

BEWITCHING TECHNOLOGIES

PLAY RESOURCES VIEWING GUIDE

This PDF file contains two versions of Bewitching Technologies Play Resources:

1. For reading digitally and online (see PDF sheets 2-17)
2. For printing and folding into a handy booklet (see PDF sheets 19-26; and sheet 18 for instructions)



PLAY RESOURCES

Bewitching Technologies is a tarot-inspired oracle card game and play environment that provokes players to rethink and unsettle the real-world impacts of computational tech like AI and the legal frameworks governing them. It takes a decolonising and queerfeminist approach that centres questions of power, inequality and justice to spark conversations and collaborations for advocacy, education, and research. The game positions computation and law in their social and political contexts, and asks players to examine their individual or collective participation and resistance against them.

This Play Resources zine offers ideas on how the game can be used to generate conversations that may lead to collective organising or individual action.

WHO IS IT FOR

Bewitching Technologies may be played by anyone, including players with the most basic understanding of AI, computing and/or law. But it should also be useful to experts and those already immersed in research or practice in these areas. Artists, digital rights activists, educators, community organisers, academics, tech workers, policymakers, librarians, and students may find the game particularly useful. The game is suitable for ages 16 and above and for solo or group play.

USEFUL LINKS

- + To play, visit: www.bewitchingtechnologies.link
- + For helpful video tutorials, game demos, and community, see: <https://linktr.ee/bewitchingtechnologies>

USE BEWITCHING TECHNOLOGIES TO...

- + Initiate invigorating classroom discussions at different levels of complexity with college, undergraduate or postgraduate students.
- + Disrupt traditional conference and workshop formats to pose questions that matter.
- + Brainstorm a research question, hypothesis or project idea.
- + Entertain and critically provoke your friends, family, and coworkers' beliefs about AI and law.
- + Imagine radically different worlds and technologies.
- + Challenge your artistic practice and its relationship with law, AI or tech; or carve a new creative pathway.
- + Engage marginalised policy stakeholders like students, artists, cultural workers, community and labour organisers, environmental activists and tech workers in AI and other digital policy discussions.
- + Reflect on the politics and connections of magic, technology, and law.
- + Create a manifesto for your tech, media, legal or artistic collective.
- + Write a collective prayer to set intentions for student or community organising.
- + Make the game your own and use it in innovative ways that work for you!...

BEWITCHING TECHNOLOGIES



FUTURE



PRESENT



PAST

Use the Shuffle icon below to shuffle the cards. Click on the deck to draw cards and fill all the positions.

As you watch the beautiful ripples of the shuffle, recall that randomness is no fluke or chance. It is but a manifestation of not-human agencies. The technologies through which you access this world are made of tortured land and labour. Once you have drawn all the cards, click on "Next" for further instructions.

NEXT



HOW IT WORKS

Bewitching Technologies is a narrative-driven game that requires players to interpret cards. It can be played in both online and offline settings. The game involves posing questions to an oracle, which is a card deck with visual and textual elements. Players formulate and ask a question through one of the 3 Play Modes: 'By Theme,' 'By Guiding Character' and 'Unstoried Play.' Players then shuffle and draw the oracle cards. The main goal is to discuss and interpret the cards in response to the question posed. Afterward, players are invited to write a manifesto or a prayer to consolidate and share their insights beyond the gameplay (see p.14 for more).

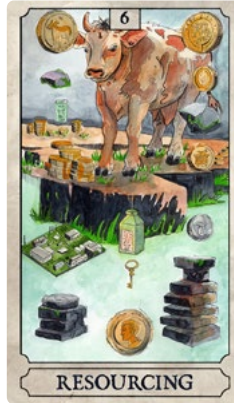
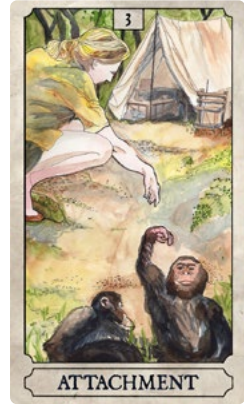
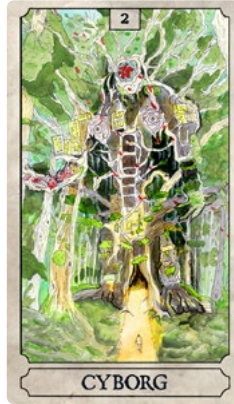
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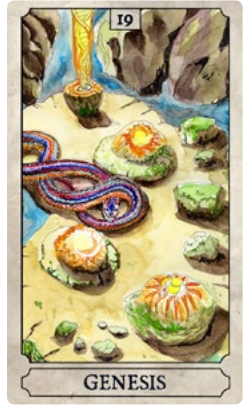
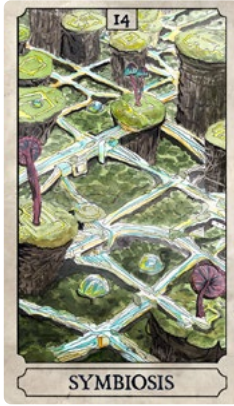
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BEWITCHING TECHNOLOGIES ORACLE





ORGANISING A GAME SESSION

WHAT YOU WILL NEED

Anyone can plan and organise a Bewitching Technologies game session with minimal prep work. A solo session will simply require a desktop, laptop or a tablet. A group session can be organised in-person using a slide projector or online through video conferencing and share screening. All players will require pen and paper. Additional tools like markers, crayons, post-its, whiteboard etc are optional, but could enhance the game experience.



