

## ***Choices We Make* –a Not-So-Trivial Pursuit game for two or more players –Cards Not Needed!**

**Introduction:** The *Choices We Make* playing cards offer 104 worldview themes paired to frame fifty-two choices. One can imagine these are the choices people will make to collectively define the human future. Whether competing themes are presented on flip sides of a card, or framed next to each other on a printed page or screen, one can indicate preferences or “likes.” *Facebook* users know all about doing this. But while many celebrate how social media intimately connects small clusters of people, others see it connecting people in anonymous high tech fashion, fostering “bubbles,” spreading misinformation, deception, and anti-social activities. And critics say corporate profit motives win out over their policing efforts. In contrast, the *Choices We Make* playing cards represent a low-tech form of social media, one with educational possibilities. Used in this entertaining game, they can promote face-to-face, honest, social interaction—and spur thinking about differences in beliefs, values, and the tough choices that positions on controversial issues are based.

While people can make card decks from information and files found online, a more practical alternative is to instead print out the *Choices We Make* booklet and the *Choices We Make—A Not-So-Trivial Pursuit* chart. The booklet, with descriptions for all 104 themes, provides a handy reference, whereas the chart identifies choices / facilitates playing this game. Details and the files you need to print out copies can be found at <http://www.projectworldview.org/choices.htm>.

**Needed to play:** two to six players, each with card deck or a copy of the *Choices...chart* (page 5). For all to share: a copy of a Code → Issue table (pp 3&4), the booklet, two dice (one white, one colored,) a scoresheet (page 6) and pencil /eraser.

### **Instructions for play:**

1) The game starts with you and each player deciding whether—in terms of worldview—to play the game as yourself or some other idealized person who has been named and defined by *project Worldview*. See the next page for details. This decision should be made after looking over all fifty-two choices and the idealized person (page 2.) Playing as yourself involves picking out twenty of the 104 themes you especially like; if you play as an idealized person those choices are made for you. Either way, you’ll identify your “likes” —twenty choices most strongly preferred— by laying cards out in front of you, preferred theme up, or in light pencil circling the designations of the twenty preferred themes on your *Choices...chart*. Players roll the dice and add scores to determine who goes first, then play proceeds clockwise as follows.

2) As the first player, you roll the dice and find the initial issue using the Code → Issue table A. If you have “likes” that match the “Yes” themes in the table, you get two points for each of them. If you have “likes” that match the “No” themes listed, you lose two points for each of them. **Example:** for code 34 with choice #29 theme “Education for Democracy” or choice #32 “Service to Others” as likes, you get points; if you have their alternatives—“Authoritarian Followers” or “Cynicism” as likes, you lose points. You can gain a maximum four points on your turn, lose a maximum four points, or experience something in between including no change in score. The other player(s) will gain one point for each of their “likes” that match “Yes” listings or lose one point for each “No” listing. So players other than the person whose turn it is can gain at most two points on that other person’s turn, lose at most two points, or experience something in between.

3) After a player’s turn, issue code played and scores are recorded. The next player takes a turn by similarly rolling the dice to determine the next issue / debate topic, and play proceeds as in 1) and 2) above. Note: throughout the game, if roll of dice generates the same code as one previously played, the player should roll again. Each code is played only once.

4) After all the players have taken their turn, a round is said to have been completed. The game ends after a number of rounds previously agreed on by participants. Note: six rounds is a suggested number when four people get together—or twelve rounds with two people, four rounds with six people. (The number of codes / issues considered can not exceed 36.)

5) After the first round, players again roll dice but get to choose the issue from the two possibilities presented in Code → Issue table A and table B. (Recall the first round just uses table A.) This brings strategy into the game. Players eager to win select issues they think will benefit their scores, and jeopardize scores of other players. (Note: some play not to win but for discussion each issue spurs!) For the last round, rather than roll dice, players choose directly from unused codes.

6) The person with the most points wins. Players tied for most points face off in special round(s) where they pick their own issues. (Note: at the game’s end, player should erase their marks on their *Choices...charts* to facilitate reuse.)

