

How to Play Superject

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

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Contents

primordial nature	2
overview	2
card types	2
how to begin the game	2
how to play the first cycle (deliberation)	3
how to continue playing (deliberation)	3
how to play the first cycle (chance)	4
how to continue playing (chance)	4
how to realise a proposition	5
how does the game end?	5
etc	5

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 scope and duration of gameplay. Before the first cycle, you should agree on the following conditions...

- Is the game more dependent on **chance** or **deliberate discussion**?
- How long will the game last? This could be a fixed number of **cycles**, a fixed amount of time, or it can 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 (deliberation)

Divide deck in to O, Q & L piles. place cards face up (in the **Penumbra**?)

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**

(lead into a conversation between the players to understand the propositions in play...)

You may want to organise the **propositions** by moving similar ones closer together, and the more relevant, important or interesting ones closer to the centre of the **Locus**.

Each player adds a **Qualia** card to one of the current **Propositions** in turn.

Once the propositions are in place select a **Lure** card (needs clarification: one per player per round? or pre-select all the lures to play with? or leave all available in the **penumbra**? select an agreed subset of the lures to draw from?)

how to continue playing (deliberation)

Each player extends the environment with either an **O** or **Q** card from the **penumbra**

The next player (clarify?) selects a **Lure** that comes into play. The **Lure** can be placed next to any **P** to “entertain the proposition”

The player then describes the **Lure** as a way to enact the **proposition** and can suggest ways that the proposition might be realised.

Other players can offer further suggestions, until the group either decides to “realise the proposition” or “entertain another proposition”

If the proposition is not realised, the **Lure** is discarded (in the **Penumbra**) and another cycle begins



how to play the first cycle (chance)

Divide deck into O, Q & L piles

Shuffle & place each pile face down

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

Once all the players have created **propositions** by placing their cards in the **Locus**, they then attempt to explain how they see their proposition in relation to the current situation (expand?) this can proceed one player at a time, then lead into a conversation between the players to understand the propositions in play...

You may want to organise the **propositions** by moving similar ones closer together, and the more relevant, important or interesting ones closer to the centre of the **Locus**

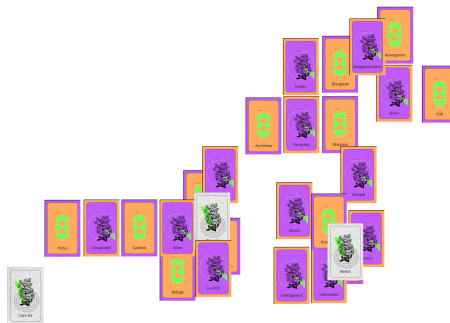
how to continue playing (chance)

Each player takes either an **O** or **Q** card from the pile, and uses it to extend one of the **propositions** in the **Locus**

The next player (clarify?) selects a **Lure** and places it next to any **P** to “entertain the proposition”

The player then describes the **Lure** as a way to enact the **proposition** and can suggest ways that the proposition might be realised.

Other players can offer further suggestions, until the group agrees how to “realise the proposition”



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.