Fig.1 Laptop



Fig.2 Slide projector



Fig.3 Pen & paper



Fig.4 markers



Fig.5 crayons



Fig.6 post-its



Fig.7 whiteboard

APPOINTING A GROUP MEDIATOR

A group mediator shall be required for group play. Their general role is to assist, moderate, and care for the group by mediating between the group players, the oracle and the in-game characters. Further details of their role should be worked out within the group (see p.11, Tips for the group mediator). The group mediator plays the game alongside the other players but also carries out additional tasks like: (1) Sharing their screen with the other players so that they can follow along (2) Generating consensus within the group when faced with choices from the in-game options (3) Guiding the group through the game, such as by reading aloud the instructions and other on-screen text, shuffling cards, and initiating interpretations (4) Keeping time and moderating player discussions and group dynamics.

A group mediator may be chosen by consensus, voting, drawing lots or any other means that the group decides. A convenient option may be that the game session organiser opts to serve as the group mediator with the consent of all players.

GAMEPLAY DURATION AND PLAYER NUMBERS

A solo game may last for up to 30 minutes or more depending on player interests. For a group game session, we recommend that at least 90 minutes be set aside for the gameplay; although the game may run longer if players desire it. Additional time may be needed for player introductions, setting up the game or to go through the Play Resources.

A group game works best with 5-8 players (including the group mediator), but may be played with a smaller group. It can also work in a larger group as long as the core group dynamic of 5-8 players is maintained, with additional players pitching in with their contributions. Gameplay time may need to be extended for larger groups.

WHERE TO PLAY

We encourage you to organise a gaming session with your friends, co-workers, students, colleagues, community members or family. Bewitching Technologies is a fun experiment to enable provocative conversations about technology and law in a variety of settings. We are conscious that the game may take forms we cannot foresee right now. But here are some concrete ideas for settings and venues where the game could provide useful intervention:

- + Classrooms (at college, undergraduate and postgraduate levels) that explore the politics of computation, tech law and policy, critical data/algorithmic studies, media or design studies, creative arts, critical legal studies etc
- + Academic conferences and workshops, e.g. on law, computation, AI and/or STS
- + Policy fora including on digital, labour or environmental policy
- + Activist groups including on digital rights and/or labour or environmental activists seeking to critically understand AI
- + Artistic, cultural or creative media collectives and meetups including at festivals, exhibitions, museums and cultural centres
- + Libraries, independent bookshops, gaming conventions or local game stores
- + Community spaces, youth centres and reading groups
- + Magic gatherings and covens
- + Any other setting or venue that strikes you as useful or appropriate!



Fig.1 Classroom



Fig.2 Library

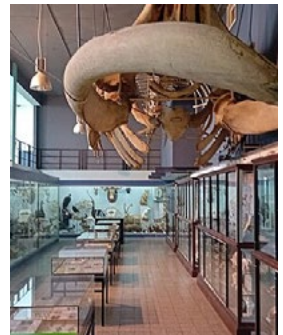


Fig.3 Museum

FORMULATING THE QUESTION

Posing a question to the oracle is a key moment in the game. In-game instructions give players guidance for how to formulate a question at the appropriate stage.

SOME FURTHER TIPS:

- + Questions relating to the themes of AI, law or computing are the most likely to yield useful responses from the oracle; but any theme may be engaged.
- + Pose open-ended questions instead of questions that can be answered with Yes/No responses. Questions that begin with 'why' or 'how' may work best.
- + Try to formulate a question that matters to you or what you think should matter to the group. Do not worry about asking the "wrong" question. The game is open-ended and there are no wrong questions or interpretations.
- + Read carefully and do not rush through the game narrative or in-game instructions. They exist to help formulate your question with thoughtfulness but without overthinking.
- + Write down your thoughts or observations as you move through the game. These can be helpful for coming up with a question while reflecting on how the instructions, theme, or in-game character provoked different ideas or understandings.
- + If playing solo, reflect on the in-game narrative and your own ideas to brainstorm a question. Write down your final question.
- + If in a group, use pen and paper to brainstorm the question you want to ask and talk through it with the group. The group as a whole needs to agree on a single question; so let the group mediator help you find consensus on the final question. Once your group has the final question, write it down so that it remains visible as you move through the rest of the game.
- + Try to make the final question succinct. Precise questions tend to receive more favourable responses from the oracle; long-winded questions get lost.

