EULOGON

A Cooperative Game of Reasoned Dialogue

Instruction Manual

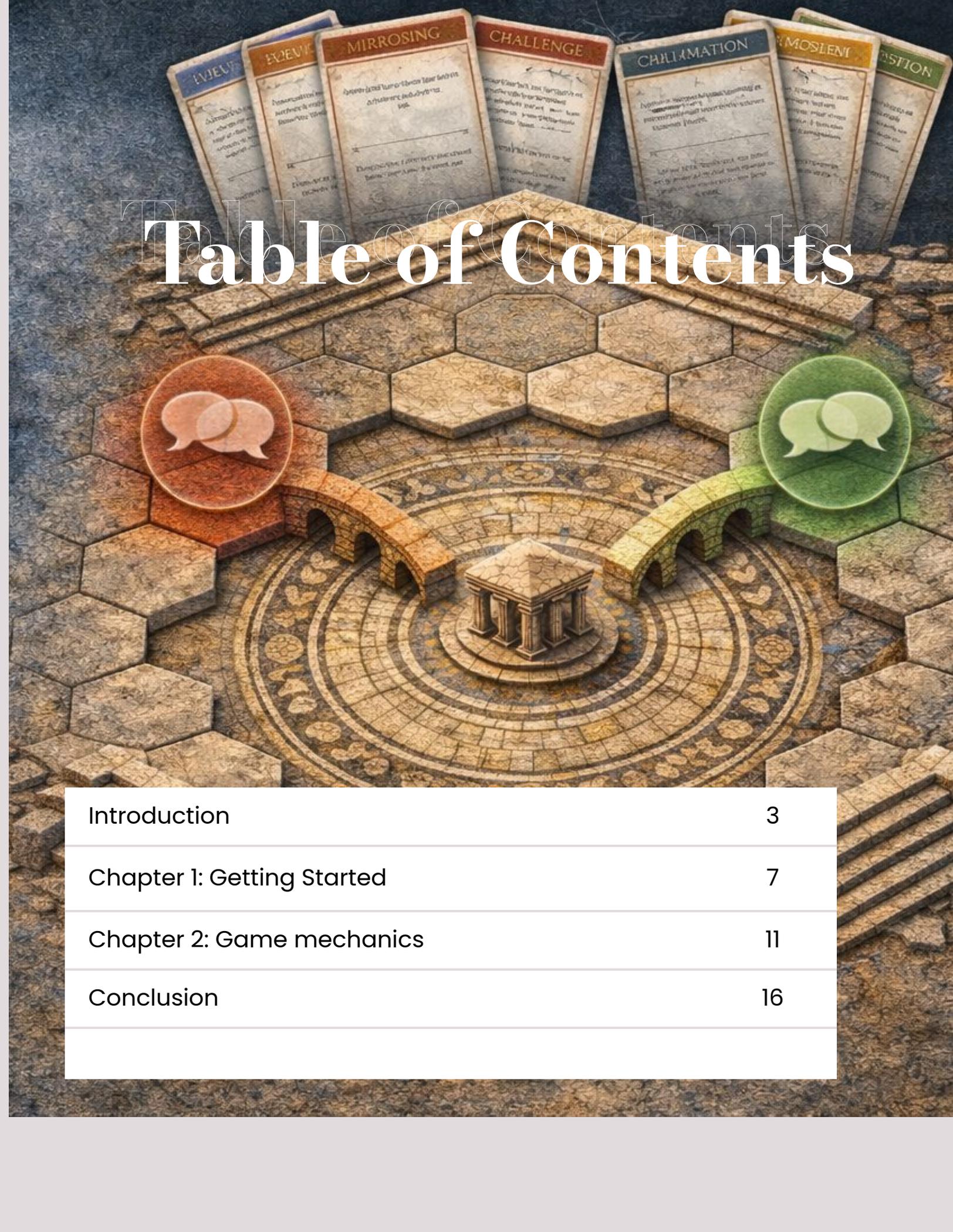Alpha Version

Table of Contents

Introduction

EULOGON

Eulogon is a cooperative dialogue game designed to help groups practice careful reasoning, productive disagreement, and intellectual alignment when discussing contested questions.

