

CIVIO™

CIVIO, a civil rights game, is a strategy card game that explores the relationship of issues, freedoms, laws, and Supreme Court cases that have both strengthened and reduced civil liberties. You are an intern at a law firm specializing in civil rights. Using a handful of cards representing laws, Supreme Court decisions, constitutional amendments, key issues, and freedoms, you are in a race against other players to combine these cards into *precedents*. The more points you earn, the higher your ranking. In time, you could become the Chief Justice of the Supreme Court!

The Object of the Game

The first player to link all of the cards in his or her hand into either two precedents (a three-card precedent and a four-card precedent), or a single seven-card precedent, calls out "CIVIO!" This player shows his or her precedents and wins the round. Scoring is described below. After a player wins the round, all the cards are shuffled again and the next round begins. Players can play as many rounds as they choose, as their rank increases from intern to Chief Justice of the Supreme Court.

CIVIO comes with the following cards:

- 49 Yellow Case cards
- 8 Blue Amendment cards
- 7 Lavender Freedom cards
- 6 Green Issue cards
- 6 Gray Law cards
- 1 Civil Rights Act card
- 1 Marbury versus Madison wild card
- 4 Blank cards (spare cards for replacements or creating your own)

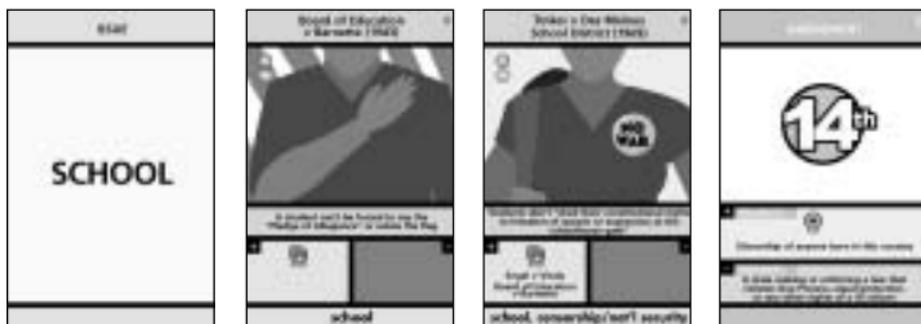
Shuffling and Dealing

The dealer shuffles the cards and deals each player seven cards face down. The next card is placed face up to form the beginning of the discard pile. The remaining cards, called the *supply*, are placed face down next to the discard pile. Each player looks at all seven cards, lays five cards face up, and keeps two cards hidden from the other player(s).

Playing

Starting with the player to the left of the dealer, each player draws one card from either the supply or the top of the discard pile. The player can keep or discard that card. If the player adds it to his or her hand, the player then discards another card, face up, on the top of the discard pile. If the player now has three hidden cards, one of them must be added to the face-up cards in front of the player. Play continues with the next player on the left, and so on.

Each player tries to build a group of three related cards and a group of four related cards, or one group of seven related cards. These groups are called *precedents*. A precedent is a sequence of cards that, taken in order, builds up or tears down a civil rights freedom.



Here is an example of a four-card precedent.
The rules for constructing precedents are described below.

The Cards

There are five different types of cards, plus two special cards. Each type has rules that describe where that type of card fits in a precedent.



Issue Cards

Issue cards specify issues over which legal battles have been fought. An Issue card only has an effect on which card can be played immediately after it.

Where can I play an Issue card?

If you play an Issue card, it must be the first card in a precedent. A precedent does not have to include an Issue card.

What can I play after an Issue card?

An Issue card must be followed immediately by a Case or Law card that has that issue listed on the bottom of the card. Some Case or Law cards have more than one issue listed; as long as one of the issues listed matches the Issue card, you can play that Case or Law card.



Freedom Cards

A Freedom card represents a freedom guaranteed to us by the Constitution, either directly by the Bill of Rights or other amendments, or indirectly based on Supreme Court decisions. A Freedom card includes a name (e.g., Religion, Privacy, Press) and a picture portraying the freedom. Only one Freedom card can be played as part of a precedent.

Where can I play a Freedom card?

You can play a Freedom card immediately after a Case card that strengthens the Freedom (that is, a Case card that lists the Freedom in its plus (+) column).

What can I play after a Freedom card?

Only Amendment cards, which are played at the end of a precedent, can be placed after a Freedom card. See the rules for Amendment cards.



Law Cards

Law cards specify laws that may affect civil rights. An example is the Jim Crow Laws card. A Law card includes the name of the law (along with its date), a picture that represents the law, a short description of the law, and one or more issues that the law affects. Law cards also include either an *attack* (Lose Turn, or Confiscate and Arrest), or an *overrule* that counters an attack (Overrule Lose Turn, Overrule Confiscate and Arrest, or Overrule Lose Turn and Confiscate and Arrest).

Where can I play a Law card?

- You can play a Law card at the beginning of a precedent.
- You can play a Law card immediately after an Issue card, if the Law card lists that issue at the bottom of the card.
- You can play a Law card after a Case card if the Law card lists the same issue as the Case card and the year on the Law card is later than (or the same as) the year on the Case card.