### **Optional Followup:**

At the game’s conclusion, players can be given a chance to revise their choices of twenty most strongly preferred themes. Using these to define their worldview, the players’ worldviews can be formally analyzed using either one person or two person analysis programs found on the *project Worldview* website ([www.projectworldview.org](http://www.projectworldview.org))

## Playing as an Idealized Person, Not as Yourself

### Strongly preferred themes: HUMANIST PROGRESSIVE

1-201A	2-101A	7-6A	8-10	12-30	13-13	18-16B	23-32A	24-32B	27-203B
29-31	31-35B	32-21B	33-42	36-37B	42-44B	43-3	47-24B	50-47B	51-51A

### Strongly preferred themes: USA CONSERVATIVE

1-201B	2-101B	5-8B	14-202A	18-16A	25-39A	27-203A	31-34	33-43	34-19A
35-19B	36-37A	37-48A	40-204A	41-104A	42-44A	44-22A	46-26A	50-46B	52-51B

### Strongly preferred themes: PRO SCIENCE

1-201A	2-101A	4-1B	5-8A	7-6A	8-10	9-5A	10-6B	12-30	13-13
14-202A	15-102A	20-18B	21-28B	29-31	30-20A	33-42	36-37B	43-3	49-46A

### Strongly preferred themes: PRO ENVIRONMENT

1-201A	2-101A	7-6A	13-13	15-102A	21-28B	28-103B	33-42	34-48B	36-37B
40-204B	41-104B	42-44B	43-3	44-23A	45-23B	46-27	48-45B	51-51A	52-40

### Strongly preferred themes: PRO BUSINESS

1-201A	3-2B	13-13	15-102A	20-18B	27-203A	28-103A	33-43	34-19A	35-19B
39-50A	40-204A	41-104A	44-22A	45-26B	46-26A	48-45A	49-46A	51-22B	52-51B

### Strongly preferred themes: WORLD'S POOREST / STRUGGLING

1-201B	2-101B	6-12A	7-7B	9-5B	11-11A	12-15	14-202A	17-25	18-16A
22-33B	23-33A	26-41	31-34	34-48B	36-37A	45-23B	46-27	47-24A	48-45A

### Strongly preferred themes: EARTH-CENTERED SPIRITUALITY / PAGAN ANARCHISM

1-201B	4-2A	6-12A	7-7B	9-5B	10-12B	12-15	16-14B	17-25	23-32A
24-32B	27-203B	28-103B	34-48B	39-50B	41-104B	42-44B	46-27	47-24B	50-47B

### Strongly preferred themes: EXTREME ALT RIGHT

2-101B	3-2B	4-2A	14-202A	17-29B	18-16A	19-17A	24-39B	25-39A	27-203A
28-103A	29-20B	32-36A	36-37A	38-36B	39-50A	40-204A	41-104A	43-4	50-46B

### Strongly preferred themes: USA AUTHORITARIAN / PATRIARCHAL

1-201B	2-101B	11-11A	12-15	14-202A	18-16A	21-28A	22-33B	23-33A	25-39A
27-203A	29-20B	31-34	36-37A	41-104A	42-44A	45-26B	46-26A	48-45A	50-46B

### Strongly preferred themes: CHRISTIAN LOVE / STEWARDSHIP

1-201B	3-1A	5-8B	7-7B	9-5B	14-202B	15-102A	18-16B	19-17B	22-29A
24-32B	25-38	28-103B	32-21B	34-48B	40-204B	42-44A	45-23B	49-47A	50-47B

### Strongly preferred themes: CHRISTIAN SALVATION / HAVING DOMINION OVER

1-201B	2-101B	3-1A	4-2A	5-8B	7-7B	8-9A	9-5B	12-15	13-9B
14-202A	16-14A	17-25	27-203A	29-20B	31-34	34-19A	36-37A	41-104A	42-44A

