



# Cards Against Community

A game of conversation, moderation, and trolling for 4-6 players

Length of game: 20 minutes

## How to play

This is a game of role-playing and conversation. Players are given characters and goals for each round; if they achieve their goals, they get a point. The player with the most points at the end of five rounds is the winner.

One player does not compete in the game; that person is the designated **Head of Community (HOC)**. This player deals out the cards, starts the timer, makes sure the timer is visible to all players, scores each round, and keeps note of the scores. The other players are all Community Members.

## Rules

- No insults
- No personal attacks
- No physical contact

This is a game about mischievous trolling, not abuse. Any player at any time can stop the game immediately and ask everyone to calm down by using the word **HALT**. All players must agree to abide by this code of conduct.

There are three types of cards.

### Character Cards



These contain the roles that each community member will adopt for one round.

Community Members must not deliberately share their roles and aims during a conversation round, or the HOC will deduct five points from their score. If a player is uncomfortable with their character, or if they receive the same one twice in a row, the HOC will allow them to take a new card. The character they discard is placed back into the pack.

### Moderation Cards



These change the dynamic of a conversation by penalizing another player in a particular way. If you have a moderation card played against you, you must obey what it says for 30 seconds. It is your responsibility to track 30 seconds on the HOC's timer.

You cannot play a moderation card yourself until your 30 second penalty has ended. Moderation cards cannot be played against the HOC.

### Topic Cards



These set the topic of conversation for each round.

## Round 1

The HOC divides the Character Cards face up into two piles: Trolls and Non-Trolls. They turn the cards face down, shuffle each pile, take one Troll card, and then enough Non-Troll cards until the HOC has one Character Card for each Community Member.

e.g. if there are 4 Community Members, the HOC counts out 1 Troll card and 3 Non-Troll cards.

The HOC shuffles these cards together, then deals them face down to the players, so that nobody knows who the troll is.

The HOC then shuffles the Moderation cards and deals out one card to each player, face down.

Community Members can now look at their two cards. They need to follow the role on their Character Card, and try to achieve the aim/s listed on the card while continuing a conversation.

When everyone has read and understood their cards, the HOC turns over a Topic Card, chooses a player who will open the conversation, and then starts a timer for two minutes. The timer should be visible by all players.

The conversation begins, and each Community Member tries to fulfill the aims stated on their Character Card.

During the conversation, anyone can play a Moderation Card to help them achieve their goals.

At the end of two minutes, players can try to guess what roles each player had (there are no points for this.) The players all reveal their character cards, and the HOC gives them zero points, a half point or one point, depending on whether the HOC feels they fulfilled their character's aims during the round.

## Round 2

The same as Round 1, except the HOC shuffles the Troll and Non-Troll cards together. Now nobody knows how many trolls there are.

A rule change for this and the remaining rounds: if a community member has a Non-Troll role, thinks that they are in a group filled with Trolls, and sees no way of achieving their aims, they can 'log out' at any time. They leave the conversation and forfeit any points from the round, but they probably save their sanity.

## Round 3

Same as Round 2, except the HOC chooses one Community Member to be the Moderator. That person is the only player with Moderation Cards in this round; they receive the same number of cards as there are other Community Members.

e.g. There are five players. One is the HOC, so the Moderator receives four Moderation Cards.

The Moderator's role, as scored by the HOC, is to maintain a pleasant and on-topic conversation.

## Round 4

The same as Round 2, except that the person/people with the most points so far don't get a Moderation Card, and the person/people with the fewest points get two. If all Community Members have the same number of points, make Round 4 identical to Round 2.

## Round 5

The HOC deliberately chooses the Character Cards for each Community Member, without showing them to anyone else. The goal is to change the group dynamic; if someone has been talking a lot, they should receive The Person of Few Words character. If one Community Member has mostly played Non-Trolls, give them a Troll Character Card.

Players receive one Moderation Card each as with Rounds 1 and 2.

## Ending the Game

The player with the most points is declared the winner.

In the event of a tie, the HOC can declare more than one winner or give bonus points for particularly strong/terrible arguments.

## The Story Behind the Game

We created this game because we want more people to think about how moderation tools and community structures change users' experiences online. We encourage you to take a few minutes at the end of each round to consider how each rule change shifts the game's dynamic, and the actions of each Community Member.

## Change this game

Please take this game and change it, translate it, improve it, add different rules. It is distributed under an MIT free software license: [www.opensource.org/licenses/MIT](http://www.opensource.org/licenses/MIT)

**If you have any suggestions on how to improve or change the game, please tell us at [www.coralproject.net/cards](http://www.coralproject.net/cards).**

On that page you will also find Photoshop files and links to the fonts that we've used (all of which are available for free), so that you can make your own cards. If you don't have Photoshop, we recommend using GIMP. You can also order physical cards via the website.

## Other information

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