

# Twisted Logic

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# Quick Start

If you're an experienced player, here's a quick overview of the rules as a reminder.

**Goal:** Win 30 Influence Points (Page x [Preliminary Information])

**Setup:** (Page x [Section A, II. Before You Begin])

- Each player should choose a Faction Card
- Deal 5 Argument cards and a Fallacy Definition Leaflet to each player
- Choose someone to go first

## Taking Your Turn

1. Beginning a debate
  - a. Draw a Topic Card from the Docket
  - b. Pick another player to debate with
  - c. Your opponent chooses which side of the topic to defend
2. During a debate
  - a. Argue for or against the topic
  - b. Play an argument card face down before the argument ends
  - c. Use the argument described on the card in your debate
3. Calling out fallacies
  - a. If another player thinks that a debater has used a fallacy, they may call out that player by naming the fallacy
  - b. If that player used the fallacy without playing the corresponding card, they lose a point and their accuser gains a point; otherwise, the accuser loses a point
4. Judging
  - a. After the debate ends, both debaters flip over their cards
  - b. The remaining players judge if the cards were used correctly in the debate

- c. If a player successfully uses a fallacy card and nobody calls them out on it, they receive double points
  - d. After judges decide if cards were used correctly, they vote on which debater won the argument. That debater then receives another point.
5. Other ways to win points
- a. If you employ your expertise as a member of your faction to help argue your point in a debate, you may be awarded one Influence Token.
  - b. If you ask a non-debater to step in and lend their expertise to your debate and their input is voted to be relevant by the remaining judges, both you and the person that you chose receive one Influence Token.

#### Setting Precedent (Page x, Section B)

6. Players may set Precedent in several ways:
- a. Come up with a story or piece of history over the course of your debate
  - b. If you create Precedent during the course of your debate that directly involves your own faction, you receive one point
  - c. If you call upon another player outside of the current debate to weigh in and set Precedent, as long as their point is valid and contains no fallacies you both receive one point. Fallacies cited by third parties can be called out and penalized just like for debaters.



# Welcome

This package and the accompanying tasteful fruit basket has been presented courtesy of the Elections Logistics Committee.

May we be the first to congratulate you on your successful [**election/coup d'état/hostile takeover**] (choose applicable). It is our solemn duty to impart your preliminary instructions as newly ascended board members of the Malevolence Federation.

As you know, the Malevolence Federation supervises the majority of the world's antagonistic activity. It is part of a large network of agencies that facilitate the mutually beneficial set of guidelines for the interactions between villains, heroes, and world powers. The guiding hand of the Federation allows for the productive careers and continued existence for the majority of those involved.

The Malevolence Federation depends on an extensive system of rules and regulations to oversee the activity of the world's vast array of villainous professionals. You will know from your training that the hierarchy is rather, shall we say, involved. With that in mind, the it is important to remember that on matters of global policy, the Board retains the right of final approval.

So without further ado:



Welcome  
to  
The Organized Antagonism Regulation Board  
for the Administration of Treachery, Deceit, and Nefarious Activity

The Board, henceforth referred to as OARB, has many important duties, including mediation between the eight major branches of the Federation and official recognition of new members. Most vital among its duties, however, is the oversight of the lawmaking process. As members of the board, you will discuss and vote upon the carefully constructed<sup>1</sup> new regulations presented to the board before they are put into effect.

Of course, as a result of your recent [**election/coup d'état/hostile takeover**] (choose applicable), the Board is in need of a new Grand Administrator. As you deliberate over the proposed amendments to our bylaws, it will become clear which among you possesses the persuasive and argumentative aptitude for this illustrious position of leadership. May their ascension to the position be swift and decisive.

It is a noble duty that you take upon yourselves today. The Organized Antagonism Regulation Board is a venerable institution stepped in tradition that upholds [REDACTED due to OSHA clause 41a.66 Worker's Protection Against Unnecessary Traditional Rhetoric].