### Strongly preferred themes: NEW AGE SPIRITUALITY / MYSTICISM

1-201B	2-101B	4-2A	6-7A	7-7B	9-5B	10-12B	12-15	14-202B	15-102B
16-14B	19-17B	21-28B	24-32B	36-37B	41-104B	45-26B	47-24B	49-47A	50-47B

## Code → Issue Table A

The two worldview themes most closely identified with “yes” and “no” positions on these issues are identified in the right hand columns. Note the designations have choice # followed by theme #. **Example:** Bolstering the “yes” position on the issue stated in code 11 below, 43-3 means choice #43 and theme #3. Consulting the Choices ...chart (page 5) you’ll find this is the “Valuing Honesty, Learning” theme. A complete description of it can be found in the *Choices We Make* booklet or online at the *project Worldview* website.

Code	Debate topics / issues	choice—worldview theme #s	
		yes	No
11	Knowingly posting or facilitating false information should be made a crime	43-3 15-102A	43-4 33-43
12	The decision to end a pregnancy should be the woman’s not some moralists’	42-44B 11-11B	42-44A 11-11A
13	I tend to both help strangers in need, and give people the benefit of the doubt	14-202B 18-16B	14-202A 18-16A
14	Women should be paid less than men for certain jobs	31-34 27-203A	31-35B 27-203B
15	Burning the flag should be a punishable crime	36-37A 50-46B	36-37B 40-204A
16	Young people should not be discouraged from credit card use / taking on debt	48-45A 46-26A	48-45B 22-29A
21	The moral arc of the universe tends toward justice in good /bad karma fashion	16-14B 6-7A	16-14A 6-12A
22	God, not people, will ultimately decide the fate of humanity	13-9B 16-14A	13-13 2-101A
23	Obese people, smokers, and drug addicts should pay more for health care	21-28B 22-29A	21-28A 22-33B
24	Violent video games should be banned.	17-25 15-102A	17-29B 15-102B
25	\$ from taxing the rich more are best spent to help the needy, not support art	27-203B 47-24A	27-203A 47-24B
26	There should be no restrictions on gun ownership	39-50A 40-204A	15-102A 40-204B
31	Eating meat should be discouraged as both unethical and unsustainable	33-42 44-23A	21-28A 40-204A
32	Although seemingly separate, all of us are connected at the most basic level	6-7A 10-12B	36-37A 28-103A
33	I have sympathy for some prisoners, sex workers, victims of domestic abuse	23-32A 19-17B	23-33A 19-17A
34	Education for democracy should be celebrated as should public service	29-31 32-21B	29-20B 32-36A
35	Laws should insure everyone has an income within min. and max. limits	45-23B 47-24A	45-26B 40-204A
36	People who launch wars of territorial expansion are war criminals	50-47B 51-51A	50-46B 51-22B
41	Advertising can be valuable, propaganda can be important to societal stability	3-2B 12-15	43-3 46-27
42	Human genetic manipulation and cloning should not be allowed in any way	42-44A 9-5B	49-46A 9-5A
43	Healthcare should prioritize mental health services over coping w/disabilities	26-41 20-18B	26-52 20-18A
44	Faith-based insight and reason are both legitimate routes to knowledge.	10-12B 4-2A	10-6B 4-1B
45	Useful consumer products that are determined to be harmful should be banned	21-28B 52-40	46-26A 52-51B
46	Competition spurs people to do great things, co-operation encourages laziness	34-19A 28-103A	34-48B 28-103B
51	Artificial intelligence threatens society, its development should be restricted	49-47A 2-101A	13-13 49-46A
52	Efforts to colonize the Moon or Mars should be celebrated not discouraged	49-46A 40-204A	49-47A 40-204B
53	Mandatory vaccination threatens freedom, as do other hidden agendas	1-201B 38-36B	1-201A 3-2B
54	Some gifted people have paranormal ability that will always defy explanation	7-7B 9-5B	7-6A 9-5A
55	Prayer in public schools and teaching intelligent design should be permitted	5-8B 8-9A	2-101A 8-10
56	The number of children a couple can have should be capped at two	44-23A 40-204B	44-22A 40-204A
61	Freedom of speech should be universally allowed w/o restriction	40-204A 43-4	40-204B 43-3
62	Anti-discrimination laws need strengthening, same sex marriage legalized	24-32B 37-35A	24-39B 31-34
63	Extraction of resources on public lands is an acceptable use of this land	41-104A 52-51B	41-104B 52-40
64	Vouchers to attend private schools using taxpayer dollars should not be given	29-31 27-203B	30-21A 27-203A
65	How the wealthy spend money or use private property should not be restricted	39-50A 33-43	40-204B 45-23B
66	Vehicles should be taxed based on their weight, a price (or tax) put on carbon	45-23B 52-51B	45-26B 52-40

