

CSS Picture This! Tactics Game



With the **Picture This! Tactics Game**, you and your team can quickly break from formulaic, predictable protest tactics and into creative, exciting new territory with a game that's fun and accessible for activists and organizers of all backgrounds and experience levels.

A gamification of the Picture This! tool from Center for Story-Based Strategy, this game challenges players to come up with the most entertaining and thought-provoking descriptions of social movement protest tactics in response to hypothetical social injustice scenarios. Through the game, players learn how to target strategic points of intervention with their protest tactics in order to disrupt systems of injustice.

Whether you are an organizer wanting a fun way to brainstorm new tactics or a group of friends plotting to take over the world, get the creativity flowing with the Picture This! Tactics Game.

MATERIALS

- Picture This! card deck ([purchase here](#))
- Print out of interventions sheet (create based on css website)
- Handout with a variety of campaign scenarios ([download or view online here](#))
- Timer ⌚ or hourglass 🕒
- Scratch paper

OVERVIEW

The object of the game is to come up with the most entertaining and thought-provoking descriptions of social movement protest tactics in response to hypothetical social injustice

scenarios. Players decide on a social injustice scenario and each round take turns creating fun, inspiring, or wacky tactics in response.

NUMBER OF PLAYERS: 3 - 6

AGES: 12 and up

Each card indicates three constraints for you to follow in designing a tactic:

- A Point of Intervention – a point along the system creating your hypothetical social injustice where you will intervene with your protest tactic (see Points of Interventions section below)
- A Medium – what form the protest tactic must take
- An Emotion – the emotional reaction your protest tactic is intended to evoke in the public viewing your tactic

SETUP

To start, all players agree on the campaign scenario to be elaborated during the game. The campaign should have an injustice, either stated or implied, and a desired outcome. For example, “Cancel student debt at a community college.” Consult the [campaign scenarios handout](#) for ideas.

Read the **Points of Intervention** handout as a group. Each player takes a turn reading one of the points of intervention out loud. Consider what these points of intervention may look like in your chosen campaign scenario.

Each player selects two cards from the deck. Each card is double sided, meaning each player will have four scenarios to choose from.

THE PLAY

Each round, one player plays the role of the judge while the other players compete to have their tactic/intervention selected by the judge. After each round, the judge role shifts to the person to the left.

The judge plays an important role. To start the round, the judge presents a development in the campaign scenario. This could be a routine development that adds context or depth to the scenario (“Community college board says that student government association and community college president must provide a debt cancelation plan before the board will consider it”). Or a

challenge, complication, or twist (“College president’s offices raided by the FBI, reason unknown”).

The timer is started and each player quickly develops a tactic using one of their four cards (remember, cards are back and front). When time is up, each player lays down their card and briefly explains the tactic. The judge listens and chooses the card of the tactic they like best. The person whose tactic is selected wins a point. The winning card is placed face up in front of the player who won the round to signal that they won the point.

Each player then draws a replacement card to replace their played card and the next round begins, with the judge role now transferring to the player to the left (always to the left).

WINNING

The first player to 3 points wins.

POINTS OF INTERVENTION (next page)

POINTS OF INTERVENTION HANDOUT



**Point of
Production**



**Point of
Consumption**



**Point of
Destruction**



**Point of
Decision**



**Point of
Assumption**

Point Of Production

A place where things are made. Factories, crop lands and schools. The realm of strikes, picket lines, crop-sits, etc. Interventions here are often about leveraging labor power or impacting profits.

Point Of Consumption

Places where people are in the role of customer. Stores, restaurants, online spaces, TV/movies etc. Sometimes the only place that an audience has a physical interaction with systems we are changing. The realm of consumer boycotts and markets campaigns.

Point Of Destruction

A place where something is destroyed. Dumpsters, mines, clearcuts, landfills, jails, etc. Interventions here are often about stopping the bad.

Point Of Decision

Anywhere there is decision making. Corporate HQ, polling places, townhalls, city council meetings, slumlord's office, etc. Interventions here are often about challenging the assumption of who is a legitimate decision maker.

Point Of Assumption

Challenging underlying beliefs/ control mythologies. Could also be actions tied to cultural moments or pop culture trends. Or prefigurative actions such as actualizing alternatives.