TIPS FOR SPECIALISED CONTEXTS

In-game instructions include some general examples of the kinds of questions you may want to pose. Different groups or game venues nevertheless might call for other kinds of questions. Use the following examples to inspire relevant questions in specialised contexts for policy (P), educational (E), research (R) or organising (O):

- + Why are legal and policy mechanisms ineffective in securing justice in a computational world? (E/R/O)
- + Why does privacy law fail to curb the adverse effects of digital technologies? (E/R)
- + How can we build AI that also centres and protects worker rights? (P/O)
- + Why does AI always promise to help with my schedule? Why is it concerned with my time? (P/R)
- + Why doesn't labour law protect workers from AI? (R/O)
- + Why is environmental law ineffective to curb the adverse environmental impact of AI? (R)
- + How do we cope with uncertainty in technological relationships? (P/R)
- + How do we grieve the burning lands sacrificed to technology? How do we create the futures we need for children? (P/O)
- + Why are universities integrating AI institutionally instead of resisting it? (E/O)

PROCLAMATIONS AS AN ALTERNATIVE TO QUESTIONS

In research or educational settings, it could be useful to replace the question feature of the game with a proclamation. A proclamation is a statement. It can be a proposal or shared idea about AI, law or computing held by a group; or it can be a hypothesis. While posing a question to the oracle yields answers, presenting a proclamation reveals the challenges, complications and doubts that should be cast on said hypothesis, proposal or idea. Use the following examples to inspire the proclamations you may want to present to the oracle:

- + Despite its costs, the effective use of AI can help curb climate change.
- + Artists and cultural workers can benefit from the judicious use of computational technologies like AI.
- + Attributing legal personality to AI is key to accountable engagement with its non-human agencies.
- + Access to justice will be enhanced with the integration of AI into law firms and courts.

More examples of questions and proclamations can be found on the IF Discord (see Linktree url on p.1, Useful links).

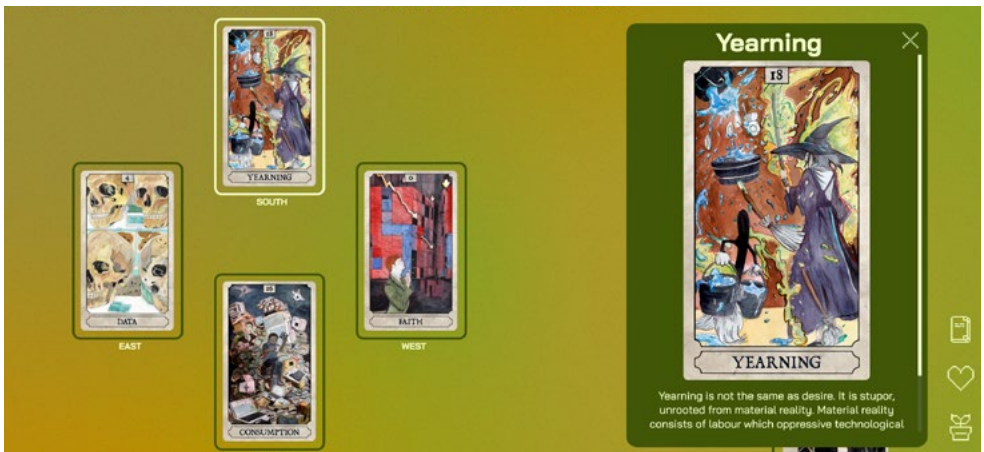
TIPS FOR THE GROUP MEDIATOR

PREPARING FOR GAMEPLAY

- + As the group mediator, your role is to assist, moderate, and care for the players. Ensure that no player has an objection to you as the group mediator; if there are concerns, give someone else a chance.
- + If you can, play the game solo before the scheduled gaming session to get a general idea of how it works. Play around with the different in-game options and read the in-game text to understand what to expect. Feel free to skip this tip if you have been appointed as the group mediator at short notice.
- + Try to create an informal and open vibe. Before beginning the game, get everyone in the group to introduce themselves. Get to know each other in a relaxed way that everyone is comfortable with. It's about having fun!

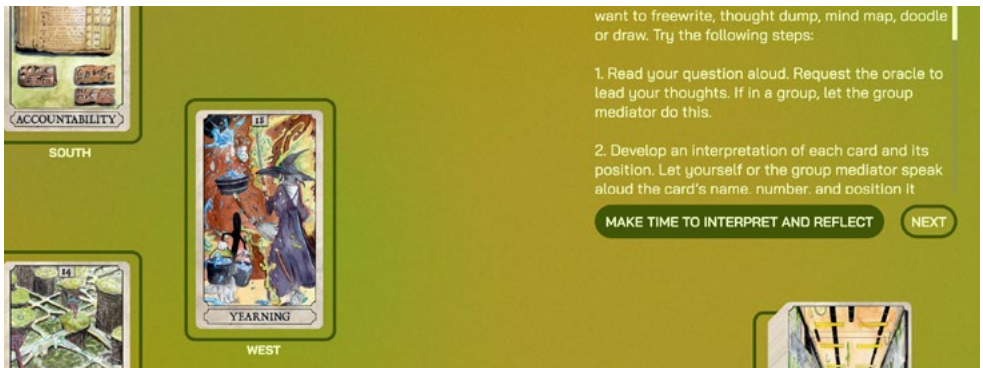
GUIDING PLAYERS THROUGH QUESTIONS AND INTERPRETATIONS

- + Use broad questions to open up the conversation in a group that are larger in size or contain relatively mixed audiences e.g. people coming from different backgrounds, walks of life or disciplines. Use more precise questions in relatively smaller or homogeneous groups e.g. groups with participants already familiar with each other or those coming from a niche area of expertise.
- + Assure players that there are no wrong questions, reflections or interpretations. Give everyone a chance to express themselves, but do not force it. You might ask players to share their reflections and write down their questions and submit it to the group.
- + Generate consensus in the group about the final question by finding common threads in the reflections made by the players.
- + If you are unable to find consensus, you might choose the final question by taking multiple suggestions for the question and drawing lots.