**Note regarding the choice—worldview theme #s listed above:** in a few cases certain worldview themes that would fit nicely in a “Yes” or “No” argument related to the statements framing the above issues have had to be omitted. This was necessary due to 1) the restriction on limiting the list in each column to just two theme citations, 2) the need to allow other worldview themes to appear and all choice #s be represented.

## Code → Issue Table B

The two worldview themes most closely identified with “yes” and “no” positions on these issues are identified in the right hand columns. Note the designations have choice # followed by theme #. **Example:** Bolstering the “yes” position on the issue stated in code 25 below, 10-6B means choice #10 and theme #6B. Consulting the Choices ...chart (page 5) you’ll find this is the “Scientific Method” theme. A complete description of it can be found in the *Choices We Make* booklet or online at the *project Worldview* website.

Code	Debate topics / issues	choice—worldview theme #s	
		yes	No
11	Legalizing all drugs / accepting & treating addiction would be a better policy	22-33B 46-26A	22-29A 46-27
12	Helmets should be required when riding motorcycles	15-102A 21-28B	15-102B 21-28A
13	Issuing money / legal tender should be limited to national governments only	36-37A 27-203A	39-50B 27-203B
14	Life begins at conception. There’s no excuse for killing unborn human life.	42-44A 9-5B	42-44B 9-5A
15	People should identify as “male” or “female” based on gender at birth	31-34 37-48A	31-35B 37-35A
16	Most accounts of alien abductions happened as described → big cover up!	2-201B 38-36A	7-6A 4-1B
21	Gasoline powered internal combustion engines should not be sold after 2035.	52-40 44-23B	52-51B 40-204A
22	Providing universal K-12 public schools should be a priority for all nations	29-31 43-3	29-20B 43-4
23	I think God created all life and will judge us at death as the <i>Bible</i> describes	8-9A 16-14A	4-1B 8-10
24	Flying drones should be allowed to deliver products to private residences.	49-46A 46-26A	37-48A 45-23B
25	The findings of most peer-reviewed scientific research can be trusted	10-6B 15-102A	32-36A 1-201B
26	Too many people, felons, mentally-ill, non-hunters, have guns: change needed	40-204B 50-47B	40-204A 18-16A
31	Seeking revenge is a worthwhile pursuit for those seriously wronged	19-17A 17-29B	19-17B 15-102B
32	Events proceed according to God’s will and humans can’t change them	11-11A 31-34	11-11B 31-35B
33	Pampering, indulging, parents’ unconditional love does more harm than good	25-39A 14-202A	25-38 14-202B
34	Most people can be trusted to do what’s right—most will help those in need	18-16B 14-202B	18-16A 14-202A
35	Poor people worldwide are more unlucky than at fault for their circumstances	47-24A 32-21B	33-43 45-26B
36	Testing of drugs and chemicals on animals is needed, it should not be banned	10-6B 42-44B	42-44A 41-104B
41	Humans should use Earth’s resources today to maximize their current comfort	41-104A 45-26B	41-104B 44-23A
42	UN agencies, international non-profit NGOs helping people deserve support	51-51A 32-21B	51-51B 32-36A
43	Free universal health care should be made a top priority of nations	35-49A 21-28B	39-50A 21-28A
44	Government not needed: small groups can live together and make their rules	39-50B 18-16B	32-36A 23-32A
45	Consumer products that are unhealthy should be heavily taxed if not outlawed	21-28B 35-49A	21-28A 46-26A
46	Governments should not interfere in free enterprise—the market knows best	39-50A 34-19A	35-49A 38-49B
51	It’s human nature to be selfish; altruistic do-gooders are deluded / weird!	32-36A 33-43	32-21B 18-16B
52	Climate change concerns are overblown, technology will rescue us!	49-46A 52-51A	13-13 41-104B
53	The US invasion of Iraq in the spring of 2003 was justifiable	50-46B 17-29B	50-47B 49-47A
54	Most people are ill-prepared to vote and incapable of making wise decisions	30-20A 32-36A	30-21A 29-31
55	Labor unions push management toward increasing worker pay / benefits	28-103B 27-203B	28-103A 27-203A
56	If rich are taxed more, ordinary people will suffer → trickle down is important	27-203A 33-43	27-203B 45-23B
61	Much more public land should be set aside as wilderness	41-104B 44-23A	41-104A 52-51B
62	The death penalty should be abolished	42-44A 19-17B	19-17A 17-25
63	Legally, corporations should have all the rights that individuals have	35-19B 39-50A	23-32A 27-203B
64	Junior high age youths who commit serious crimes should be tried as adults	25-39A 17-25	25-38 19-17B
65	I believe in the existence of many deities or gods → I’m not monotheistic	6-12A 7-7B	5-8A 16-14A
66	Bankruptcy should not be stigmatized, it’s more bad luck than moral failing	48-45A 45-26B	48-45B 33-42