1. and often frustratingly byzantine

# Preliminary Information

Snarky subtitle

## SUGGESTED NUMBER OF BOARD MEMBERS

A board may consist of three, five, or seven members. Any deviation from these parameters may result in nullification of all proceedings, reduction in clearance, and punitive summary execution of lieutenants, henchmen, and/or minions of participants.<sup>1</sup>

## YOUR PRIMARY GOAL

The first meeting of OARB has the primary purpose of choosing a new Grand Administrator. This proceeds as follows:

Board Members acquire Influence Points through successful debate  
The first Board Member to acquire thirty (30) Influence Points is immediately declared Grand Administrator

The new Grand Administrator is awarded the Grand Administrator Official Goatee

1. Nobody actually checks how many people you have; we strongly suggest, however, that your board consist of at least three members for voting purposes. We additionally advise you to include an odd number of members for this reason. Seven members may participate relatively comfortably. Larger Board membership may greatly slow the election process, but as long as you're all comfortable with it, include whomever you wish.

Additionally, as board proceedings are open to viewing by villains with sufficient clearance, we highly encourage you to invite your friends and allies to the first official OARB meeting.

# Package Contents

Snarky subtitle

This briefcase contains:

- 3 1 Official Rules Booklet
- 3 Deck of Legitimate Point Cards
- 3 Deck of Fallacy Cards
- 3 Deck of Debate Topic cards
- 3 Influence Tokens of several values
- 3 5 Official Fallacy Definition Leaflets
- 3 1 Resolution Board
- 3 1 Optional sand timer
- 3 The Grand Administrator Official Goatee

# SECTION A:

## Board Meeting Proceedings

Snarky subtitle

### I. BRIEF INTRODUCTION

Over the course of the first OARB meeting, the Board Members vote on changes to Federation Official Policy through a series of debates. Two Board Members engage in discussion over a relevant topic selected from the Docket. Over the course of their discussion, they each play a card from their hand face down, either a Legitimate Point or a Fallacy, and incorporate that point into their argument.

At the end of the discussion, the cards are revealed and the remaining Board Members decide if the card was used correctly, for which the debaters may win Influence. If a debater uses a fallacy in their argument and another Board Member calls them on it, that debater may lose Influence. If a debater successfully slips a fallacy into their argument without anyone calling them out on it, however, they may receive an additional bonus to their Influence.

## II. BEFORE YOU BEGIN

1. Arrange the Board Members in a circle around a table.
2. Have each Board Member choose a Faction from the Factions deck to represent.
3. Distribute the Fallacy Definition Leaflets. If there are more Board Members than Leaflets, it may be necessary to share.<sup>1</sup>
4. Shuffle together Legitimate Point Cards and the Fallacy Cards. This shall henceforth be referred to as the Argument Deck.
5. Deal five (5) cards from the Argument Deck to each Board Member. The Board Members may look at their cards, but they should take care to not reveal their hand to other members.
6. Place the rest of the Argument Deck face down on the table.
7. Shuffle the Topic Cards and place the deck face down on table next to the Argument Deck. This new deck shall henceforth be referred to as the Docket.
8. Place the Resolution Board onto the table next to the two decks.
9. Place the Influence Tokens in a pile on the table within easy reach of all Board Members.

1. We realize that the concept of “sharing” may be foreign or distasteful to some of you. Unfortunately, the Supply Regulations only account for a maximum of five leaflets. We therefore invite the dissatisfied Board Members in question to take a deep breath and get over themselves.

## III. TURN ORDER

1. Begin with the Board Member who most recently committed an act of minor villainy.<sup>1</sup> This Board Member shall be the first Instigator.
2. After each debate is concluded, the Board Member sitting to the right of the current Instigator shall be the next Instigator.

1. Examples of minor villainy include but are not limited to: eating the last snack, jaywalking, putting dishes in the sink without washing them

#### IV: WINNING INFLUENCE

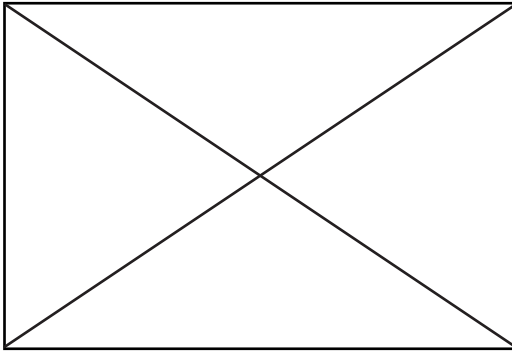
1. When a Board Member wins Influence, they should select a number of Influence Tokens equivalent to their winnings from the central pile.
2. Board Members should place their Influence Tokens in front of them, making sure to keep them within view of other Board Members.
3. A Board Member can win Influence by:
  - 3 Correctly using a card in an argument
  - 3 Winning an argument (+1)
  - 3 Correctly calling out an argument from another debater (+1)
4. A Board Member can lose Influence by:
  - 3 Failing to play a card before the debate ends (+1)
  - 3 Choosing not to reveal their card

