

Welcome to Wokelandia. We are looking for a new ~~King Queen~~ Monarch of Non-specified Gender to rule the land with wisdom, grace, and inclusivity. But who to choose? Who is most qualified?

Not to worry, in Wokelandia it is easy to determine someone's qualifications, because here the biggest victim always wins.

Will it be you?

Let's find out!

Object of the Game:

Quick Game Play Version - Be the first to reach 100 Oppression Points.

Longer Game Play Version - Be the first to reach 100 Oppression Points and have 1 card in each of the six categories of identity. (One of each color).

Game Set Up:

1. Separate score cards and Race cards (red) from the remaining cards.
2. Give a score card (Oppression Points Card) to each player. Positive points are called Oppression Points, negative points are Privilege Points. Note that it has two sides, positive and negative. Use a penny to keep score. If you already gave all your pennies to Planned Parenthood, use something else small.
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3. Take the 9 race cards (red), shuffle, and deal one card, face down, to each player. Remove any leftover Race Cards from the game. Your Race Card will stay with you throughout the game and can not be stolen or traded away – unless someone uses an *Identity Swap* Wild Card to steal your entire identity.
4. Divide the remaining cards into two stacks
 1. Action Cards (white)
 2. Identity Cards (colored.) (Sorry, we mean African American.)

5. Shuffle well, place the two stacks face down on the table.

Begin Play: Determine Who Goes First

1. The player currently wearing a Che Guevara shirt goes first.
If none, then the player with the most Transgender children goes first.
If none, then whoever most recently took a child to a drag show.
If none, then whoever has the most lifetime donations to Bernie Sanders campaigns.
If none, then whoever hates Donald Trump the most.
If still none, you have a lot of work to do. Just pick someone and do better.

Playing the Game

1. Player 1 begins by revealing their Race Card. Turn it over, read it out loud, and mark your points (positive or negative) on your score card. Race card reveals will take place clockwise around the table. Anyone with a “white” race card must apologize and vow to listen much and speak little.

Now that all race cards are showing...

2. Player 1 will draw 1 Identity Card and four action cards. Immediately play the identity card face up next to your race card. (Identity cards will never be held in your hand.) Update your score card to reflect the new points total. Oppression points take you closer to your goal, privilege points take you further away from your goal. All points are cumulative. (Example: A player who begins the game with -20 points for being white, who then gets 10 oppression points for being a renter, will have a total score of -10).
3. Player 1 may play up to 2 Action Cards during their turn, but is not required to play. Players will use the Action Cards to gain more oppression points and give privilege points to their opponents. (In the rare event that a player cannot play any cards on their turn, they may discard up to two cards to the bottom of the stack to end their turn.)

4. A player's turn ends after they have laid an identity card and played up to two action cards. Players should change their score with each change in identity, microaggression, or virtue signal even if it is not their turn.
5. In each successive turn, a player will draw one identity card and up to four action cards. (A player can have no more than 4 action cards in their hand at any time.) (For extra fast play, draw 2 identity cards to start each turn.)
6. Identity cards are immediately played in front of you, but no player may have more than one identity card in each identity category (race, gender, religion etc...) If you draw an identity card for a category in which you already have an identity card, choose one to discard.
7. The only card that cannot be discarded is the Conservative card. A player who draws the Conservative card must play the card even if the player already has a political identity. A player who draws a Conservative card but already has a political identity card must discard the other political identity card.
8. Play moves clockwise, repeating step 5. First to 100 oppression points wins. (Remember, if you ever lose track of your score, just add up the cards in front of you again.)

Included in the Game

1. **Scorecard:** Use the scorecard to track oppression and privilege points. You'll also need a coin or something small to track your progress. The first player to 100 oppression points wins.
2. **Identity Cards:** Identity cards will determine your identity and determine if you are one of the oppressors (victims) or one of the oppressed. Each identity card comes with positive oppression points or negative privilege points. Your goal is to build an identity with the most oppression points possible. Like Karine Jean-Pierre!

