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TETHICS

Tethics Rulebook

https://tethics.eu/

Project Reference: 2023-1-EL01-KA210-VET-000161379

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Tethics
Rulebook, 2024

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Introduction to the Rulebook

In modern technologized societies, whoever controls technology controls everything. From artificial intelligence shaping our decisions to genetic engineering redefining life itself, **the forces of innovation promise both salvation and peril.**

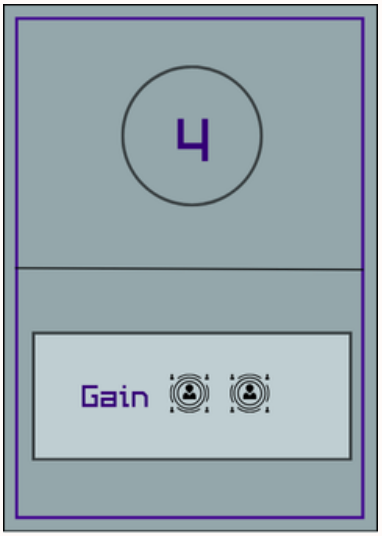
What happens when the balance tips?
Will humanity thrive in harmony with its creations - or stumble into catastrophe?

Welcome to a game of power!
Here, you'll step into the shoes of **four key players: the State, the Market, the Researchers, and the Public**. Each has their own vision for wielding technology, driven by values like control, profit, knowledge, and democratization. Your choices will shape the future. Will your world embrace ethical innovation or race headlong into existential risk? **Every decision is vital for the future.**

The future is unwritten, and the stakes are existential. Are you ready to play?

Tethics is a board game for **4 players, or 4 groups of players who take the role of important stakeholders and forces in society**. During the game, the players will try to decide which aspects of a question are more important to them, and will then gain a glimpse of the results of their decisions, based on the estimated beliefs of the stakeholder group they represent.

Components

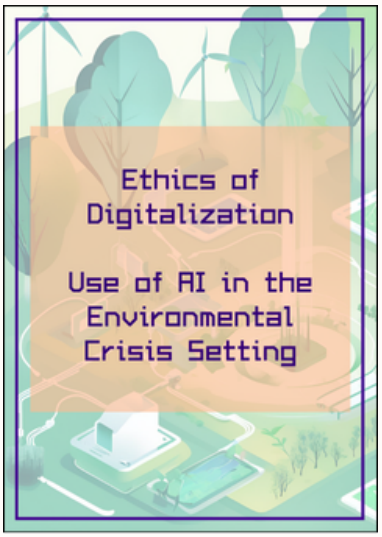


Importance Cards

This deck contains **cards with specific numbers and special abilities** that the players will utilize to **determine the importance of each Aspect** and try to seize control of it. Each player group has one such deck.

Scenarios

These scenarios explain the **Existential Risks the players face**, in the form of a narrative. **They are included in the last pages of the Rulebook**. Each Scenario allows you to pick specific Technology cards.

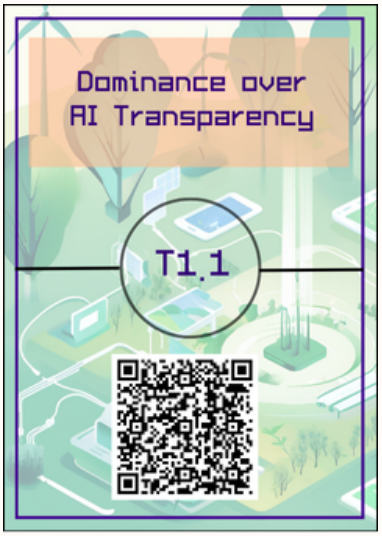


Technology Cards

The Technology cards indicate in which Scenario they belong, as well as a specific technology that players are tasked to bring into fruition by allocating importance cards to each of the Technology's aspects. Each Technology Card is escorted by a serries of Aspect cards.