#### V: INITIATING A DEBATE

1. The Instigator draws a Topic Card from the Bylaws Proposal Docket. They read the card's title and description aloud to the rest of the Board Members and place the card face up in the center of the table.
2. The Instigator selects another Board Member with whom to debate the topic. This Board Member shall be referred to as the Responder. The Instigator and Responder shall be collectively be referred to as the Debaters. The remaining Board Members shall be referred to as the Judges.
3. The Responder examines the topic and declares which side of the argument they wish to defend: For or Against. The Instigator defends the opposite side.

## VI: BASIC DEBATE PROTOCOL

1. The Instigator begins the debate. They proceed by presenting a few sentences defending their side of the argument.<sup>1</sup>
2. After the Instigator has finished making their point, the Responder in turn presents a few sentences on their own position in reply to the Instigator's points.
3. The two debaters continue exchanging arguments in this manner. Within a few minutes, the debaters should make their main points, after which they officially agree to conclude the argument.<sup>2</sup>



1. Alternatively, if they wish, they may choose to vehemently attack the opposing side.
2. Historically, debaters have been shown to hit the main parts of a debate within a period of about three to five minutes. Of course, the Board is welcome to continue discussing a topic for as long as they feel is necessary. However, should the judges lose interest in the proceedings after a reasonable amount of time has passed, they may impose a time limit or, if necessary, more firmly discourage further discussion. Duct tape has proved to be a most invaluable accouterment in this arena.

4. At some point before the debate has been officially concluded, each debater must do the following:
  - 3 Choose either a Legitimate Point Card or a Fallacy Card from their hand.
  - 3 Play the card face down on the table.
  - 3 Include a statement in one of their arguments that follows the description listed on the card. For instance, if the card in question is a Fallacy Card, then the player should present a statement with the relevant fallacy sometime before the argument is over.<sup>3</sup>
  - 3 If a Board Member does not play a card by the time the debate is officially concluded, then they must return one (1) point worth of their current Influence Tokens to the central pile.
5. Before the debaters officially conclude the argument, any Board Member may, at any time, call out a debater on their use of a fallacy. See VII: Calling Out Fallacies for more information.
6. After the debaters have officially concluded the argument, they both flip over the cards that they played and reveal them to the rest of the Board.
7. At the end of the debate, there are two rounds of voting by the Judges:
  - a. Appropriate Usage: The judges consider each debater's card in turn to decide if the debater correctly employed the card in their debate.
    - The debater is permitted to defend their card usage. They may repeat the point that they made in the debate, argue their case, and cite precedent.

3. Note that debaters should only play one (1) card from their hand per turn. While the Department of Legality, Bureaucracy, and Semantic Exploitation is typically content to make things more convoluted than they need to be, they have advised against further complication in this particular case.



- Likewise, the judges are permitted to question and discuss the point amongst themselves and with the debater.
  - This discussion should be fairly brief.<sup>4</sup>
  - If the judges do not come to a general consensus, a Formal Vote may be called. See the section on Formal Voting for more information.
  - Should the judges declare that the card was used correctly, the debater is awarded an amount of Influence equivalent to the number stated on the card. (Note: the exception for this rule is outlined in VIII: Sneaking a Fallacy.) The debater draws the appropriate amount of Influence Tokens from the central pile.
  - Should the card instead be judged to have been used incorrectly, the debater wins no points from that card.
- b. Declaring a Winner:
- After appropriate usage has been decided for both debaters, the judges will choose the winner of the debate.
  - If a general consensus is not quickly reached, a formal vote may be called.
  - The winner chosen by the Judges is awarded one (1) Influence token.
8. After voting has ended, the debate is officially concluded. Place the Topic Card on the Resolution Board. If the declared winner was arguing in favor of the topic, place the card in the Approved pile. If the declared winner was arguing against the topic, place the card in the Rejected pile. These may become relevant later as they set Precedent for the remainder of the meeting.
  9. The debaters add the Argument Cards that they played to the Discard pile. They each draw a new card from the Argument Deck.
  10. The next Instigator begins a new debate.