What can I play after a Law card?

- You can play a Case card after a Law card if the Case card lists that law in either its plus (+) or minus (-) area.
- You may be able to play an Amendment card at the end of a precedent. (See Amendment cards.) An Amendment card may be played after a Law card.

Attacking and Overruling with Law Cards

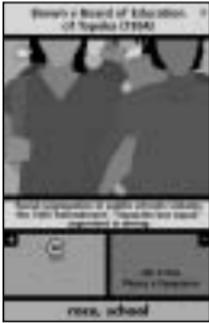
If you discard a Law card with an attack on it (rather than keep the card in your hand to form part of a precedent), you announce this to the player you are attacking, and you and the other player must deal with the attack immediately.

If the other player has a Law card that overrules that attack, the player simply reveals that Law card, and the attack is over. For example, if you discard the Jim Crow Laws card, which has a Lose Turn attack on it, the other player might reveal the Voting Rights Act of 1965 card, which overrules both Lose Turn and Confiscate and Arrest. This overrules your attack. The player who was attacked does not discard his or her overruling card, but

only reveals the card. Normal play then continues.

If the attacking card is not overruled, the other player suffers the effect of the attack as follows:

- If you attacked with Lose Turn, the other player skips a turn.
- If you attacked with Confiscate and Arrest, you get to take either one of the five face-up cards or one of the two cards held in the other player's hand. Then that player draws a replacement card from the supply pile, you discard one card, and normal play continues.



Case Cards

Case cards represent Supreme Court decisions. Some Supreme Court decisions build up civil rights by strengthening the power of one or more constitutional amendments; the Case cards for these decisions have the number of the amendment (or amendments) listed on them. Other Supreme Court decisions diminish civil rights; their Case cards don't have any amendments listed. A Case card also includes the name and date of the case, a picture that represents the case, and a brief description of the decision. Below the description is a plus (+) column, which lists previous cases and freedoms strengthened by the decision, and a minus (-) column, which lists previous cases and freedoms weakened by the decision. Finally, the bottom of the Case card lists one or more issues related to the case.

Where can I play a Case card?

- You can play a Case card immediately after an Issue card, if the Case card lists that issue at the bottom of the card.
- You can play a Case card at the beginning of a precedent.
- You can play a Case card after another Case card that lists the case name in its plus (+) or minus (-) column.
- You can play a Case card after a Law card if the Case card lists that law in its plus (+) or minus (-) column.

What can I play after a Case card?

- You can play another Case card after this Case card if the new Case card lists this case in its plus (+) or minus (-) column.
- If a Case card lists an amendment, you can play that Amendment card at the end of the precedent containing that Case card. It may or may not go directly after the Case card.
- You can play a Freedom card, if the Case card strengthens that Freedom (that is, if the Case card lists the Freedom in its plus (+) column).
- You can play a Law card if the Case card and Law card both list the same issue, and the year on the Law card is later than (or the same as) the year on the Case card.

Amendment Cards



An Amendment card represents a constitutional amendment. The card includes the number of the amendment, a brief description of the rights protected by the amendment, and a brief description of government actions that are prohibited by the amendment.

Where can I play an Amendment card?

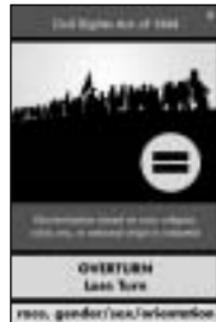
An Amendment card can be played at the end of a precedent, as long as the precedent includes a Case card that lists that amendment. You can play more than one Amendment card at the end of a precedent, if the Case cards in the precedent list more than one amendment.

What can I play after an Amendment card?

All the Amendment cards in a precedent are played together at the end of the precedent. No card is played after them.

Special Cards

The Civil Rights Act Card represents the ground-breaking Civil Rights Act of 1964, which prohibits discrimination on the basis of race, gender, religion, or national origin. This card can be used in two ways. It can be used as a Law card (including the power to overrule a Lose Turn attack) or as a Freedom card, representing Freedom of Equality.



The Marbury v Madison Wild Card represents the landmark 1803 Supreme Court decision that declared that every law is subject to the Constitution. This decision created the process of judicial review, by which an unconstitutional law can be overturned by the courts. Without this decision, we would probably have far fewer rights – and no CIVIO game to play! This card can be used as part of any precedent, anywhere in the precedent, without affecting the way the other cards are played.

Scoring a Round

A player wins a round by being the first to use all of his or her cards to create either two precedents (a three-card precedent and a four-card precedent), or a single seven-card precedent. The player calls out “CIVIO!” and shows the other player(s) the precedent(s). The winner scores two points for going out, plus additional points as shown below. All other players score points for cards contained in any three- or four-card precedents held at the time the round winner called out CIVIO! Cards that are not part of a three- or four-card precedent are not worth any points. For convenience in scoring, all point-bearing cards are marked with a star in the upper right-hand corner.