Components

Aspect Cards

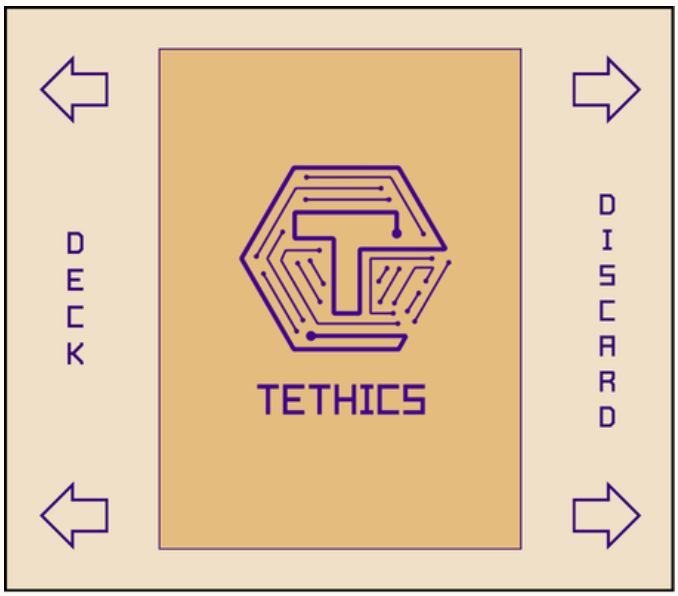


These cards **accompany a specific Technology,** and the player group will need to decide whether a specific question is of prime or lesser importance to their group by attributing to it an Importance Card.

They have the same card back as their Technology. They indicate which topic the players will vie, and the corresponding Aspect Code (for a fully printed version), and also display a QR code for the Outcome cards (for the blended version).

Player Boards

A board helping the players to place their cards during play without confusion.



The Game in a Nutshell

At the beginning of the game, **the players are split into groups** as equally as possible, **representing one of the four Societal Forces / Stakeholders**, and then they are introduced to an Scenario (Existential Risk) and draw 3 cards from their Importance Deck. Subsequently, they select a Technology to vie for, and reveal the technology's accompanying deck of Aspect cards and read them.

They choose one Aspect card, and each player simultaneously selects and reveals one of the Importance cards in their hand, to be used to vie for that Aspect card. Then, they are able to spend Influence to increase their card's value. The player group that played the greater total value is considered the winer, and gains the Aspect card.

Then, the players read the Outcome for the winning Player, seeing a hypothetical result, and the hypothetical results that could have been if another player group had won. The players discuss and present their opinions on the result of their Force, and if playing with a Moderator, they may gain additional points.

The basic version of the game continues until all Aspect cards have been resolved for both Technologies of the selected Scenario, and the player scoring most points (cards & given Moderator points) is considered the winer for that Technology's result.

Main Rules

Setup

01

The players are split into Societal Force / Stakeholder Player Groups.

02

Each group (henceforth mentioned as "Player") must take one player board, the corresponding set of Importance cards and place it face-down on the corresponding deck area of their board.

03

Place the Influence tokens in the middle of the table to form an Influence token pool.

04

Choose an Existential Threat and take both matching Technology decks.

05

Select one matching Technology deck and place them in the center of the playing area, within reach of all players.

06

Reveal all the Aspect cards of that Technology and read them to all players.

07

Each player shuffles their Importance deck and draws the top 3 cards.

The Round

01.

Choose an Aspect card at random.

02.

The players choose an Importance card to resolve from their hand, and place it face-down on their board.

03.

Subsequently, they discard one card from their hand and return the other to the top of their deck.

04.

Once all players have done the previous steps, all Aspect cards chosen are revealed.

05.

Each player secretly takes all their Influence tokens (if any) in their hands and selects any number they want to use/spend for this round. They reveal the tokens simultaneously and add the number of tokens to their Importance card's value.

06.

The player with the greater total value is considered the winer.

a. In the case of ties, the non-tied player with the highest card becomes the winner, repeating any tie processes if necessary. If no player wins (all tied with another player), start a new round with the same Aspect card.

b. Resolve the card abilities in descending Importance order (attention: cards affecting the use of Influence tokens are considered active as soon as they are revealed) and all players besides the winner gain one Influence token.

