

How to Play Superject

The S.P.A.C.E consortium & superject working group

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primordial nature

There is urgency in coming to see the world as a web of interrelated processes of which we are integral parts, so that all of our choices and actions have consequences for the world around us.

—Alfred North Whitehead

overview

Superject is a card game grounded in the speculative philosophy of Alfred North Whitehead. It's a tool for questioning, prototyping, discussing, and feeling the world anew.

(see also <https://subetha.fo.am/p/superject>)

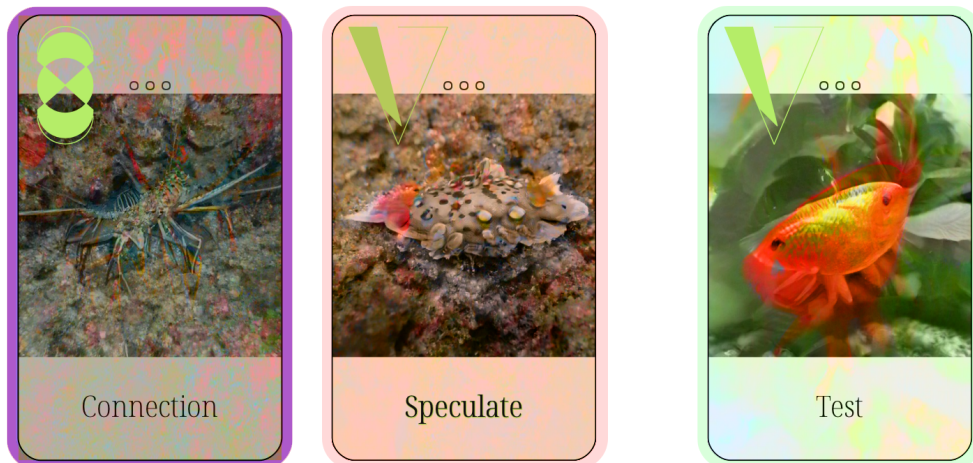
card types

A game requires one or more players and one or more decks of Superject cards. A deck is composed of three types of cards.

Occasions which describe (nouns...)

Qualia which describe (adjectives, adverbs...)

Lures which are (verbs...)



Occasions and **Qualia** are usually played in pairs or combinations which can be referred to as **Propositions**

how to begin the game

The game can be played in various ways so usually begins with the players deciding on the conditions of gameplay. Before the first cycle, you should agree on the following conditions

- Is the game more dependent on **chance** or **deliberate discussion** ?
- How many **cycles** will the game have? This could be a fixed number of rounds, a fixed duration or remain open to see how the game develops.
- Decide if there are any specific relationships between the cards & things in **the wider realm** (advanced option? anything else to decide about the 'wider realm'?)

once the scope and duration of the game has been agreed...

how to play the first cycle (chance)

Divide deck in to O, Q & L piles

Shuffle & place each pile face down

Each player takes a card from the O & Q piles in turn and put cards face-up in the **Locus** as pairs. The O & Q cards together form a **proposition**.

(organise by proximity i.e closer or further form centre)

(Take as many L cards as required)

how to play the first cycle (deliberation)

Divide deck in to O, Q & L piles. place cards face up.

Discuss which cards could be most relevant/interesting/generative/etc

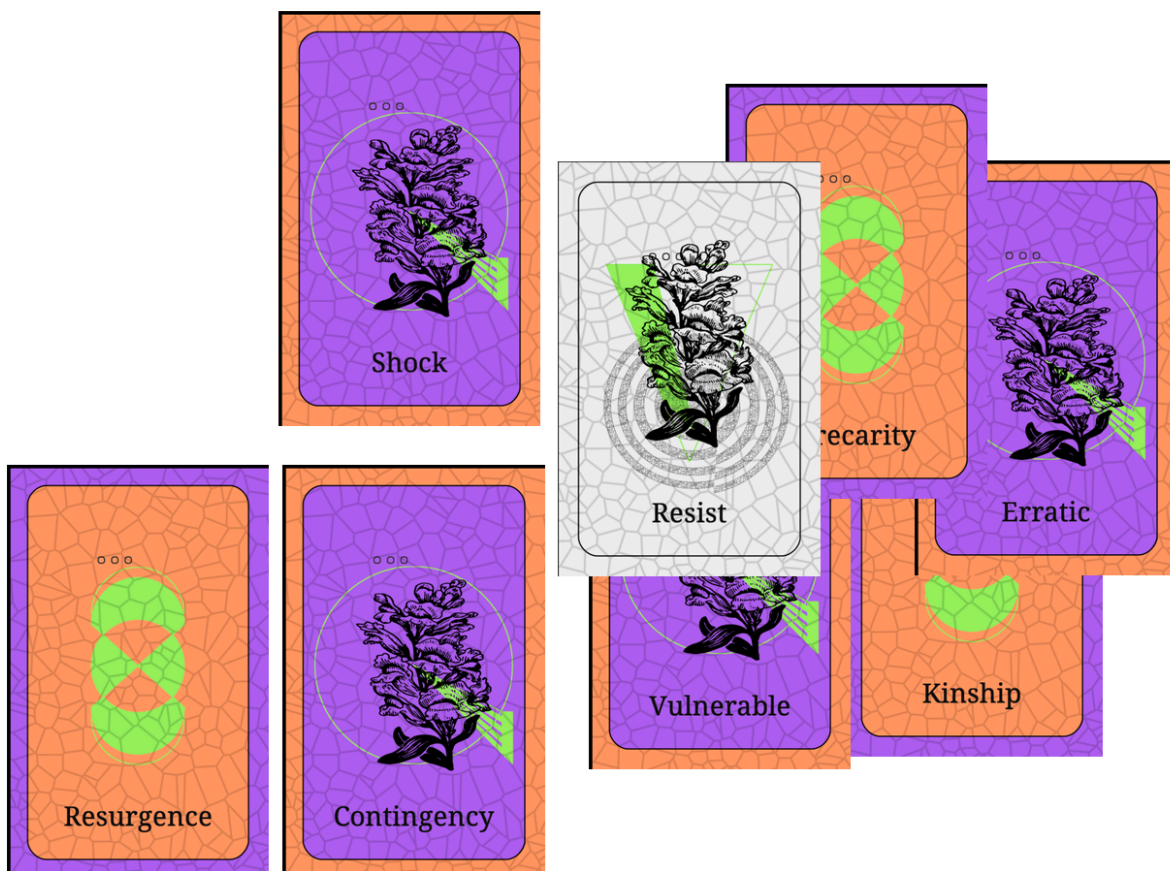
Each player takes an **Occasion** card in turn and places it in the **Locus** with a brief description of how they see the **Occasion** being part of the current situation.

