



Welcome to Cards for Humanity!



These cards aim to help you to get to know one another, start up brave conversations with friends/family (or any other group) and learn about how we all relate to humanity... and maybe restore faith in it a little too!

How to use this deck:

There are 4 different categories:

Scenario cards, Personal cards, Hot topics, Wildcards

Each title card has a "starter" question on the back to give an idea of what to expect and ease into the section. All other cards are double sided and can be played in any order. You can either go through the 4 sections one by one or mix up all the cards randomly.

A handful of cards require players to have pen each and some paper (and one works best with the use of everyone's phones), but these can all be adapted into verbal prompts if required.

Unless a card describes otherwise, we suggest that each player answers every question (saying as much or as little as you feel comfortable) to really get to know one another, but if you want to run your session differently, you can - make the game work for you.

There's no limit to number of players who can join. Examples to orient for a larger group might include: Playing two at a time in your group with a "speed dating" format, splitting up into smaller groups to discuss the same question and regrouping for a reflection afterwards, spreading out the cards on a table and picking questions that most speak to you or freestyling in another way!

Remember, there's no competition here. Everything you've shared in the space is valued and - legitimately - you're all winners for coming together with courage and curiosity... humanity!





Are there any "ground rules" you would like to set?



Try to share the space fairly, perhaps taking turns to draw a card each, with the player who does this being the "gentle guide" for that round to make sure everyone is included (if one feels required).

Think about how you might, as a group, want to orient and communicate any "no-go" zones (i.e. you can come up with a word or another way to show if you'd like to steer away from topic), and how to orient if anyone feels uncomfortable or would like to pass/just listen for a round.

When does the session end?

Go through each question at your own pace, as some cards may be faster to talk through and some may require time to delve deeper. You can also repurpose or reword questions as feels appropriate and come up with your own follow up or additional questions.

There are 60 questions in total, but you don't need to go through all the cards in one sitting, you can play as few or as many as what feels right (and each play through will be different).

Beyond the session, you may wish you consider:

Is there anything you'd like to reflect on together?

Is there anything anyone needs to think about to take care of yourself or each other?

Is there a question you would like to delve into deeper another time?

This deck is brought to you by:

Kruts

Nantje

Jeles

Khalida

Abdell

Zeynep

Liwia



Cards for Humanity: Restoring your faith in humanity,
one game at a time...