KEEPING TIME

- + Be mindful of time. Before beginning the game, let the other players know that the game is likely to run for 90 min. Consult with them if you can use your judgement to shorten or extend the duration of the game or if you are expected to act within strict time constraints.
- + Plan and consult with other players to schedule appropriate breaks during the gameplay.
- + You may want to set aside 10-15 min for players to find consensus on what question to ask the oracle. Once the oracle cards are laid out and instructions read, you may want to give players 5-10 min of quiet reflection time. After that, you may open the floor for discussion for 30-45 min. Please feel free to adjust these suggestions according to group size and needs.



NAVIGATING GROUP DYNAMICS

- + Try to acknowledge each player's contribution. Be gentle. Do not push but do hold space for players to find common ground or diverging takes.
- + Be aware of player positionalities and power dynamics within the group. Do not centre yourself; you hold a position of trust. A general overview of your role is provided on p.7, Appointing a Group Mediator; but let your group decide its specifics. For example, you might want to get the group's input on if it's okay for you to move the conversation forward and if so, at what point. Or if in the case of a deadlock during gameplay, your decision or casting vote is final? When in doubt, ask the group. Additional resources for navigating group dynamics can be found on the Linktree url on p.1, Useful links.
- + Most importantly, relax and let the group hold you. Enjoy the game and don't try too hard :-)

GUIDEBOOK

The Bewitching Technologies guidebook is an optional add-on tool that may be used to support the gameplay or for engagement beyond it. It contains accessible alt text describing the image on each oracle card, expands on their possible meanings and offers additional resources for interpreting each card. Browse or download the guidebook using the right-hand menu icon on the game website.

USE THE GUIDEBOOK TO:

- + Support or generate ideas for card interpretation during gameplay
- + Begin research beyond the gameplay into the oracle cards or your question
- + Create focused discussion on a card's theme within or outside the game
- + Start a reading group or meetup
- + Expand thematic references to create a manifesto
- + Get inspiration to write a prayer

Once a game session ends, you are invited to create a manifesto or write a prayer using your interpretation of the oracle's responses. A manifesto or prayer can:

- + Consolidate your or your group's insights and learnings from the game
- + Formalise ideas or commitments that emerge during the game, e.g. for organising or research
- + Start conversations about AI, law and computing outside of the game setting
- + Help create outputs for use beyond the game, e.g. for education

MANIFESTO

A manifesto is a short accessible pamphlet that serves as a public declaration of policies, aims or demands of a person or a group of people. Making a manifesto can be useful for organising, education or research. There are many ways to create a manifesto from the Bewitching Technologies gameplay; the following tips offer one route:

1. FIGURE A TITLE

Your posed question can serve as a good indicator of your manifesto's theme. Try to work it into a title for your manifesto while considering the audiences beyond the game whom you'd like to reach.

2. FORMULATE THE STRUCTURE

Use the cards drawn to as an outline for your manifesto. Each card can correspond to a salient aim or demand in the manifesto body and may be used to outline bullet points or paragraphs.

3. WORK IN KEY INSIGHTS

Based on your interpretation, reflection or collective discussion of the oracle cards, work your key themes and insights into the manifesto body.

4. WRITE UP AND SHARE

Collaboratively or individually write up and edit the manifesto. Then share it in your community, educational or organising spaces and on social media. Get the conversation started!

PRAYER

A prayer is a sincere call for conversation and thankfulness addressed to inhuman agencies that may include nature, local land spirits, and/or collective powers. Writing a prayer can be useful to remind ourselves of our shared and contested community and politics with the inhuman Earth and universe. So, a prayer may be understood as a habitual group reflection which serves to recall that we live in a more-than-human world. This may be useful to remember our human and individual limitations as well as more-than-human possibilities of any policy advocacy, educational, research or organising efforts. Instead of whitewashing or spiritual bypassing, responsible engagement with inhuman agencies must reckon with the lives of presently oppressed human peoples and their natural solidarity with the exploited inhuman. There are multiple approaches to prayer-writing; the following tips offer one way:

1. CALL UPON INHUMAN AGENCIES

Identify the inhuman agencies to whom you will address your prayer. These agencies are the land spirits of rocks, minerals, rivers, trees or other key natural formations e.g. the names of mountains, deserts or forests in/around your location(s). Use these names in the prayer title, e.g. "A Prayer to River Exe" or "A Prayer to the Coltan from Congo that Powers Our Digital Devices"

2. PRESENT SALUTATIONS AND LEARNINGS (A TEMPLATE)

"O (*identified non-human agencies of Step 1*)! We are (*name yourself or your group*) who humbly thank you for the insights you have provided us through the Bewitching Technologies oracle. We came to you with the question (*state your question*). We were awed by your ability to communicate to us through the oracle cards. Through our reflection and discussion of your response, we have learnt that (*summarise your interpretation and learning from the cards*). Thank you for these messages and let them sink into our bodies as deep knowing. We call upon you to guide us in the ways of cultivating and maintaining reciprocal relationships with you and to support our struggle for justice in these tough times. Amen."