Each Amendment card: 1 point

Each Freedom card: 1 point

Each Case card: 1 point if the case strengthens an amendment

The Civil Rights Act card: 1 point

A seven-card precedent is called a *Thurgood Flush*, named after Thurgood Marshall, the lawyer who argued the *Brown v Board of Education* case in the Supreme Court (which resulted in school integration), and later became a Supreme Court Justice himself. If the winner of the round has a *Thurgood Flush*, the winner’s score for that round is tripled.

Ranking

By accumulating points from each round, players can determine their current ranking.

Intern	0-5 points
Law Clerk	6-10 points
Lawyer (2nd chair)	11-20 points
Lawyer (1st chair)	21-30 points
Judge	31-40 points
Appellate Court Judge	41-60 points
Associate Justice of the Supreme Court	61-80 points
Chief Justice of the Supreme Court	81 + points

Example Game

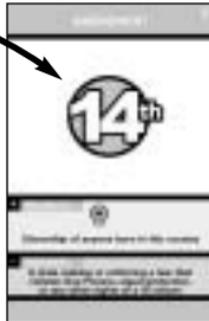
You have received your seven cards, and now you must assemble them into groups to determine if you can build *precedents*. Your first task is to determine if any of these cards work together.



Here are a few possibilities that you might try when building precedents:



Freedom of Expression was one of the freedoms strengthened by *Tinker v Des Moines School District*. With these two cards, you could continue drawing from the pile until you found a School Issue card, Censorship/national security Issue card, *Engel v Vitale* or *Board of Education v Barnette* Case cards, or you could



... build a group of these three cards, which represents a precedent! Now you have at least one complete group of three cards and can build on it with a fourth, or go for a *Thurgood Flush!*

Judicial Decisions

You may keep only seven cards during play. Which cards to keep and which to discard depend on your strategy for building precedents. How can you decide? Let's look at an example.

If you drew this card, which other cards shown in the group of seven might eventually go with it to create a precedent? Look for a matching Issue card, a matching case in the plus or minus area, an Amendment card that matches a listed amendment or a Freedom card represented by the icons on the plus (+) side of the card (only the plus side can be used for Freedom cards).



Here's a match. ▶
Notice that *Board of Education v Pico* strengthens *Tinker*.

And, if you were lucky enough to notice that you also had *Board of Education v Barnette* in your hand, here's how you would hold all three cards in your hand as you moved forward.



Since you found a great match during that draw, you would need to discard a card. Remember that when you place a card on the discard pile (face up), the next player may pick it up.

Make the Connection

At the **CIVIO** Law Offices, we've often found that a picture is worth 1,000 lawyer's words. Let's see how these cards relate to each other so that you can start to build your own precedents.

If you're going to use an Issue card in a precedent, make sure it is the first card in the group. Notice that the issue listed in *Board of Education v Barnette* is School. *Tinker v Des Moines* strengthened the *Barnette* case and *Pico* strengthened *Tinker*. Freedom of Expression was one of the freedoms strengthened by *Pico*.



ISSUE
SCHOOL

Board of Education v Barnette (1943)

A student can't be forced to say the "Pledge of Allegiance" or salute the flag

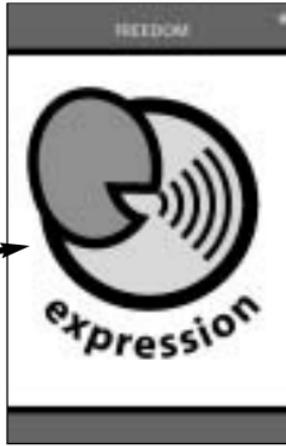
school

Tinker v Des Moines School District (1969)

Students don't "lose their constitutional rights to freedom of speech or expression of the schoolhouse gate"

Pico v State Board of Education v Kirby

student, censorship/natl security



Amendment cards are always placed at the end of a precedent, and you can see that each of these amendments is included in this group's cases.

We have a *Thurgood Flush!* Each Case card with an amendment is worth one point. The Freedom card and the Amendment cards are also worth one point each. Two points for going out first. A *Thurgood Flush* triples your score. The score for this round is 24 points.



More Ways To Play

For more sample games like this one,
instructions for other ways to play
CIVIO, descriptions of each case
and law in the **CIVIO** deck,
and suggested teaching activities,
please visit our web site at

www.reachandteach.com/civio

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CIVIO was invented by Derrick Kikuchi (www.reachandteach.com). Card design and illustrations were created by the team at Design Action (www.designaction.org). Instructions were written by Craig Wiesner and Bennet Marks, and edited by Melanie Rogers. Supreme Court cases included in **CIVIO** were selected from a pool of case laws found in the High School Advanced Placement Civics Exam and the ACLU *top 100 civil rights cases list*. The **CIVIO** game, card design, game rules, and all images are copyright protected and may not be duplicated or scanned, or stored or distributed electronically without written permission from Reach And Teach. Reach And Teach and **CIVIO** are registered trademarks.