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The Round

07.

The winning player takes the Aspect card, and places the Importance card they played underneath it, in front of their player deck (this card is no longer used in the game). Each other player places their played Importance card face-up on their discard area on a pile.

08.

All players return all used Influence tokens to the pool.

09.

The Aspect card's outcome for the winning Player is announced. Similarly, the other outcomes are read so that the Players understand the different potential results. Each player comments on their opinion/agreement/disagreement on their role's outcome.

a. Use the QR code on the Aspect cards or use a printed version of the Outcome pages.

b. If a moderator is present, they may note down in secret additional points for each player who commented, for:

- Accuracy
- Insight
- Originality
- Other

The Round

10.

Unless the game has ended (see step 11), each player draws 3 Importance cards. If there are not enough players' Importance deck, that player draws as many cards as possible, then shuffles the cards in their discard pile and forms a new deck, continuing to draw until they have 3 cards in hand. Begin the next round from step 1.

a. Once all the Aspect cards of the Technology have been resolved, the next Technology is revealed, and the process continues.

11.

Once both Technologies' Aspect cards have been resolved, the game ends and the player/s with the most cards is the winner of that Scenario, while the player with the most moderator points (if any) gains the Ethical Ambassador title for that Scenario.

Game End and Final Scoring

As specified on step 11, the game ends once both Technology decks of a Scenario (Existential Risk) have been resolved.
The winner of the Scenario is the player or players with the most cards, while the person or persons with the most moderator points (if any) gain the title of Ethical Ambassador to exonerate their rhetorics.

Existential Risk Scenarios

Ethics of Digitalization

Digitalization refers to the pervasive integration of digital technologies into various aspects of society, **transforming how information is created, shared, and used**. It has brought about significant changes in areas such as communication, commerce, education, and healthcare. Ethical considerations arise in the context of digitalization as well. On one hand, **digitalization has brought about increased access to information, enhanced communication and connectivity**, and new opportunities for innovation and efficiency. On the other hand, **ethical concerns arise in areas such as data privacy, cybersecurity, algorithmic bias**, digital divide, misinformation, and surveillance, among others.

Ethics of Biomedicalization

Biomedicalization refers to the increasing influence of biomedical approaches and technologies in various aspects of society, including healthcare, research, and even everyday life. It involves the **integration of biomedical knowledge, practices, and technologies into diverse areas of human existence**. However, the ethical implications of biomedicalization are complex and multifaceted.

Environmental Ethics

Environmental degradation, caused by human activities such as pollution, deforestation, and climate change, has significant ethical implications. It can harm ecosystems, wildlife, and human populations, and raise concerns about intergenerational equity, responsibility, and justice. **Responsible and sustainable practices, policies, and behaviors are needed to address** environmental degradation, including conservation, pollution reduction, equitable resource access, climate change mitigation, and sustainable development, **to ensure a healthy and habitable planet** for present and future generations.

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Thank you for exploring **the Tethics board game**!

This game is more than just a fun activity - **it's a tool to spark meaningful discussions about ethics in technology and to challenge** the way we think about innovation and responsibility. We hope it inspires you to consider the impact of your decisions and to engage with others **in creating a more thoughtful, ethical future.**

If you have any **feedback, questions, or ideas,** we'd love to hear from you! Together, we can continue to refine and expand this exciting project.

🌐 Learn More: **https://tethics.eu/**
📱 Follow Us on Facebook: **TethicsGame**

Let the journey of ethical discovery begin - **happy playing!**

For any further information, feedback, or support, please don't hesitate to **reach out to us**.

TethicsGame https://tethics.eu

DRAGON RULES DESIGN STUDIO

ΕΛΛΗΝΙΚΗ ΔΗΜΟΚΡΑΤΙΑ
Εθνικόν και Καποδιστριακόν Πανεπιστήμιον Αθηνών
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Project Reference: 2023-1-EL01-KA210-VET-000161379