when the other player rolls. If your role is higher than theirs, you move their game piece to a space of your choice as determined by the # on your dice roll

Deleuze

- **#1 - Rhizomes** While the other player is speaking you can write one Conversation Node (i.e. what the Guide is only able to do). This Node is inserted randomly into the Game Board.
- **#2 - N+1** You get double dice rolls.

Socrates

- **#1 - Aporia** For each round you can question the legitimacy of one node played by the Conversation Guide. The Conversation Guide is then bound to alter the card accordingly.
- **#2 - Socratic Method** You are allowed 1 interruption per round, while another Conversationalist (or Guide) is speaking