

# BIG QUESTIONS

## THE ARGUMENT GAME

### OVERVIEW:

To help you internalize the tools of logical argument, we've designed a game. It's called *The Argument Game*, and you'll find everything you need to know - and all the relevant materials you need to play it - below.

### The Rules of the Game:

The Argument Game is a card game that you can play by yourself or in a group. There are seven different types of cards illustrated below. The claim deck is comprised of a set of cards each bearing a **proposition**. It is placed in the center of the table. Each player receives one of each of the remaining 6 cards (=, ~, →, X, T and ⊥). They hold these cards in their hand and can play them during each of the rounds.

A round begins when a claim from the claim deck (X) is turned over and read aloud. Each of the players considers this claim and then selects one card from their hand to lay face-up on the table in front of them. Here are the possible plays:

**(=) Clarification:** A player should play the (=) card if he or she does not understand the claim under consideration fully enough to determine whether it is true or false.

**(~) Objection:** A player should play the (~) card if he or she understands the claim, but thinks it false for some reason which he or she can articulate to the group.

**(→) Support:** A player should play the (→) card if he or she thinks that the claim under consideration has not been shown to be true, but there is some other claim that can be made in support of its truth.

**(X) Claim:** A player should play the (X) card if he or she would like to replace the claim under consideration with a new claim - either a restatement of the claim that is less ambiguous or a closely related claim that is true (and better captures the spirit of the original claim).

**(T) Affirmation:** A player should play the (T) card only after he or she's been convinced that the claim under consideration is true as it stands.

**(⊥) Negation:** A player should play the (⊥) card only after she's been convinced that the claim under consideration is false as it stands.



### Gameplay:

The facilitator flips a (X) claim from the claim deck and reads it aloud. All players select a card from their hand and place it face-up on the table in front of them.

If there are any (=) clarification cards, the facilitator calls on those players who have played this card. Each is given a chance to ask questions (or attempt to rephrase the claim under consideration) until he or she is able to replace the (=) card with one of the remaining cards in her hand (which would then go atop the (=) card, face-up on the table in front of him or her).

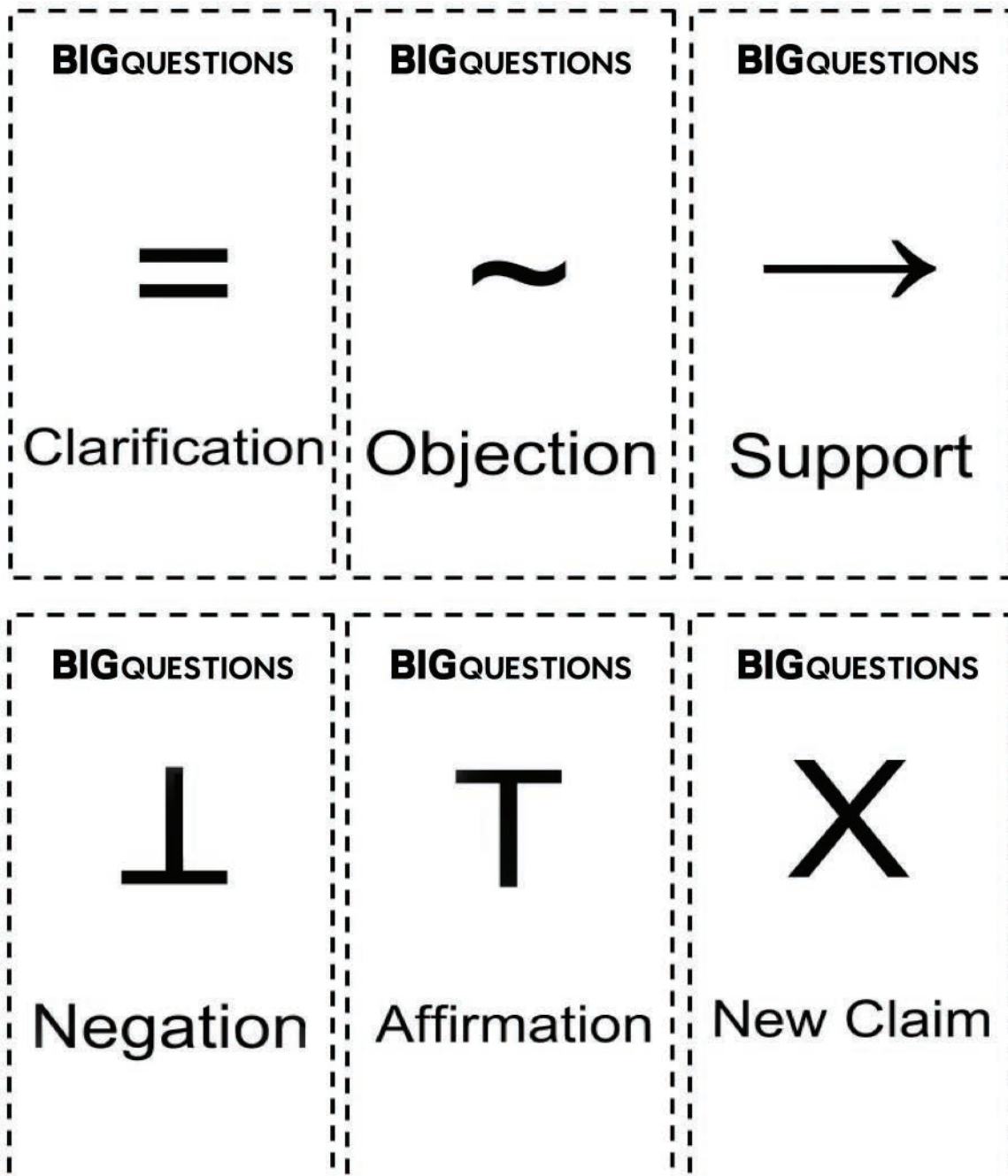
After all clarifications have been replaced, the facilitator moves on to (~) objections, and (→) support. Each player with one of these cards is allowed to say why he or she thinks that the claim under consideration is true or false.

As soon as players are convinced that the claim is true, they should place the (T) card face-up atop their pile on the table in front of them. Similarly, if they are convinced that the claim is false, they should so place the (⊥) card. They can pick these cards up (or change their minds about which one to lay) at anytime throughout the round.

The round concludes only when every player is displaying a (T) or (⊥) card in front of them and does not want to change their mind when asked.

Rounds are continued until all the players are finished.

Cut out the cards below. On the following page, you find cards to assemble your own "claim" deck.



(x) Claim The unexamined life is not worth living.	(x) Claim You should never defer to experts when deciding what to believe.	(x) Claim It is never morally permissible to kill a human person.
(x) Claim If God does not exist, then any action is morally permissible.	(x) Claim If there's significant disagreement on an issue, we should suspend judgment.	(x) Claim Education is an inherently good thing, and everyone has a right to it.
(x) Claim Systemic inequalities must be offset by community or collective action.	(x) Claim People have control over their character, and can be praised or blamed for it.	(x) Claim There is no meaning in life.

**Make your own:**

(x) Claim	(x) Claim	(x) Claim
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