Players do not compete to win arguments. Instead, they collaborate to maintain the health and integrity of the reasoning process while exploring opposing claims.

The group wins or loses together based on how well the reasoning holds up under questioning, challenge, clarification, and repair.

Players and Time

Players: 4–8
Best experience: 4–5
Time:
Short version: 25–35 minutes
Full version: 60–90 minutes

Components

Hex board with:
- Central Agora
- Three concentric hex rings (Levels l–lll)
- Alignment Bridge edges

Topic cards (or instructor-provided topic)

Card decks:
- Curiosity (Levels l–lll)
- Challenge (Levels l–lll)
- Affirmation (Levels l–lll)
- Mirroring (Levels l–lll)

Reasoning Range shards (−3 to +3) and bag

Reasoning Integrity Meter (RIM)
Integrity Markers:
- Dropped Thread
- Distorted Uptake
- Unsupported Leap

Core Concepts

Claims Move — People Don't

Players do not advance — claims advance across the board when reasoning support and alignment are achieved.

Alignment Is Not Agreement

Understanding another position accurately is enough to build a bridge — agreement is not required.

Repair Is Success

Finding and repairing reasoning gaps is treated as progress, not failure.

Chapter 1:

Getting Started

Setup

Place the board at the center of the table.

Place the topic card in the Agora.

Shuffle card categories separately.

Deal each player 8 cards:
      2 Curiosity
      2 Challenge
      2 Affirmation
      2 Mirroring

Set the Reasoning Integrity Meter (RIM):
4–5 players → 3
6–8 players → 4

Board Structure

Agora (Center)
Shared question space — holds topic and shard bag.

Level I — Initial Claims
First ring. Two opposing claims are placed on opposite hexes.

Level II — Developed Reasoning
Claims move here after sufficient questioning, challenge, and mirroring.

Level III — Integrated Reasoning
Claims here have been tested, clarified, and supported.

Reasoning range vote

Before discussion begins, players anonymously indicate where they stand. Each player secretly selects a shard

All shards go into the opaque bag and revealed together

Only the range matters — not who chose what

(-3) Strongly Opposed ---Neutral ---- Strong Support (+3)

Discussion proceeds if:
Either
At least one shard appears on each side (negative & positive)
Or
All shards span at least 2 points

Otherwise: choose a new topic.

Card Categories

Curiosity
Expands understanding and explores assumptions.
Move types: clarification, scope, conditions, background, revisability.

Challenge
Tests reasoning strength.
Move types: evidence demand, relevance test, problem framing, inference check.

Affirmation
Recognizes reasoning progress.
Move types: coherence recognition, synthesis, justified agreement.

