

BAD LOGIC: the business ethics card game

(aka 'still working')

How to Play

BAD LOGIC is a drafting based card game for 2-6 players. It should not take longer than around 20 minutes to play.

[Print at home deck available here](#) (v1)

Objective

Play a collection of at least four cards to build a logical and robust argument that answers the question, '*What are the responsibilities of business?*' (and collect points)!

Look out! Avoid bad logic that other plays can critique you for.

Card Types

In this game, there are three types of cards in the deck. There are premise cards, conclusion cards, and there are critique or BAD LOGIC cards. In the basic version of the game, you will only use premise cards and conclusion cards.

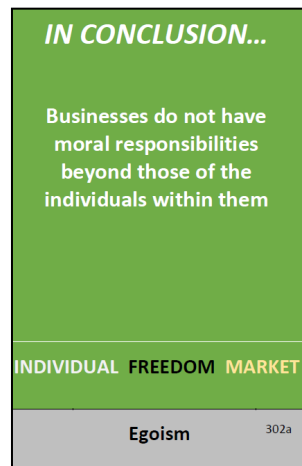
First, let me explain the layout of a premise card. There are 180 premise cards in a deck.



Every premise card has some text in the middle of the card, that describes a claim about something that may be relevant to the responsibilities of business. At the bottom of the card, you will see a number; this is the number of card points you will be awarded for playing it as part of an argument. You may also find a smaller number on the card in the bottom right (that ends with a letter a b c, for example). These are not relevant to gameplay, and they're just card identifiers for prototyping purposes.

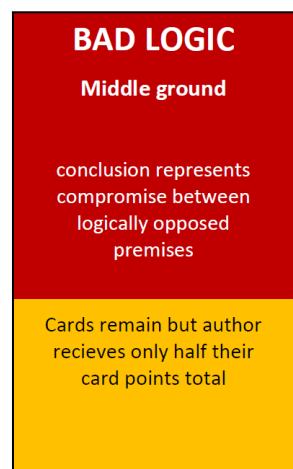
On both edges of the card, vertically, you will see up to three key words. These key words will help you gain argument points, by matching the key words on other cards in sequence before or after your card, or on your chosen conclusion card.

Now I will explain the conclusion cards. There are 9 conclusion cards in the deck, but you might not use all of them.



Conclusion cards, like premise cards, have some text in the middle of the card that describes a concluding position in relation to the question ‘*What are the responsibilities of business?*’ At the bottom of the card, in the grey box, the ethical theory with which this is commonly consistent is given. As with the premise cards, numbers in the bottom right corner are for prototyping purposes and are not relevant to gameplay. Above the grey box are three key words. These activate any matching key words in your played argument to give you bonus ‘argument’ points.

Finally, the BAD LOGIC cards.



Bad Logic cards are split into two sections. In the middle of the card in white text is the explanation of the critique. In order to apply the card to someone else’s argument, the player needs to explain why this critique applies to the played argument or card. Below this in black text is the explanation of the penalty which is applied to the receiving player’s score.

Setting up the Game

To set up the basic version of the game, you should shuffle together all premise cards, but keep the conclusion cards and the bad logic cards separate for the basic version of the game. Set the bad logic cards to one side. Before starting the game, you will deal between

four and nine conclusion cards **face up** in the centre of the table according to the number of players using the table below.

Players	2	3	4	5	6
Conclusion cards	4	5	6	8	9

You may wish to select the conclusion cards intentionally or deal them out randomly, it is up to you as a group to decide. For the two player game or when just starting out, I recommend conclusion cards 302a, 303a, 307a and 308a.

Deal all players a starting hand of 5 cards from the deck of premise cards. You're ready to play!

Advanced Version Set-up

Once you have dealt all players their starting hand, you should shuffle the bad logic cards into the deck. Bad logic cards can only be played in the final round, but they can be held in your hand of cards for use later, or to prevent anyone else getting them!

Playing the Game

In the set-up phase, everyone is dealt an initial hand of five cards from the premise deck. The player who has most recently done something ethical (e.g put something in the recycling, taken their turn getting the drinks, or displayed another virtue) goes first.

On your turn, you have a choice of action. You can:

- (a) draw one card from the deck, then play a card in front of you as part of an argument (or discard a card back to the deck)
- (b) discard your hand of five cards and draw a new hand of five cards from the deck.
- (c) if you have played at least three cards in an argument in front of you, you may draw one card from the face-up conclusions and play it immediately in your argument.

It is now the end of your turn. Before the turn passes to the next player, you should declare your argument '**complete**', or tell everyone you are '**still working**'.

Note that you can rearrange the sequence of your played cards at any time before you declare your argument complete. You can, if you wish, build multiple arguments. However any incomplete arguments will not grant you points in the scoring. You cannot add a conclusion to an argument unless it contains at least three premise cards

Final Round

Once someone has declared their argument complete all players enter the final round. A player's argument is complete when they have played a minimum of three cards plus one conclusion card in front of them and declare their argument complete. When the first player declares their argument complete, all other players have one turn to complete their argument

before either the scoring or critique phase. In this turn, a player may play more than one card from their hand, or play a conclusion card.

When everyone has had their turn, they should read out their argument. The game now enters the scoring phase (unless playing the advanced version).

Advanced Version

If you're playing the advanced version of the game, instead of going straight to scoring you now enter the bad logic phase. This is also known as the critique phase. During the critique phase, players may play a bad logic card on an opponent's argument in order to critique the logic that holds the argument together.

For example, you might use the 'begging the question' bad logic card which identifies the critique that the conclusion of the card is assumed in one or more of the premise cards that have been played preceding that. If you play this on an opponent's argument they will receive a penalty to their score (explained on the card). However, in order for this to be a valid play, the other players in the game must agree that the bad logic critique you're playing on them is a legitimate critique; either on the sequence or the content of the argument that that player has assembled.

Scoring

At the end of the game, you should add up everybody's points and the person with the highest number of points is the winner. However, the objective of this game is also to ensure that you learn about the dynamics (and flaws!) of scientific argumentation and analysis. So you may wish to spend some time talking with each other and reflecting on who won the game and why.

Calculating Points

Having assembled your argument, you now acquire points for the cards (card points) and additional points based on the sequence of the cards and their relevance to the conclusion (argument points).

Total **card points** are calculated by adding the points value from the base of each premise card in your argument

Total argument points are calculated by identifying every keyword match between sequential premise cards - these award 1 extra point. To this you also add one bonus point for every time a keyword listed on the conclusion card appears in the keywords of the premise cards in your sequential argument.



If you look at the example argument given in the picture, the total card points = 6, the argument points = 1 point for sequential matched keywords (red) and 4 points for matched conclusion keywords. So the total score for this play is 11!

A simple strategy to acquire the most points is to build the longest argument, but doing so might be risky if you cannot make it make sense, or fit with your chosen conclusion.

Learning Reflection

You can reflect on this game in many ways. I have tried to build some of the mechanics around the realities of research (you don't always find what you look for) and writing arguments (rearranging your work is common, and word limits cause problems when you can't fit everything into one essay, paper or report). But mostly it's about the challenge of making sense of the ideas you find, and you may find this a hard part of the game.

You might want to spend some time discussing everybody's arguments merits in order to examine more closely how this might help you when it comes to developing your understanding of your readings on the subject of business ethics or trying to understand how better to organise your essays.

Feedback

Please do feel free to feed back any thoughts or recommendations about the game design here: <https://bit.ly/badlogicfeedback>. It is especially helpful if you are commenting about the text, points or keywords on a specific card to include the card ID.