There are six Categories of Identity Cards

1. Race (**red**) : White, Black, Asian, Latinx, Jewish Indigenous Native First Nation's Person, and Middle Eastern.
2. Gender (**Orange**) : Male, Female, Transgender, Non-Binary
3. Sexual Orientation (**Yellow**) Straight, Gay/Lesbian, Bisexual
4. Religion (**Green**) : Atheist, Mainline Protestant, Muslim, Catholic (the Bad Kind), Catholic (the Good Kind), Orthodox Jew, Evangelical Christian, Spiritual - Not Religious .
5. Class (**Blue**) : Small Business Owner, Renter, Landlord, Big Business Owner, Undocumented Immigrant, Oil Tycoon,
6. Politics (**Violet**) Democrat, Woke, Libertarian, Conservative

You may have no more than one identity card in each category. If you draw a card in an identity category that you already have, discard one by placing it at the bottom of the identity card stack. **(Important Exception)** – The “Conservative” card in the Politics category can not be discarded. A player who draws the “Conservative” card must play it and discard any other political identity card, if any. However, it can be transferred to another player by playing the appropriate wild card. In fact, this is encouraged.)

3. Action Cards – Action cards help players lose or gain oppression points by changing their identity, virtue signaling, and highlighting the microaggression of others. (Some Action cards will be held in your hand, others will be showing on the table, and others will be discarded after being played.) A player may play up to 2 Action Cards on every turn.

1. **MicroAggression Card** – (Subtracts 10 Oppression Points from an opponent). A great way to keep Oppressors in their place is by pointing out how offensive they are. Microaggression Cards allow one player to deduct oppression points from other players by pointing out the way they have been offensive.

IMPORTANT! Only Oppressors can microaggress someone. You may not play MicroAggression cards against someone with more Oppression

Points than you.

When you play a MicroAggression card, announce, “I’m Offended!,” read the card out loud, and play this card face-up in front of your opponent. They keep the card and must subtract points from their Oppression Points Marker.

2. **Virtue Signal Card** – (Adds 10 Oppression Points to yourself.) A virtue signal gives you all the good feelings of actual virtue, without any of the effort and sacrifice. Play a virtue signal card face up and read the card out loud. Your opponents should give you snaps in appreciation. Add points to your Oppression Points Marker. Players should keep and display all virtue signal cards in front of them once played. After all, in Wokelandia, your virtue signals are part of your identity.
3. **Virtue Cards** - Are you a virtuous person? Are you honest, respectful, and hardworking? Well, virtue is pretty much worthless in Wokelandia unless you are woke. (The only exception is the empathy card. Empathy is valuable for everyone.)

You’ll want to play your virtue cards (face up in front of you) just to get them out of your hand and get something better next time. But they won’t be worth anything unless your political identity is “woke”. Also, beware lest your virtue is stolen. That can add up quick for the woke thief.

Hint: If you have virtue cards, get a “woke” card to go with them. But lose your wokeness, lose the points.

(Don’t confuse these cards with Virtue Signal cards. That’s a rookie mistake.)

4. **WILD Cards** – Play these against anyone. This is where the action is, and where your skills of intersectionality are put to the test. Follow the directions on the cards to steal, swap, block, or cancel your opponents on your way to making yourself into the ultimate victim. These cards are played and then discarded. The Wild Cards include:

- a. Forced Trade - Swap one identity card with someone's else's. Same category/color. (Can not swap race cards).
- b. Virtue Grab - Take all Virtue Cards showing on the table (Not Virtue Signal Cards). Hint - This is a strong move for the Woke
- c. Enhanced Identity - Draw one Identity Card from the stack.
- d. Blind Steal - Blindly steal one Action Card from an opponent's hand.
- e. Identity Swap - This one's killer!! Trade all your Identity cards for all the identity cards of an opponent of your choosing.
- f. Stolen Identity - Steal one Identity Card from an opponent (except the Race Card.) If you now have two Identity Cards of the same Category/Color you must discard one. (You may not discard the Conservative card.)
- g. Check Your Privilege – Block an opponent from playing a card against you. (This card and the opponent's card are then discarded.)
- h. “You’re a Racist” - Block any player from playing any card at any time. Save this baby for when they’ve really got you in a tight spot, then drop the hammer. (Then discard both players’ cards.)
- i. Sneak Attack - Steal or trade any single Identity Card from any player, (including the conservative card.)
- j. Cancel Culture - They’ve behaved badly, so make them do penance and skip a turn, or five. (If your group is extra woke, you can choose to vote to accept or reject the apology based on its sincerity.)