3. PRAY AND SHARE

By yourself or together, say the prayer aloud, so that it can be heard. Lead with the prayer in your activism, local community, educational or research workshops, and share on social media. Time for non-anthropocentric and multispecies justice movements to emerge!

DISCORD COMMUNITY

Discord is a voice, video, and text chat app where we gather our online community to keep conversations alive beyond the game. Channels with resources, events and space for Bewitching Technologies players are hosted on Inanna's Flood's (IF) Discord server. You can join via the Linktree url on p.1, Useful links.

Use this community to:

- + Look up and post alternative interpretations of the oracle cards
- + Learn more about the in-game characters
- + Share your question, cards, manifesto or prayer
- + Organise and participate in online or in-person gaming sessions
- + Get inspiration for questions, resources and tips for gameplay and research
- + Connect and hang out with other players, and more!...

NEED SUPPORT OR FACILITATION?

Bewitching Technologies has been designed in a way that empowers you to independently organise and facilitate a gaming event in your circuit or community. But if you are seeking additional organisational support including bespoke facilitation for specialised themes or settings, please contact us via the Support and Facilitation form (see Linktree url on p.1, Useful links).

CREDITS

Play Resources Text by Dilan U+16DE, Andrea Wallace and Siddharth de Souza

Graphic Design by JAM! studio

Illustrations by Yarli Allison

Play Resources distributed under CC-BY-NC-SA

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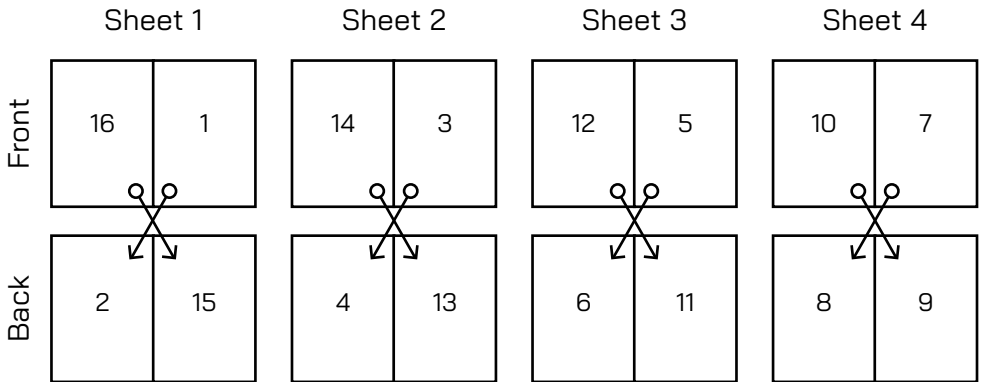


ZINE PRINTING GUIDE

The following pages (PDF sheets 19-26) are intended for printing and folding into a handy booklet or zine. This physical copy of Bewitching Technologies Play Resources can then be shared at events, distributed amongst players or used for your own reference.

WHAT TO DO:

1. Save or download this PDF to your device.
2. Print the relevant PDF pages. You'll require 4 A4 sheets for this. Print all the front pages first and then the back pages on the reverse side as shown in the diagram below. A video demo can also be found on the Linktree url under Useful Links on the next page.



3. Fold each printed sheet into half and arrange them in order by page number.
4. Staple or bind the pages together to create a booklet or zine. Share it with friends, colleagues or your community!

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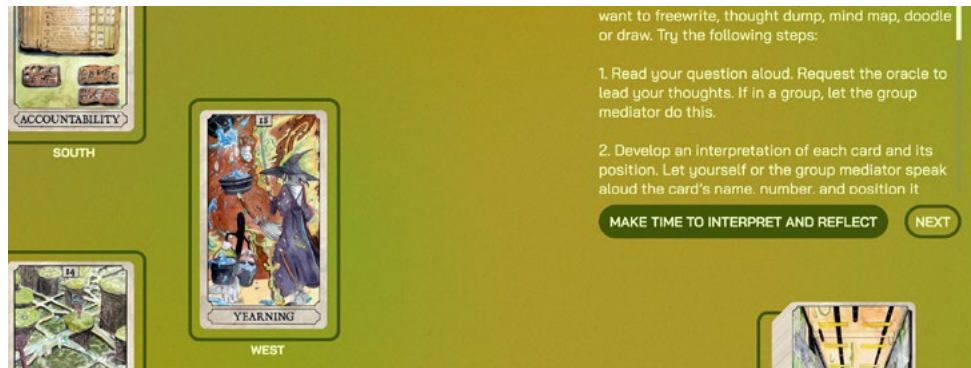
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NAVIGATING GROUP DYNAMICS