**Note regarding the choice—worldview theme #s listed above:** in a few cases certain worldview themes that would fit nicely in a “Yes” or “No” argument related to the statements framing the above issues have had to be omitted. This was necessary due to 1) the restriction on limiting the list in each column to just two theme citations, 2) the need to allow other worldview themes to appear and all choice #s be represented.

# Choices We Make—A Not-So-Trivial Pursuit chart [www.projectworldview.org](http://www.projectworldview.org)

card ♦ diamonds / thinking ♥ hearts / feeling ♣ clubs / joining ♠ spades / doing

<b>A</b>	1-201A Evidence-Based or 1-201B Positive Expectations	14-202A Cautious Processing or 14-202B Relaxed, Generous, Loving	27-203A Hierarchical Rigidity or 27-203B Egalitarian Progressive	40-204A Freedom From Limits or 40-204B Limits and Ethics
<b>K</b>	2-101A Mind Open, Vision Global or 2-101B Mind Narrowly Focused	15-102A Conscientious, Efficient, Stewardship or 15-102B Easy-Going, Disorderly, Cavalier	28-103A Individual Glory or 28-103B Celebrating Team Accomplishments	41-104A Human-Centered or 41-104B Respect for Nature
<b>Q</b>	3-1A Humbly Unsure or 3-2B I Know What's Best For You	16-14A Salvation & Moralistic God or 16-14B Moral Arc of Universe / Reincarnation / Karma	29-20B Authoritarian Follower or 29-31 Education for Democracy	42-44A Sanctity & Dignity of Life or 42-44B Hands Off My Body
<b>J</b>	4-1B Skeptic or 4-2A The True Believer	17-25 Evil is Out There or 17-29B Taking Charge → Violence	30-20A Elitism or 30-21A Idealistic Populism	43-3 Valuing Honesty, Learning or 43-4 Spreading Disinformation / Tactical Deception
<b>10</b>	5-8A Monotheistic Deism or 5-8B Belief in a Personal God	18-16A Culture of Fear or 18-16B Golden Rule, Village Ethic of Mutual Help	31-34 Valuing Traditions / Status Quo or 31-35B Working for Change	44-22A Economic Growth or 44-23A Sustainability
<b>9</b>	6-7A Mysticism or 6-12A Polytheism, Animism, Pagan	19-17A Bitterness, Vengeance or 19-17B Gratitude, Forgiveness	32-21B Service to Others or 32-36A Cynicism	45-23B Enoughness or 45-26B More is Better Mentality and Abundance
<b>8</b>	7-6A Orderly and Explicable or 7-7B Magic	20-18A Passionately Impulsive or 20-18B Rational, Dispassionate	33-42 Ethical Orientation or 33-43 Seeking Wealth and Power	46-26A The Consumerist or 46-27 The Small Producer
<b>7</b>	8-9A Religious Fundamentalism or 8-10 Secular Humanism	21-28A Hedonistic Orientation or 21-28B Healthy Orientation	34-19A Competitive Capitalism or 34-48B Liking Co-operation- Based Communities	47-24A Struggling with a Basic Need: Sustenance or 47-24B Creative Expression
<b>6</b>	9-5A Scientific Materialism or 9-5B Vitalism	22-29A The Self-Restrained Person or 22-33B Addiction	35-19B Corporate Capitalism or 35-49A Social Welfare Statism	48-45A Borrowing Mentality or 48-45B Work, Play, Pay as You Go
