

CHARMS



Quests For Antiracism

CHARMS

A Game of Insight



12+



3-8



30-90m

Quests For Antiracism

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Overview

Quests for Antiracism is an expansion for **CHARMS: A Game of Insight**. The cards can also stand alone as dialogue, reflection, or writing prompts.

Expansion Contains

- 20 Cards containing 80 questions (including fill-in-the-blank options)
- 2 Specialty Charms

Expansion Charm Meanings

- **Diverse Meeples:**
Front and Back
(Antiracism, Equality)
- **Eye:**
Front
(Aware, Open-minded)
Back
(Unaware, Closed-minded)



Studio 9 Games and our collaborators view racism as the most vital and challenging issue facing America. We understand that everyone belongs to one wonderfully diverse human family, we're all created noble, and we all deserve equal rights and fair opportunities. We also know that our collective well-being, peace, and security are dependent upon rooting out racism and prejudice, and that the sincere attention and sustained participation and action of all peoples are what is required to eliminate these ills. Having courageous conversations about racism is a necessary step toward creating justice and liberty for all. **CHARMS** gameplay facilitates dialogues for antiracism with families, friends, or groups in a way that offers every player the opportunity to share and be heard.

Suggestions for Using this Expansion

Review the information below with all players prior to playing to facilitate a constructive and insightful experience for everyone. Use these suggestions in place of alternate or variant play options from the base game.

- **Quests for Antiracism** is for people sincerely interested in striving toward antiracism. Consider playing in a diverse group or with players of the same race—depending on your needs or goals.
- While playing **Charms** can be enjoyable, racism is a topic that may bring up uncomfortable feelings. It's up to each player (or discuss as a group beforehand) to find productive ways to manage any feelings of discomfort.
- It may help for players to remember that while racism is embedded in the fabric of our society and systems, we all have the ability to learn, grow, transform, and create positive change. Encourage everyone to find their courage, care, and compassion.
- Before playing, it may be helpful to center and connect the group by doing a brief activity, such as a breathing exercise, playing uplifting music, or sharing inspiring quotes.

- This is a creative problem-solving activity/game. Keep an open mind about the gameplay process, as well as any answers shared and received. If any answer doesn't resonate with the Quester (player taking a turn) as helpful or true, Quester shouldn't select it as a wise and winning answer.
- Set time limits as needed so everyone has a chance to share.
- Set aside cards from the **CHARMS** base game. Quester picks a quest (question) from this expansion's deck, modifies it to match their needs (making it as specific as possible), or asks one of their own. *Note: A quest should be one that the quester sincerely wants answers to regarding antiracism.*
- Add the 2 specialty charms to the base game's bag of charm pieces.
- Help each other explore the meaning of complex words and concepts that come up, like antiracism (i.e., ideas, actions, or policies that work against racism—toward racial justice and equality for all).

- Players try their best to give and gain the most wise or helpful insights. If Quester decides there aren't any insightful answers, Quester may choose not to select a winner during their turn.
- At the end of their turn, Quester may choose to share why they've selected a particular answer as the winning or most insightful one.

Online **CHARMS** Variations

- **Video Chats:** On a video call, select a quest from the deck, or have a participant share one. Modify the quest to include the whole group. Make a real or digital (www.CharmsGame.com) charms roll, then remove "out of bounds" charms—pieces that landed off the board or on a dividing line between any sections of the board. Together review each charm's meaning, along with the place it landed on the board, while someone enters this information in the video chat space for all to see. Players can share what this quest means to them.
- **Writing Prompts:** This activity is the same as **Video Chats**, but instead of having a dialogue, each person writes what this quest means to them. Writers can take turns sharing their answers with everyone.

- **Sharing Your Quests:** First, photograph your roll on an actual game board or download an image of your digital roll. Next, share the image, your quest, and relevant charm meanings via text, email, or social media. Include your insights, or invite family and friends to share theirs.

CHARMS: A Game of Insight is an award-winning* easy-to-learn game where each player (Quester) takes a turn by asking a question from the cards (or their own question). Everyone else finds their inner sage and tries to write the wisest answer based on the Quester's roll of 9 random charms, their meanings (listed on game's key cards), and where they land on the board. The Quester then selects a winning answer. The player with the most winning answers wins the game.

CHARMS is a community-building game that can be used to gain insights into almost any topic. No subject is too light or heavy, shallow or deep. Players use their minds, hearts, and creative problem-solving skills to help each other gain new perspectives, understanding, or ideas for positive action.

***Parents' Choice 2018 Recommended Award Winner** and a **Serious Play 2018 Silver Board Game Winner**. It was also selected to be a **2018 Mensa Mind Games® Competitor**.

WHAT CAN I DO TO HAVE MORE JOYFUL AND SINCERE FRIENDSHIPS
WITH PEOPLE OF A DIFFERENT RACE FROM MINE?

HOW DO RACIAL SLURS AFFECT ME?

WHAT BLOCKS MY EFFORTS TOWARD ANTIRACISM?

WHAT ARE GOOD NEXT STEPS FOR ME TO TAKE TO HELP ELIMINATE
RACIAL PREJUDICE AT _____ ?

WHAT DO I DO WHEN SOMEONE I KNOW UNCONSCIOUSLY SAYS OR DOES SOMETHING BIGOTED OR RACIST?

WHAT SHOULD I DO IN ORDER TO MEET AND GET TO KNOW PEOPLE OF OTHER RACES AND CULTURES?

WHAT COULD I DO TO ADDRESS ANTIRACISM VIGOROUSLY?

HOW CAN I BUILD MORE TRUST WITH PEOPLE OF A DIFFERENT RACE FROM MINE AT _____ ?

WHAT WILL HELP ME GET BETTER AT SPEAKING UP AGAINST RACIAL INJUSTICES WHEN I SEE THEM?

WHEN I HAVE A HURTFUL THOUGHT, WHAT HELPS ME CHANGE IT TO A MORE PEACEFUL ONE?

WHAT WILL HELP ME ACT AGAINST RACIAL INJUSTICE AND PREJUDICE, OR SYSTEMS OF OPPRESSION?

HOW CAN I BE MORE TRUSTING OF PEOPLE FROM A DIFFERENT RACE OR CULTURE AT _____ ?

HOW CAN I BE MORE OPEN-MINDED AND EXCITED ABOUT DIVERSE PEOPLE'S CULTURES, CONTRIBUTIONS, AND PERSPECTIVES?

WHAT ARE MY GREATEST GIFTS FOR HELPING TO ELIMINATE RACISM OR RACIAL INJUSTICE?

HOW CAN I DISCOVER AND OVERCOME RACIAL BIASES AND PREJUDICES IN MYSELF?

HOW CAN I BE MORE INCLUSIVE OF DIVERSE PEOPLE AT _____ ?

WHAT HELPS ME WITH SOMEONE WHO IS IN DENIAL ABOUT RACISM?

HOW CAN I BECOME MORE AWARE OF HOW RACIST POLICIES AND PRACTICES BENEFIT OR HARM ME?

WHAT SHOULD I DO IN THE FACE OF RACIAL OPPRESSION, RIDICULE, MICROAGGRESSIONS, OR SABOTAGE?

WHAT WILL MY LIFE BE LIKE IN _____ YEAR(S) IF I DON'T HELP WITH ELIMINATING RACIAL PREJUDICES AND INJUSTICES AT _____ ?