Each player then takes a **Qualia** card and pairs it with any of the **Occasion** cards that have been played in the **Locus** giving a brief description of how they see the **Occasion** being modified by the **Qualia**

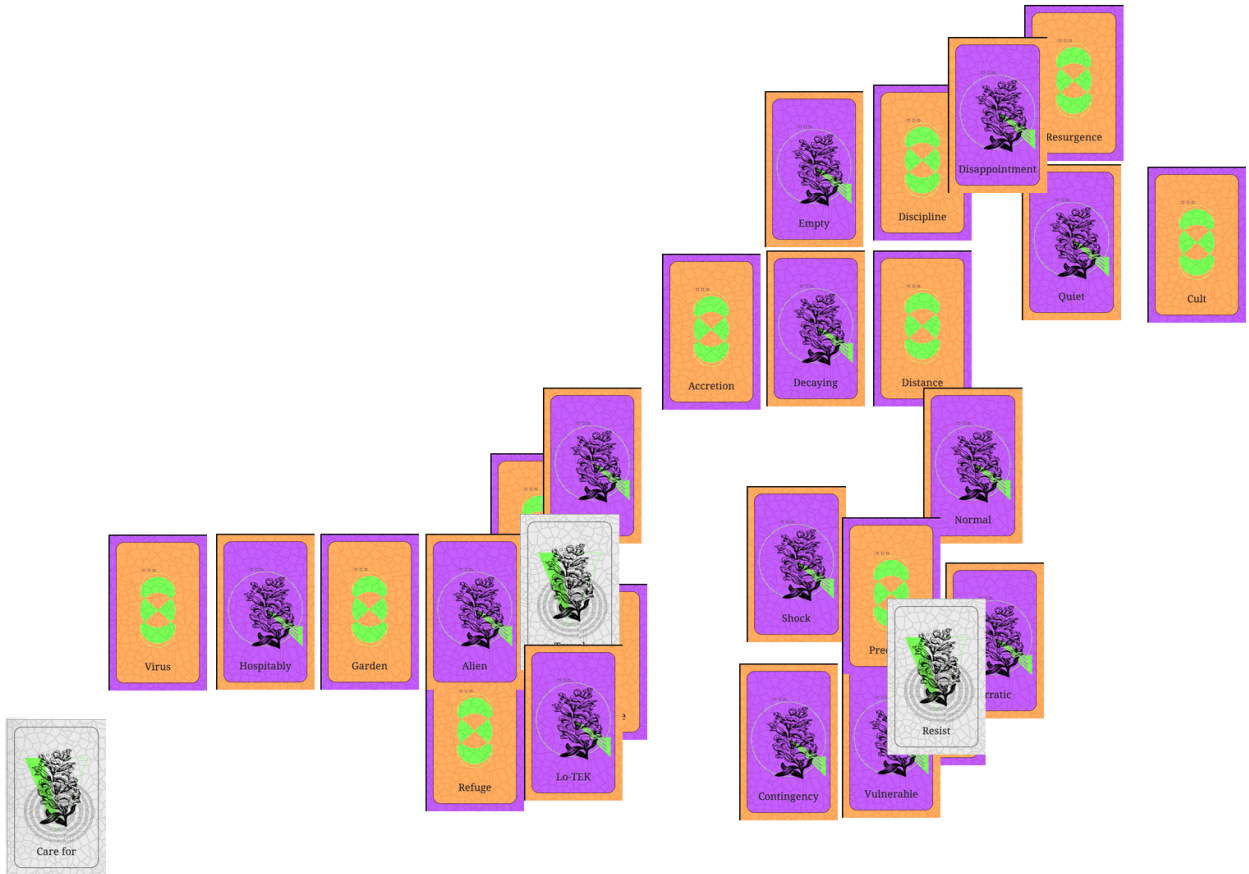
(organise by proximity? i.e closer or further form centre)

(Repeat the process for the L cards)

how to continue playing (deliberation)



how to continue playing (chance)



how to realise a proposition



how does the game end?



etc

compare the [Time Breaker Rules](#) and/or [Fluxx Rules \(as pdf\)](#) or [EcoFluxx](#) rules as a variant of Fluxx.