Mirroring
Restates or reconstructs reasoning.
Move types: Check understanding, Surface warrants, Test implications, Clarify commitment
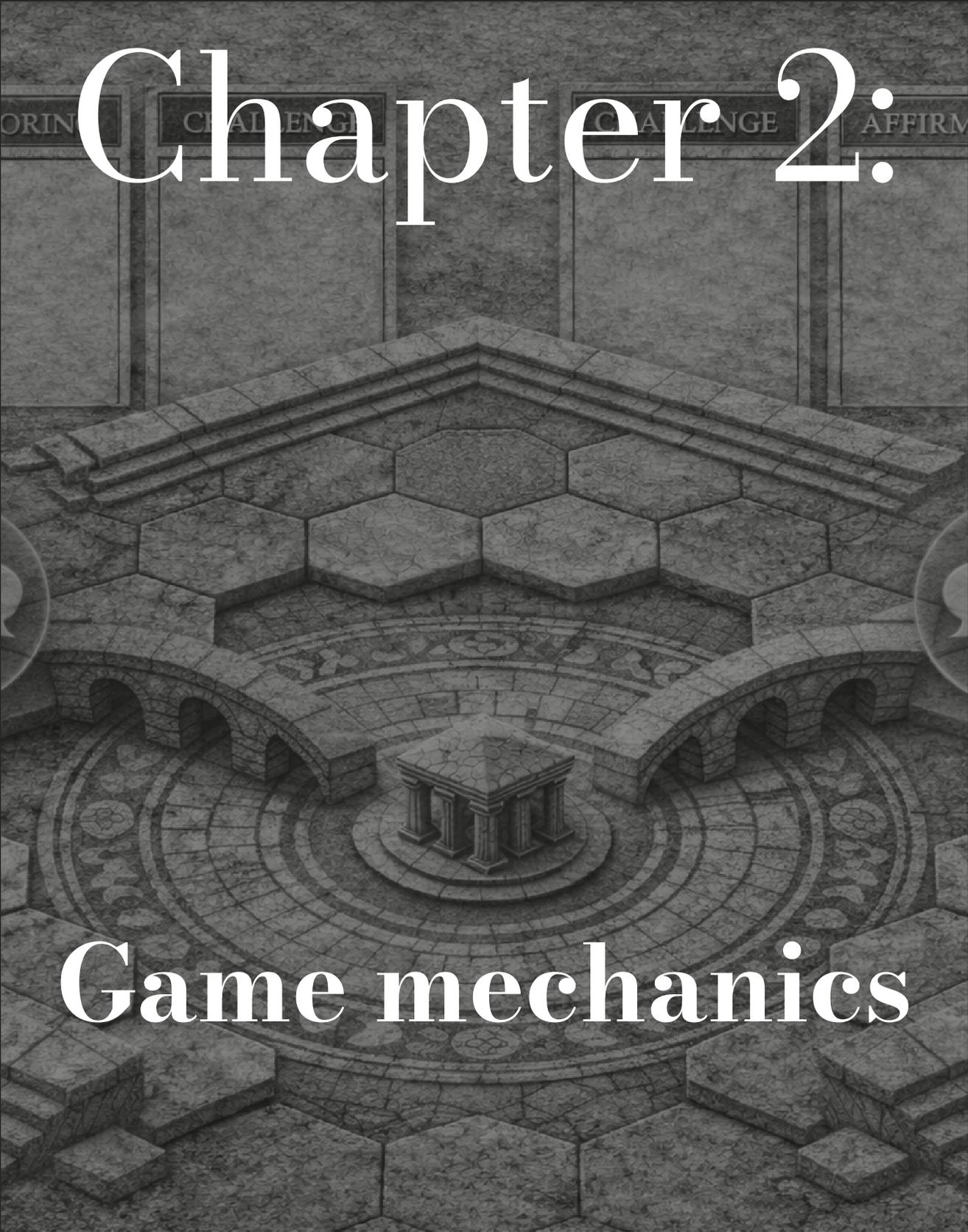
Chapter 2:

Game mechanics

Reasoning Integrity Meter (RIM)

The RIM tracks the health of the group's reasoning process.
The group does not lose for disagreement or strong positions—only
for allowing reasoning problems to accumulate without repair.

Integrity Markers

Any player (or facilitator) may place an Integrity Marker at any time.

Markers signal that the discussion may benefit from attention.

The Three Markers

Dropped Thread

- An important question or challenge has been raised but not

  addressed.

Distorted Uptake

- A statement has been misunderstood or inaccurately

  represented.

Unsupported Leap

- A conclusion or assertion lacks sufficient reasoning or

  evidence.

Markers do not stop play and require no justification.

Repairing Integrity

An Integrity Marker is removed when the group:

- Returns to the dropped issue
- Clarifies meaning (often via Mirroring)
- Adds evidence, warrants, or qualifications
- Revises or narrows a claim

Repair is always considered a successful move.

Round Structure Overview

The full game has three rounds (three concentric rings):
 • Round I — Opening Exploration
 • Round II — Structured Testing
 • Round III — Commitment & Integration

Each round requires:
 • A minimum number of players actively contributing
 • A minimum number of cards played
 • An Alignment Bridge built using Mirroring cards

A round is completed only when all three are satisfied.

Card Play Thresholds

Round I — Opening Exploration

Participation Requirement:
At least n-1 players must actively contribute.

