

VoxPop - The Card Game // The Attack of the Argument Monsters

VoxPop - The Card Game

A game about monsters who gobble up our arguments

3 game versions, for 2 to 8 persons aged 14 and up, 15-30 minutes duration

Contents of the box

- 49 argument cards
- 49 card protectors
- 49 card cover sheets
- 42 solution cards
- 4 team tokens
- 1 starting player marker
- 1 rulebook and guide

Before the very first game, you will have a little assembling to do. Slide the card cover sheets into the card protectors, then slide the argument cards in front of the blank cards, so that the text is in front and visible, and the blank card covers the other side. You will see later why this is necessary.

Draw your argument

14+, 15', 4-8

The aim of the game

The players in pairs try to get as many points as possible by understanding sentences, drawing skillfully and with fast recognition.

The process of the game

This game is played by pairs. Each pair takes a team token.

Put out as many sets of solution cards as there are pairs. For example, if there are three teams playing, then three rows of 7-7-7 solution cards should be placed. Use the starting player marker to indicate which row will be the most valuable.

Shuffle the argument cards. The pairs decide who will draw and who will do the guessing. These roles can be swapped in each round.

Each of the persons who will draw from the pair takes an argument card. They simultaneously take a look at it and start drawing on their teammate's back. The sentence read will either be a flawed argument, and the player will have to guess which argument monster it is related to

and then draw it on the back of the partner; or it will be a correct argument, in which case they will have to draw the corresponding figure. **ATTENTION! Writing letters or words is against the rules!**

If the guessing players recognize what has been drawn on their back, then they should place the team token on the corresponding solution card in a row that is still empty - i.e. where there is no other team token. Tokens already placed cannot be moved!

When all teams have placed their token, the round ends. Check the solution on the back of the argument card. The point value of a good answer depends on which row the team token is placed in. The most valuable row is worth as many as the number of teams playing, and always one less for every other row downwards. So, in the case of 3 teams, the first row is worth 3 points, the second 2 points and the third 1 point.

The end of the game

The game ends after the 10th round. The team with the most points is the winner. In the event of a tie, the game has multiple winners.

Argument Monitoring

14+, 20', 2-6

The aim of the game

In this game, not only will you have to understand the sentences and remember the previous solutions, but you'll also need your reflexes. The aim of this: be the first to spot when a certain type of argument comes into the game for the second time. The more accurate and faster you are, the more points you will score! The player with the most points is the winner.

The process of the game

Hand everyone a set of solution cards - each set is marked with a different color. During the game, these can be held either in the player's hand or kept openly in front of the player.

Shuffle the argument cards and make a deck out of them to be the draw pile.

Choose a starting player, who will receive the starting player marker.

The player in turn always flips a card to the middle and reads out the sentence on it. The cards are always stacked on top of each other, so only the top card is visible. If, after the text has been read out - it is important to listen to the whole text - a player feels that there are already two of the same type of argument amongst the cards that have been turned over, they have to place the corresponding solution card on top of the deck. So, if the player recognizes that the sentence heard is a slippery slope and remembers that another one has been heard before, this player should strike!

Once a player has put down a solution card, the round ends, but everyone else can place a card on the pile. Be fast, speed counts!

The player who starts the round should do the checking, And announce which type of argument there were two of, based on the back of the argument cards. This player then checks the solution cards. Those who have put the right cards will receive points. The player who puts the correct card the fastest gets 10 points, the second gets 6 and the third 4 points.

Record the points, pass the marker of the starting player to the left and start the new round.

The end of the game

The game lasts for a fixed number of rounds. The player with the most points is the winner. In the event of a tie, the game has multiple winners.

Number of players	Number of rounds
2	10
3	9
4	8
5	10
6	12

Reasoning

14+, 15-30', 2-5

The aim of the game

The objective of the game is to maximize your points by picking the right solution cards, while trying to take points away from others - paying attention to their play.

The process of the game

Shuffle the argument cards and depending on the number of players, place them turned upright in the middle.

Number of players	Number of cards
2	8
3	9
4	10
5	11

Everyone should study and read the cards, as the players will need to select solution cards for these.

Shuffle the solution cards - their color won't matter here - and deal six to each of the players. (See below for the special rules for the two-player version.)

Then comes the drafting. Everyone picks a card and places it face-down in front of them. Then pass the remaining cards to their left. The players keep taking one of the newly received pile and place it in front of themselves. Eventually, everyone will have six cards in front of them again.

The players take their six cards in their hands and, beginning with the starting player, cover a flipped argument card with a face-down solution card. Everyone will have 5 cards left in their hand and there will be 6 argument cards on the table. The starting player then reveals the backside of the argument cards for checking.

Score the round (see later), write down the points, pass on the starting player marker and continue with the next round.

Flip the next argument cards according to the number of players, and draw 6 cards again before the draft. If either of the piles run out, reshuffle the cards you've already used and continue dealing and drawing from these.

The end of the game

The game ends in the round in which the last player has already been a starting player too. This means the game lasts 3 rounds if 3 persons play and 5 rounds with 5 players.

