Cards for Queering Reproductive Justice Rules

Cards for Queering Reproductive Justice (QRJ) is a reimagining of Cards Against Humanity – it is at once (queerly!) academic and low-brow, serious and hilarious, earnest and perverse. Cards for QRJ is a testament to our belief in the pedagogical potential of game play and the possibilities for moving feminist and queer theory beyond the classroom. For that reason, the game is designed with many players in mind: students, activists, scholars, or even friends who just want to crack jokes about surrogacy over a glass of wine. As a companion piece to Queering Reproductive Justice, the game is meant to be played alongside the book. Your friends haven't yet read the book?! No problem. You can play anyway. Playing the game with people who have read the book and those who have not will be different experiences – and both give you the chance to engage the material in new and exciting ways. It's up to you as players to decide how the game unfolds, and to craft the kinds of conversations you want to have. Winner gets a free uterine transplant!

Basic Rules

- 1: The person who most recently had a birthday will first serve as the Game Surrogate (or what Cards Against Humanity terms "The Game Czar").
- 2: The first Game Surrogate will deal out 7 white cards to each of the players.
- 3: To start the round, the Game Surrogate will select 1 black card and read it aloud.
- 4: All of the other players will choose 1 white card from their hand that they feel best completes the prompt and will hand their cards to the Game Surrogate face down.
- 5: After the Game Surrogate collects all white cards, they will read them aloud. For full effect, the Game Surrogate should also re-read the black card.
- 6: The Game Surrogate will choose the white card that they feel best completes the prompt, whether that be the funniest, most grotesque, or the most factually correct card. The player of that card wins the round. The winning player will gain the current black card and become the new Game Surrogate for the next round.
- 7: After each round every player should replenish their cards by selecting a new white card from the remaining deck. Players may not discard their cards if they don't like them or know what they mean.
- 8: This cycle of play continues until a player accumulates SIX black cards, or until you've all had enough queer reproductive justice in your lives!