Card Use Requirement:
Each of those n-1 players must play at least 4 of their 6 cards.

Example:
5 players → at least 4 players must play ≥ 4 cards each

Purpose: Surface assumptions, clarify terms, and begin structured probing.

Card Play Thresholds

Round II — Structured Testing

Participation Requirement:
At least n-1 players must actively contribute.

Card Use Requirement:
Each of those n-1 players must play at least 5 of their 6 cards.

Example:
5 players → at least 4 players must play ≥ 5 cards each

Purpose: Stress-test claims, warrants, and consequences.

Round III— Commitment & Integration

Participation Requirement:
All n players must actively contribute.

Card Use Requirement:
Each player must play at least 4 of their 6 cards.

Purpose: Integrate insights, qualify claims, and test commitments.

Unplayed Cards and RIM

At the end of each round each player should have played the required minimum cards.

Excess unplayed cards either:
reduce Reasoning Integrity Meter (RIM) by one
or block round completion (group choice rule)

This encourages active reasoning participation.

Alignment Bridge Requirement

Alignment Bridge Rule

To complete a round, the group must play:
At least (n-1) Mirroring cards, played by different players

Examples:

Players	Required Mirroring Cards
4 players	3 Mirroring cards
5 players	4 Mirroring cards
6 players	5 Mirroring cards

Alignment Bridge Purpose

Mirroring cards ensure:
- claims are correctly understood
- reasoning chains are accurately represented
- disagreements are about substance, not misinterpretation
- rhetorical escalation is grounded in comprehension
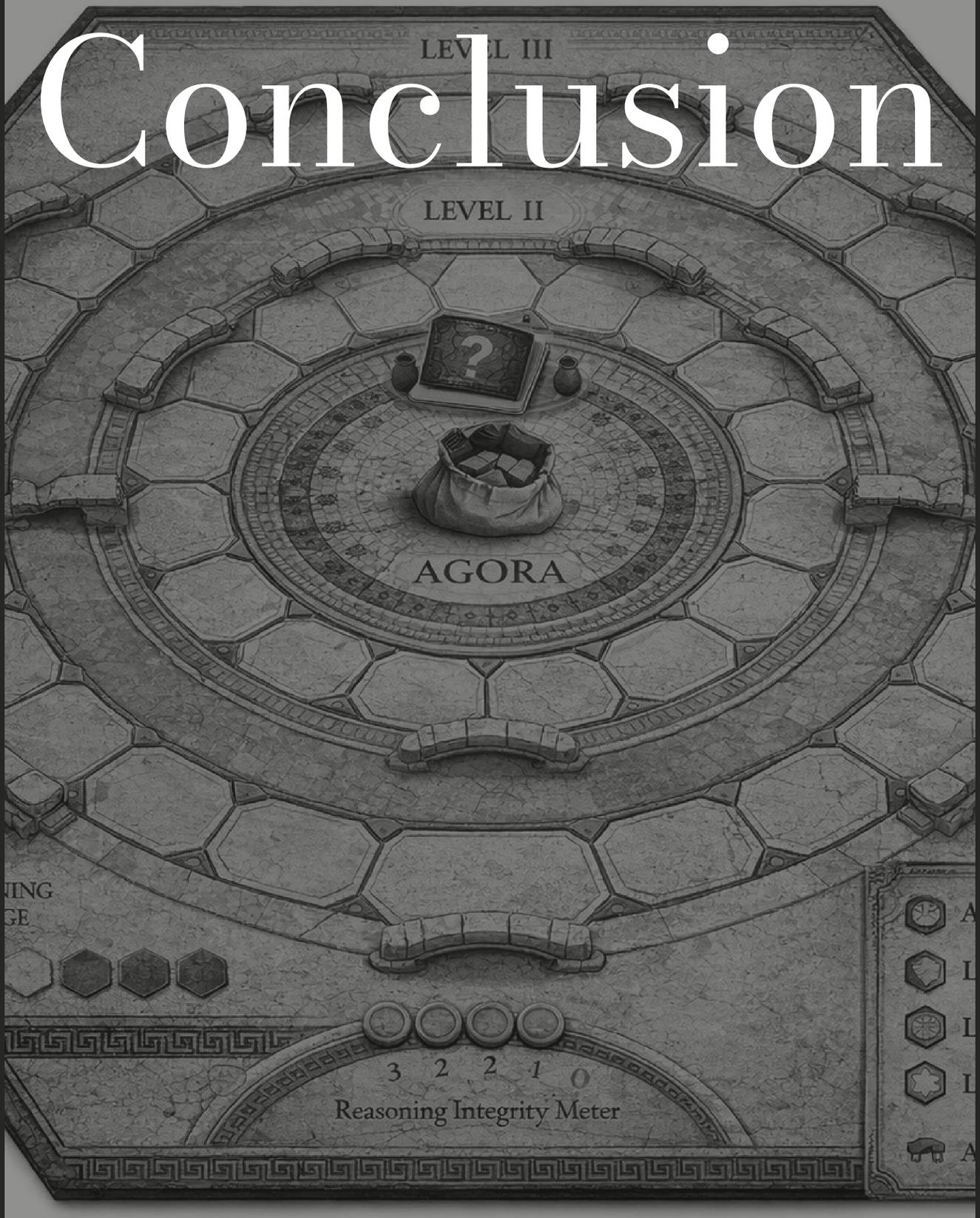
Mirroring cards must restate:
a claim
a reasoning link
a condition
or a value priority