4. See the first footnote regarding time limits and duct tape.

## VII: CALLING OUT FALLACIES

1. At any time before the argument has been officially concluded (before debaters have revealed their cards), if any Board Member suspects that a debater may have used a fallacy in their argument, they may call out that argument.
2. In order to call out a fallacy, a Board Member states the name of the fallacy aloud.
3. At this point, the main discussion is paused. The debater, the accuser, and the other board members may present their arguments for whether or not the debater used the fallacy in question.
4. The Judges should at this point reach a consensus on whether or not they agree that the fallacy in question was used. A Formal Vote may be called if a consensus is not easily reached. If the accuser is a judge, they can still participate in this vote.
5. If the judges decide:
  - a. **The fallacy in question was not used:** The debate can be resumed.
  - b. **The fallacy in question was used:** If the debater has played a card, they may at this point choose to reveal their card.
    - **If they reveal a matching card:** they are shielded and receive the Influence listed on the card. The accuser draws one Influence from the center pile.
    - **If they do not or are unable to reveal a matching card:** they lose an Influence token to the accuser.<sup>1</sup> They may still attempt to use the card to win points until the end of the debate.
6. Each Board Member may attempt to call out a fallacy once per topic.

1. If the debater has any Influence tokens then they must give one to their accuser. If they do not have any Influence tokens, then the accuser may draw one Influence from the center pile.

## VIII: SNEAKING A FALLACY

During a debate, a debater may attempt to Sneak a Fallacy. If all of the following conditions are met, then the debater receives double the amount of Influence listed on the card:

1. The debater plays a fallacy card
2. The card is judged to have been used correctly by the judges at the end of the argument
3. No other Board Member calls out the relevant fallacy before the end of the argument

## IX: FORMAL VOTING

Should a general consensus not be reached at the end of the discussion, the following method shall be employed to decide the winner:

1. A Board Member calls for a formal vote.
2. Each Board Member involved in the vote (typically the Judges) votes Yea or Nay on the issue.<sup>1</sup> No involved Board Member may abstain from voting.
3. In the case of a tie<sup>2</sup>, Board Members should flip a coin or employ a similar method of random chance to decide the winner.

## X: LEGITIMATE POINTS

A **legitimate point** is a sound logical argument. The references made in such an argument are relevant and well-founded, all consulted sources have a strong base to stand on, and the argument stays on topic.

1. The method of obtaining this vote is left to the discretion of the board; show of hands, thumbs up or down, secret ballot, and vote by carrier pigeon are all acceptable solutions.
2. You idiots chose an even number of Board Members, didn't you... against our recommendations and everything.

## XI: FALLACIES

A **logical fallacy** is an argument with a logical flaw in the reasoning. The line between legitimate points and fallacies is often a thin one, so it falls to the Board Members to learn each fallacy and point out fallacious statements in arguments. A full list of the fallacies recognized by the Federation is available in **Section C: Fallacy Reference Guide**.

## XII: FACTIONS

As a representative of your faction, you are the best equipped to supply information relevant to your jurisdiction. During a debate, if you draw on your expertise as a member of your particular faction to support your point, the Judges may vote to award you an extra Influence token.

## XIII: ASKING AN EXPERT

Over the course of your debates, you may find that the topic that you are currently discussing does not fall within your area of expertise (e.g. if representatives from the Mutants and Advocates factions are discussing an issue relating to the Henchmen's Union). In this case, during the course of your debate, you may call on a representative from a relevant faction to weigh in on your debate. Should they offer a contribution to the discussion (the relevance of which is voted on by the remaining Judges), you both receive one Influence token.

# SECTION B:

## Setting Precedent

In the Malevolence Federation, the ability to improvise is invaluable.

Over the course of your discussions, you may find that certain topics or arguments may require prior knowledge about the world of villainy. You may be required to consult a professional, reference a well-known historical event, cite a scientific study, or present yourself as a specialist in a certain field.

As you are all well-seasoned veterans of the Federation, it can be expected that you have acquired a great deal of experience in the world of villainy. It is therefore expected and encouraged for you to draw upon this wealth of knowledge. When such an opportunity arises, we therefore heartily invite you to improvise. Inform your colleagues of this new piece of knowledge and include as much or as little detail as is necessary in the given situation.