- + Try to acknowledge each player's contribution. Be gentle. Do not push but do hold space for players to find common ground or diverging takes.
- + Be aware of player positionalities and power dynamics within the group. Do not centre yourself; you hold a position of trust. A general overview of your role is provided on p.7, Appointing a Group Mediator; but let your group decide its specifics. For example, you might want to get the group's input on if it's okay for you to move the conversation forward and if so, at what point. Or if in the case of a deadlock during gameplay, your decision or casting vote is final? When in doubt, ask the group. Additional resources for navigating group dynamics can be found on the Linktree url on p.1, Useful links.
- + Most importantly, relax and let the group hold you. Enjoy the game and don't try too hard :-)



TIPS FOR SPECIALISED CONTEXTS

In-game instructions include some general examples of the kinds of questions you may want to pose. Different groups or game venues nevertheless might call for other kinds of questions. Use the following examples to inspire relevant questions in specialised contexts for policy (P), educational (E), research (R) or organising (O):

- + Why are legal and policy mechanisms ineffective in securing justice in a computational world? (E/R/O)
- + Why does privacy law fail to curb the adverse effects of digital technologies? (E/R)
- + How can we build AI that also centres and protects worker rights? (P/O)
- + Why does AI always promise to help with my schedule? Why is it concerned with my time? (P/R)
- + Why doesn't labour law protect workers from AI? (R/O)
- + Why is environmental law ineffective to curb the adverse environmental impact of AI? (R)
- + How do we cope with uncertainty in technological relationships? (P/R)
- + How do we grieve the burning lands sacrificed to technology? How do we create the futures we need for children? (P/O)
- + Why are universities integrating AI institutionally instead of resisting it? (E/O)

PROCLAMATIONS AS AN ALTERNATIVE TO QUESTIONS

In research or educational settings, it could be useful to replace the question feature of the game with a proclamation. A proclamation is a statement. It can be a proposal or shared idea about AI, law or computing held by a group; or it can be a hypothesis. While posing a question to the oracle yields answers, presenting a proclamation reveals the challenges, complications and doubts that should be cast on said hypothesis, proposal or idea. Use the following examples to inspire the proclamations you may want to present to the oracle:

- + Despite its costs, the effective use of AI can help curb climate change.
- + Artists and cultural workers can benefit from the judicious use of computational technologies like AI.
- + Attributing legal personality to AI is key to accountable engagement with its non-human agencies.
- + Access to justice will be enhanced with the integration of AI into law firms and courts.

More examples of questions and proclamations can be found on the IF Discord (see Linktree url on p.1, Useful links).

APPOINTING A GROUP MEDIATOR

A group mediator shall be required for group play. Their general role is to assist, moderate, and care for the group by mediating between the group players, the oracle and the in-game characters. Further details of their role should be worked out within the group (see p.11, Tips for the group mediator). The group mediator plays the game alongside the other players but also carries out additional tasks like: (1) Sharing their screen with the other players so that they can follow along (2) Generating consensus within the group when faced with choices from the in-game options (3) Guiding the group through the game, such as by reading aloud the instructions and other on-screen text, shuffling cards, and initiating interpretations (4) Keeping time and moderating player discussions and group dynamics.

A group mediator may be chosen by consensus, voting, drawing lots or any other means that the group decides. A convenient option may be that the game session organiser opts to serve as the group mediator with the consent of all players.

GAMEPLAY DURATION AND PLAYER NUMBERS

A solo game may last for up to 30 minutes or more depending on player interests. For a group game session, we recommend that at least 90 minutes be set aside for the gameplay; although the game may run longer if players desire it. Additional time may be needed for player introductions, setting up the game or to go through the Play Resources.

A group game works best with 5-8 players (including the group mediator), but may be played with a smaller group. It can also work in a larger group as long as the core group dynamic of 5-8 players is maintained, with additional players pitching in with their contributions. Gameplay time may need to be extended for larger groups.

USE BEWITCHING TECHNOLOGIES TO...

- + Initiate invigorating classroom discussions at different levels of complexity with college, undergraduate or postgraduate students.
- + Disrupt traditional conference and workshop formats to pose questions that matter.
- + Brainstorm a research question, hypothesis or project idea.
- + Entertain and critically provoke your friends, family, and coworkers' beliefs about AI and law.
- + Imagine radically different worlds and technologies.
- + Challenge your artistic practice and its relationship with law, AI or tech; or carve a new creative pathway.
- + Engage marginalised policy stakeholders like students, artists, cultural workers, community and labour organisers, environmental activists and tech workers in AI and other digital policy discussions.
- + Reflect on the politics and connections of magic, technology, and law.
- + Create a manifesto for your tech, media, legal or artistic collective.
- + Write a collective prayer to set intentions for student or community organising.
- + Make the game your own and use it in innovative ways that work for you!...