If the original speaker says "that's not what I meant," the mirror must be refined before it counts.

Conclusion

End Game

Eulogon is a cooperative game. Players win or lose together based on the quality, integrity, and development of the reasoning process, not on whether they reach agreement.

The end of the game includes:

a final anonymous shard vote
a reasoning range comparison
a reasoning integrity check
a brief structured reflection

Agreement is welcome — but not required — for success.

Loss Condition

The group loses if any occur:

RIM reaches zero
Alignment Bridge not completed in a round
Participation thresholds not met
Discussion repeatedly advances without resolving prior claims (integrity markers exhausted)
Final vote not conducted

Loss is framed as:
"Reasoning integrity broke down before completion."

Groups are encouraged to replay the same topic.

Short Game End (Level I)

A Round l Completion Requires

Card thresholds met (n-1 players used at least 4 cards each)
Alignment Bridge completed (n-1 Mirroring cards by different players)
RIM above zero
First discussion ring filled with connected cards
Final Round l shard vote completed

Short Game Win Condition

The group wins if ALL are true:

Reasoning Integrity Meter>0
Alignment Bridge completed
Minimum card play thresholds met
A complete reasoning path exists on the board:
  • at least one claim
  • at least one challenge
  • at least one evidence/warrant link
A second shard vote was conducted

AND at least one of the following holds:
Reasoning Range narrowed (by at least 1)
Reasoning Range shifted
At least one player voluntarily moved position
A claim was revised or qualified based on discussion

Movement, clarification, or refinement counts as success.

Full Game End (Level III)

A Round l Completion Requires

        Card thresholds met (n-1 players used at least 4 cards each)
        Alignment Bridge completed (n-1 Mirroring cards by different players)
        RIM above zero
        First discussion ring filled with connected cards
        Final Round l shard vote completed

Full Game Win Condition

The group wins if ALL are true:

Reasoning Integrity Meter>0
Alignment Bridge completed in all three rounds
All participation thresholds met
At least one claim received:
- curiosity
- challenge
- mirroring
- affirmation interaction

Final shard vote completed

AND at least two of the following occurred:
- Reasoning Range narrowed
- Reasoning Range shifted
- A Level lll claim was revised or qualified
- Evidence standards increased during play
- A misinterpretation was corrected through mirroring
- A previously unsupported claim gained a warrant/backing
- A premature conclusion was withdrawn or reframed

Consensus is not required, demonstrated reasoning development is.

EULOGON

A Cooperative Game of Reasoned Dialogue

Eulogon rewards repair, clarity, and alignment — not persuasion or victory.

Disagreement is expected.
Careful reasoning is cooperative work.