<b>5</b>	10-6B Scientific Method or 10-12B Non-Rational Knowing	23-32A Human Rights or 23-33A Servitude—Suffering, Enabling, or Enslaving	36-37A Proud Identification & Tribalism or 36-37B Global Citizen	49-46A Technological Fix or 49-47A Attitudinal Fix
<b>4</b>	11-11A Fatalism or 11-11B Free Will	24-32B Culture of Tolerance or 24-39B Blaming / Scapegoating	37-35A Sharing What Many Consider Very Private or 37-48A Privacy	50-46B Military Backers or 50-47B Pacifism / Non-violence
<b>3</b>	12-15 Group Think Imperative or 12-30 Imagination, Curiosity, Intellectual Freedom	25-38 Love as Family Glue or 25-39A Tough Love	38-36B Conspiracies or 38-49B Idealistic Socialism	51-22B Imperialism or 51-51A Ethical Globalization
<b>2</b>	13-9B Simply in God's Hands: Apocalypticism or 13-13 Complexity— In Our Hands: Dancing with Systems	26-41 Struggling with a Basic Need: Self-Esteem or 26-52 Physically Challenged→ Independent Living	39-50A Libertarian or 39-50B Left Anarchist	52-40 Environmental Economics or 52-51B Big Business Pushes Global Limits

## Choices We Make—A Not-So-Trivial Pursuit Scoresheet

**Fill in:** on date \_\_\_\_\_ we played \_\_\_\_\_ rounds (Note: comments can be recorded in space provided later)

Fill in player names →  
played as “yourself” or?

Issue code (circle table)	Player #1 score	Player #2 score	Player #3 score	Player #4 score	Player #5 score	Player #6 score
11 A or B						
12 A or B						
13 A or B						
14 A or B						
15 A or B						
16 A or B						
21 A or B						
22 A or B						
23 A or B						
24 A or B						
25 A or B						
26 A or B						
31 A or B						
32 A or B						
33 A or B						
34 A or B						
35 A or B						
36 A or B						
41 A or B						
42 A or B						
43 A or B						
44 A or B						
45 A or B						
46 A or B						
51 A or B						
52 A or B						
53 A or B						
54 A or B						
55 A or B						
56 A or B						
61 A or B						
62 A or B						
63 A or B						
64 A or B						
65 A or B						
66 A or B						
Total scores →						

**Comments regarding the game, if any:**

**Note:** Negative (minus) signs will indicate points lost. Total scores are positive values minus negative ones. If only two (or three) players are involved, a single scoresheet can be used for up to three (or two) games.

**Note:** You can gain a maximum four points on your turn, lose a maximum four points, or experience something in between including no change in score. Players other than the person whose turn it is can gain at most two points on that other person’s turn, lose at most two points, or experience something in between.

**Note:** In deciding a maximum number of rounds to play, the maximum number of rounds possible for two players is 18; for three players is 12; four players is 9; for five players is 7; for six players is 6.