PRAYER

A prayer is a sincere call for conversation and thankfulness addressed to inhuman agencies that may include nature, local land spirits, and/or collective powers. Writing a prayer can be useful to remind ourselves of our shared and contested community and politics with the inhuman Earth and universe. So, a prayer may be understood as a habitual group reflection which serves to recall that we live in a more-than-human world. This may be useful to remember our human and individual limitations as well as more-than-human possibilities of any policy advocacy, educational, research or organising efforts. Instead of whitewashing or spiritual bypassing, responsible engagement with inhuman agencies must reckon with the lives of presently oppressed human peoples and their natural solidarity with the exploited inhuman. There are multiple approaches to prayer-writing; the following tips offer one way:

1. CALL UPON INHUMAN AGENCIES

Identify the inhuman agencies to whom you will address your prayer. These agencies are the land spirits of rocks, minerals, rivers, trees or other key natural formations e.g. the names of mountains, deserts or forests in/around your location(s). Use these names in the prayer title, e.g. "A Prayer to River Exe" or "A Prayer to the Coltan from Congo that Powers Our Digital Devices"

2. PRESENT SALUTATIONS AND LEARNINGS (A TEMPLATE)

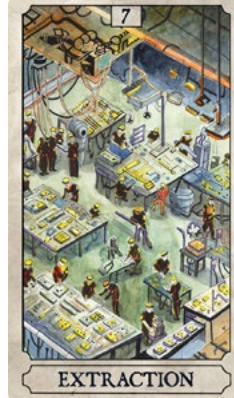
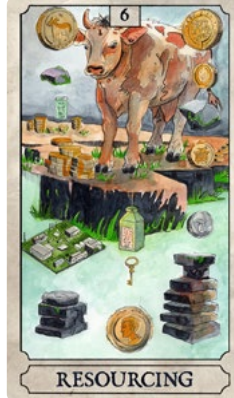
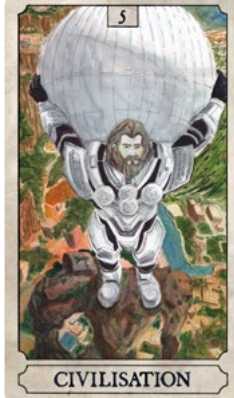
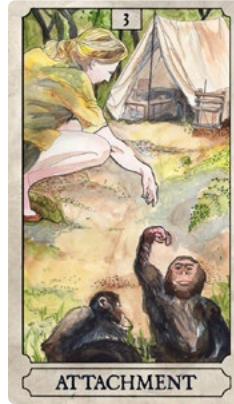
"O [*identified non-human agencies of Step 1*]! We are [*name yourself or your group*] who humbly thank you for the insights you have provided us through the Bewitching Technologies oracle. We came to you with the question [*state your question*]. We were awed by your ability to communicate to us through the oracle cards. Through our reflection and discussion of your response, we have learnt that [*summarise your interpretation and learning from the cards*]. Thank you for these messages and let them sink into our bodies as deep knowing. We call upon you to guide us in the ways of cultivating and maintaining reciprocal relationships with you and to support our struggle for justice in these tough times. Amen."

3. PRAY AND SHARE

By yourself or together, say the prayer aloud, so that it can be heard. Lead with the prayer in your activism, local community, educational or research workshops, and share on social media. Time for non-anthropocentric and multispecies justice movements to emerge!



BEWITCHING TECHNOLOGIES ORACLE



ADD-ON TOOLS & BEYOND THE GAME

GUIDEBOOK

The Bewitching Technologies guidebook is an optional add-on tool that may be used to support the gameplay or for engagement beyond it. It contains accessible alt text describing the image on each oracle card, expands on their possible meanings and offers additional resources for interpreting each card. Browse or download the guidebook using the right-hand menu icon on the game website.

USE THE GUIDEBOOK TO:

- + Support or generate ideas for card interpretation during gameplay
- + Begin research beyond the gameplay into the oracle cards or your question
- + Create focused discussion on a card's theme within or outside the game
- + Start a reading group or meetup
- + Expand thematic references to create a manifesto
- + Get inspiration to write a prayer

ORGANISING A GAME SESSION

WHAT YOU WILL NEED

Anyone can plan and organise a Bewitching Technologies game session with minimal prep work. A solo session will simply require a desktop, laptop or a tablet. A group session can be organised in-person using a slide projector or online through video conferencing and share screening. All players will require pen and paper. Additional tools like markers, crayons, post-its, whiteboard etc are optional, but could enhance the game experience.