Each solution card held in one's hand is worth the number of related argument cards on the table. Example for scoring:

- *Franciska is left with 1 authority fallacy, 2 false cause, 2 false generalization cards.*
- *Since there are 1 authority fallacy, 1 slippery slope, 2 correct argument, 2 false cause cards left face up, Franciska will get 1 point for the authority fallacy card, 2-2 points for the false cause cards, so she will have 5 points for this round. There are no points for false generalization, because even though it has been turned face up, a player has covered it, expecting it to be worth some points for another player.*

The player with the most points is the winner. In the event of a tie, the game has multiple winners.

Two-player version

The only difference in the two-player version is the drafting. Everyone starts with 8 cards. After everyone chooses a card, the 7 remaining cards are handed over. For the second selection, the players put one card in front of themselves and throw away another one to the discard pile, turned face down, then hand over the remaining 5. The last selection is then made from two cards: one is kept, the other is discarded. This is how the 6 solution cards will be held by the players of this version.

The two-player game lasts 4 rounds.

Argument monsters - Types of argument errors

While dozens of argument errors can be distinguished, the card game VoxPop highlights 6 common types. Before starting the game, it's worth getting to know them so the players can be as successful as possible in recognizing them.

It is important to note that it is not considered flawed argument if one disagrees with something or finds it unconvincing. An argument error is a claim where there is some kind of logical discrepancy between the claim and its support. The following are examples of this.

Making something personal

When the debater does not react to the arguments of its opponent, but rather to the opponent as a person. In such cases, the debater typically invokes personal qualities, motives and group affiliations.

"Your position on this issue is not acceptable, because you are a woman too."

False generalization

When the debater takes a single example as generally true or builds an argument based on stereotypes.

"Italian people are so irresponsible. I know this because I had an Italian girlfriend who never fastened her seat belt in the car."

False cause

When it is questionable whether the causality formulated by the debater is indeed correct. After all, there may have been other or more than one causes of the said consequence. Just because something happened earlier in time, doesn't necessarily mean it is the cause of something.

"I drink a cup of mint tea every day and I've never broken a bone, so mint tea is good for your bones."

Straw man

The phenomenon where someone tries to divert the discussion in an irrelevant direction, trying to refute arguments that have not actually been made or are not relevant to the debate. The person using the straw man fallacy of argumentation completely diverts the focus of the debate and does not respond to the main issue.

A: "I think it should be mandatory to wear masks in parks during the pandemic."

B: *"Mandatory? You know what else was mandatory? It was conscription, and nothing good has come of it, so nothing like that should be made mandatory, if you ask me."*

Authority fallacy

An opinion from an authoritative person can strengthen an argument, but someone's recommendation cannot stand without evidence, and the reasons of that opinion need to be known as well. Nor is it appropriate for the debater to refer to an elusive majority (the people, most people).

"Vaccines cause autism, an American scientist has so stated."

Slippery slope

When the debater sets up a causal chain that leads to a world catastrophe in the future in just a few steps. As a matter of fact, the steps in the chain do not necessarily lead to each other, which means the first event does not directly cause the subsequent events.

"If we allow the use of marijuana for medical purposes, it will be available to anyone in no time. Young people will smoke pot instead of going to classes and they will fail their exams. Furthermore, even that will not be enough for them soon, so they will turn to hard drugs and a generation of highly addicted people will grow up, destroying our country."

Background of the game

The process of the game

Máté Lencse is the professional head of the Toldi Tanoda of Igazgyöngy Foundation, a teacher, a game designer. He has been working on the pedagogical use of board games since 2013, has published several papers on the subject, gives lectures and conducts workshops, and has developed two accredited training courses. His board games and books on board games have been published since 2016 (Gémklub, Igazgyöngy Foundation, Pagony Game Publishing) and he regularly develops games on request (e.g. KLM, DM, Heroes' Square). VoxPop - The Card Game is the next in line. The objective was getting to know the argument monsters in a playful way, to learn and practice the knowledge of argumentation errors, for which we developed three different game modes together.

Máté Lencse's publications, public appearances and professional blog are all available at the website <http://www.lencsemate.hu/>.

VoxPop debate game and DIA

The Foundation for Democratic Youth (DIA) aims to equip young people with the knowledge and skills needed for a well-functioning democracy: a debate culture, critical thinking, collaboration and creative problem-solving. We support them in achieving this through interactive training and games, so learning becomes a good experience for young people.

VoxPop, the debate game developed by DIA, was created to generate good conversations on topics that can often lead to endless debates. It's a tool that helps gain experience in argumentation and helps players get closer to each other, even if they don't agree on everything. "We're all in the same boat" is the slogan of the game, and the boat motif is central to the game board. It symbolizes that although we may think differently about many things, we

live in the same society, so we have to discuss important issues and make decisions together. It is worth weighing issues carefully that affect the future of all of us, taking all points of view into account and making decisions on that basis. This is how we can balance the boat we are on together.

In addition to the VoxPop Debate Game and VoxPop - The Card Game, a number of services and publications on its methodology are available on our site www.i-dia.org or contact hellodia@i-dia.org

Professional basics: DIA

Game idea: Máté Lencse

Graphic design: Adél Mike (based on illustrations by Viki Takács)

The card game was developed in coordination with DIA.