It should be noted that once such a piece of knowledge has been established, official precedent has been set. From this point onward in the discussion, this information may be drawn upon, added to, and debated. However, after the precedent has been established, it may not be edited.<sup>1</sup>

Precedent is also set at the end of each debate. Once a topic has been added to the Resolution Board, any Board Member may draw upon the precedent set by that topic for the remainder of the meeting.

1. The Federation has traditionally drawn the line at wholesale rewrites of history.

# SECTION C:

## Fallacy Reference Guide

Snarky subtitle

### BEGINNER SET

1. **Straw Man:** Putting forth a misrepresentation of an argument to make it easier to attack [e.g. “You want me to eat more vegetables? Why can’t I eat anything remotely tasty anymore? Do you hate me?”]
2. **Slippery Slope:** Reasoning that if we allow something to happen then something worse will definitely happen soon afterwards [e.g. “If we give a mouse a cookie, then pretty soon he’ll want a cake to go with it. He might even attack a nearby bakery to satiate his sweet tooth. No cookies for the mouse.”]
3. **Gambler’s Fallacy:** Reasoning that a random event is more (or less) likely to happen after a series of other random events [e.g. “Sure, we haven’t won the lottery the last thirty years we’ve played. That just means we’re due to win any day now!”]
4. **Black or White:** Presenting two alternative states as the only possibilities, when in fact more possibilities exist [e.g. “I need to wear this fancy hat to be popular. If I wear the hat, they’ll love me. If I don’t wear it, everyone will hate me.”]
5. **No True Scotsman:** Appealing to the concept of purity as a way to dismiss relevant criticisms or flaws of an argument [e.g. “No Star Trek fans like Wesley Crusher. What do you mean you like him? Well, no TRUE fans think his character’s any good.”]
6. **Genetic:** Judging something as either good or bad on the basis of from whom or where it originates [e.g. “That’s a great belt you’ve got there. Oh, wait, it was made in Delaware? Nevermind, nothing good can come out of Delaware.”]

## MAKING IT PERSONAL

1. **Ad Hominem:** Attacking a person's personal traits as opposed to their argument [e.g. "We can't listen to HIM! Just look at his haircut. Someone with such an outdated sense of style can't know much about engineering."]
2. **Personal Incredulity:** Dismissing an argument as improbable because you personally find it difficult to understand [e.g. "Nah, we don't have to follow those safety protocols. I can't make heads or tails of them anyway; if they were important, they'd be easier to understand."]

## APPEALS

1. **Coming soon**

## BEGINNING SET 2

1. **Begging the Question:** State an argument with circular logic; the point that you make should depend on your conclusion being true. [e.g. "Our glorious leader has never been wrong! He told us so! " ]
2. **Composition/Divison:** Make one of these two arguments: (a) what is true about a part of a thing applies to all of it (b) what is true about the whole is true about the parts [e.g. "I can't go swimming; I'm mostly made of water! I'll disappear into the ocean if I go in there!" ]
3. **Ambiguity:** Use a double meaning or a gap in the wording of a statement to make a flawed or incomplete point [e.g. "I warned you! 'Duck'! It's not my fault if it bit you..." ]

4. **Loaded Question:** Pose a question with a built-in presumption to your opponent that they cannot answer without appearing to be guilty. [e.g. “Tell me, besides the mayor, who have you double-crossed lately?”]
5. **Middle Ground:** Despite there being a range of possibilities, argue that the absolute middle between two extremes must be the correct answer. [e.g. “Well, you think that the mold was caused by water damage, and I think it was aliens. That clearly means that aliens caused the water damage.”]
6. **False Cause:** Argue that since two things are (at least in your mind) related, one of the things caused the other. [e.g. “It was only after Roosevelt died that we discovered how to make computers. Clearly he was holding technology back until then.”]

## PROVE IT!

1. **Burden of Proof:** Argue that it is not your job to prove your point; rather, it is your opponent’s job to disprove it. [e.g. “Prove that there isn’t a small teapot orbiting Jupiter!”]
2. **Texas Sharpshooter** Present a limited or cherry-picked set of data that was specially chosen to support your presumption. [e.g. “Well of course you’re the Hero of the Prophecy! The prophecy said that the hero would be bald, and so are you! It stands to reason.”]

## RESPONSES TO ARGUMENTS

1. **Coming soon**