Fig.1 Laptop



Fig.2 Slide projector



Fig.3 Pen & paper



Fig.4 markers



Fig.5 crayons



Fig.6 post-its



Fig.7 whiteboard

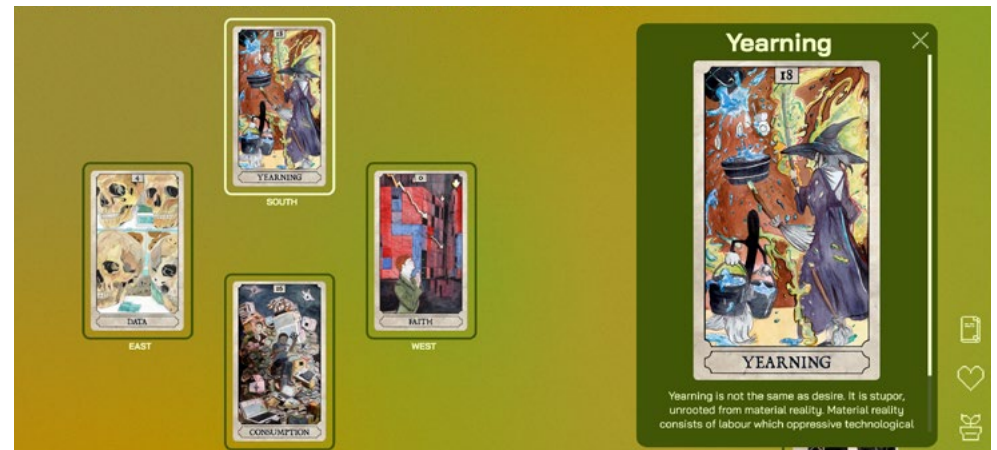
TIPS FOR THE GROUP MEDIATOR

PREPARING FOR GAMEPLAY

- + As the group mediator, your role is to assist, moderate, and care for the players. Ensure that no player has an objection to you as the group mediator; if there are concerns, give someone else a chance.
- + If you can, play the game solo before the scheduled gaming session to get a general idea of how it works. Play around with the different in-game options and read the in-game text to understand what to expect. Feel free to skip this tip if you have been appointed as the group mediator at short notice.
- + Try to create an informal and open vibe. Before beginning the game, get everyone in the group to introduce themselves. Get to know each other in a relaxed way that everyone is comfortable with. It's about having fun!

GUIDING PLAYERS THROUGH QUESTIONS AND INTERPRETATIONS

- + Use broad questions to open up the conversation in a group that are larger in size or contain relatively mixed audiences e.g. people coming from different backgrounds, walks of life or disciplines. Use more precise questions in relatively smaller or homogeneous groups e.g. groups with participants already familiar with each other or those coming from a niche area of expertise.
- + Assure players that there are no wrong questions, reflections or interpretations. Give everyone a chance to express themselves, but do not force it. You might ask players to share their reflections and write down their questions and submit it to the group.
- + Generate consensus in the group about the final question by finding common threads in the reflections made by the players.
- + If you are unable to find consensus, you might choose the final question by taking multiple suggestions for the question and drawing lots.



WHERE TO PLAY

We encourage you to organise a gaming session with your friends, co-workers, students, colleagues, community members or family. Bewitching Technologies is a fun experiment to enable provocative conversations about technology and law in a variety of settings. We are conscious that the game may take forms we cannot foresee right now. But here are some concrete ideas for settings and venues where the game could provide useful intervention:

- + Classrooms (at college, undergraduate and postgraduate levels) that explore the politics of computation, tech law and policy, critical data/algorithmic studies, media or design studies, creative arts, critical legal studies etc
- + Academic conferences and workshops, e.g. on law, computation, AI and/or STS
- + Policy fora including on digital, labour or environmental policy
- + Activist groups including on digital rights and/or labour or environmental activists seeking to critically understand AI
- + Artistic, cultural or creative media collectives and meetups including at festivals, exhibitions, museums and cultural centres
- + Libraries, independent bookshops, gaming conventions or local game stores
- + Community spaces, youth centres and reading groups
- + Magic gatherings and covens
- + Any other setting or venue that strikes you as useful or appropriate!



Fig.1 Classroom



Fig.2 Library



Fig.3 Museum

TIPS ON GAMEPLAY

FORMULATING THE QUESTION

Posing a question to the oracle is a key moment in the game. In-game instructions give players guidance for how to formulate a question at the appropriate stage.

SOME FURTHER TIPS:

- + Questions relating to the themes of AI, law or computing are the most likely to yield useful responses from the oracle; but any theme may be engaged.
- + Pose open-ended questions instead of questions that can be answered with Yes/No responses. Questions that begin with 'why' or 'how' may work best.
- + Try to formulate a question that matters to you or what you think should matter to the group. Do not worry about asking the "wrong" question. The game is open-ended and there are no wrong questions or interpretations.
- + Read carefully and do not rush through the game narrative or in-game instructions. They exist to help formulate your question with thoughtfulness but without overthinking.
- + Write down your thoughts or observations as you move through the game. These can be helpful for coming up with a question while reflecting on how the instructions, theme, or in-game character provoked different ideas or understandings.
- + If playing solo, reflect on the in-game narrative and your own ideas to brainstorm a question. Write down your final question.
- + If in a group, use pen and paper to brainstorm the question you want to ask and talk through it with the group. The group as a whole needs to agree on a single question; so let the group mediator help you find consensus on the final question. Once your group has the final question, write it down so that it remains visible as you move through the rest of the game.
- + Try to make the final question succinct. Precise questions tend to receive more favourable responses from the oracle; long-winded questions get lost.