



# Privilege Prism

(Basic rules, for 2-6 player)

**Material required** 24 identity cards, 9 dice (1 start dice + 8 privilege dice), 6 playing pieces (1 piece per player), game board

**Goal** Simple; Whoever reaches the end first wins! However, in this society no race is fair. Some start with a few advantages over others. This game wants to make the concept of privilege more tangible and provide a basis for further discussion.



# What are privileges?

Privileges are undeserved advantages given by society to some groups of people and not to others. This can be citizenship, being white, being from a wealthy family, being male or straight, and more.

As a result, some people have an advantage over others, e.g. when finding jobs, housing, better chances of getting loans or getting promoted to management levels.

Privilege is usually invisible to those who have it, which often makes talking about privilege difficult. For many, it's just the normality of their lives, because when people from similar social backgrounds compete, those privileges often cancel each other out.

Having privilege is never a guarantee of success in life, privileged people do have to overcome obstacles, it just means that society is giving them certain benefits and

removes obstacles other might experience. Where privilege do have a real impact, it is towards people who lack certain privileges, in its worst form we call it discrimination.

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This game provides approaches to start conversations and discussions about privilege and fairness.

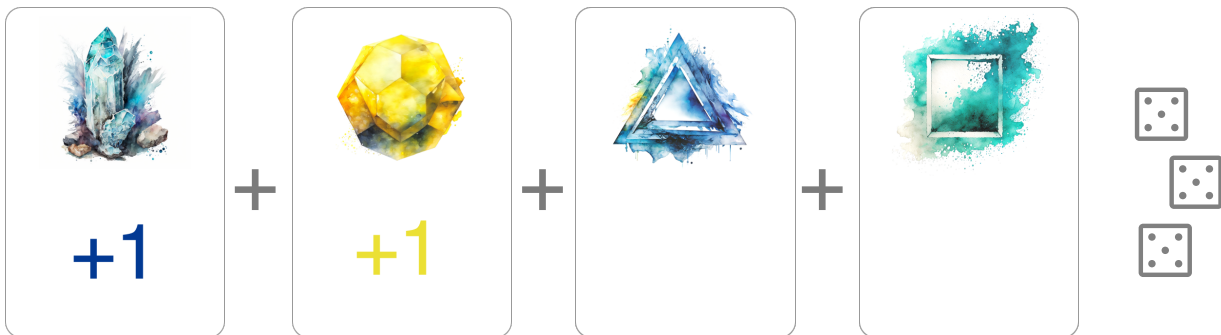
# Game Setup

**Preparation:** Each player starts with a six-sided die and a playing piece. Next, each player draws four cards once from the face-down deck of identity cards.

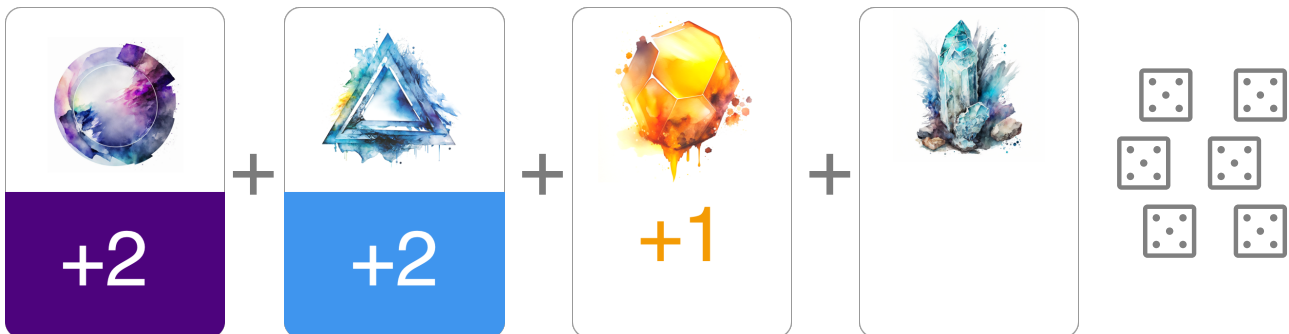
The values on the cards are added together and players get that many dice added to their dice pool.

## Example

Player 1 draws +1, +1, 0, 0, and has a dice pool of 3.



Player 2 draws +2, +2, +1, 0 and has a dice pool of 6.



**Game turns:** In each turn, only one piece can advance to the next space on the board. To determine who this is, players take turns rolling the dice.

- 1) If you roll a 5 or 6, this counts as a success.
- 2) Whoever rolls the most fives and sixes wins this round and advances one space.
- 3) If there is a tie, the person with the largest dice pool automatically wins.
- 4) If there is a tie here too, a tie is rolled. A dice is used for this. The highest result wins.



# Discussing privilege

**Opportunity 1)** Giving the starting die to the players at the beginning symbolizes that everyone in society gets a chance.

**Opportunity 2)** Drawing the identity cards reveals the differences in privileges people are given by birth. While one player might start with a max dice pool of 9, another player may be left with one dice at the start. Yes, that's unfair and it's the point of the exercise.

**Opportunity 3)** If the number of successes is the same, the person with the larger dice pool automatically wins. In terms of privilege, it symbolizes the structural power that privilege possesses. In the case of equal performance (e.g. promotion to a management position), preference is usually given to those who have a privileged background. How does the person with the smaller dice pool feel?

**Opportunity 4)** If the dice pool is the same, a tie breaker is rolled. The social playing field is leveled, at this point luck is a valid factor for success. What do the players say about this?

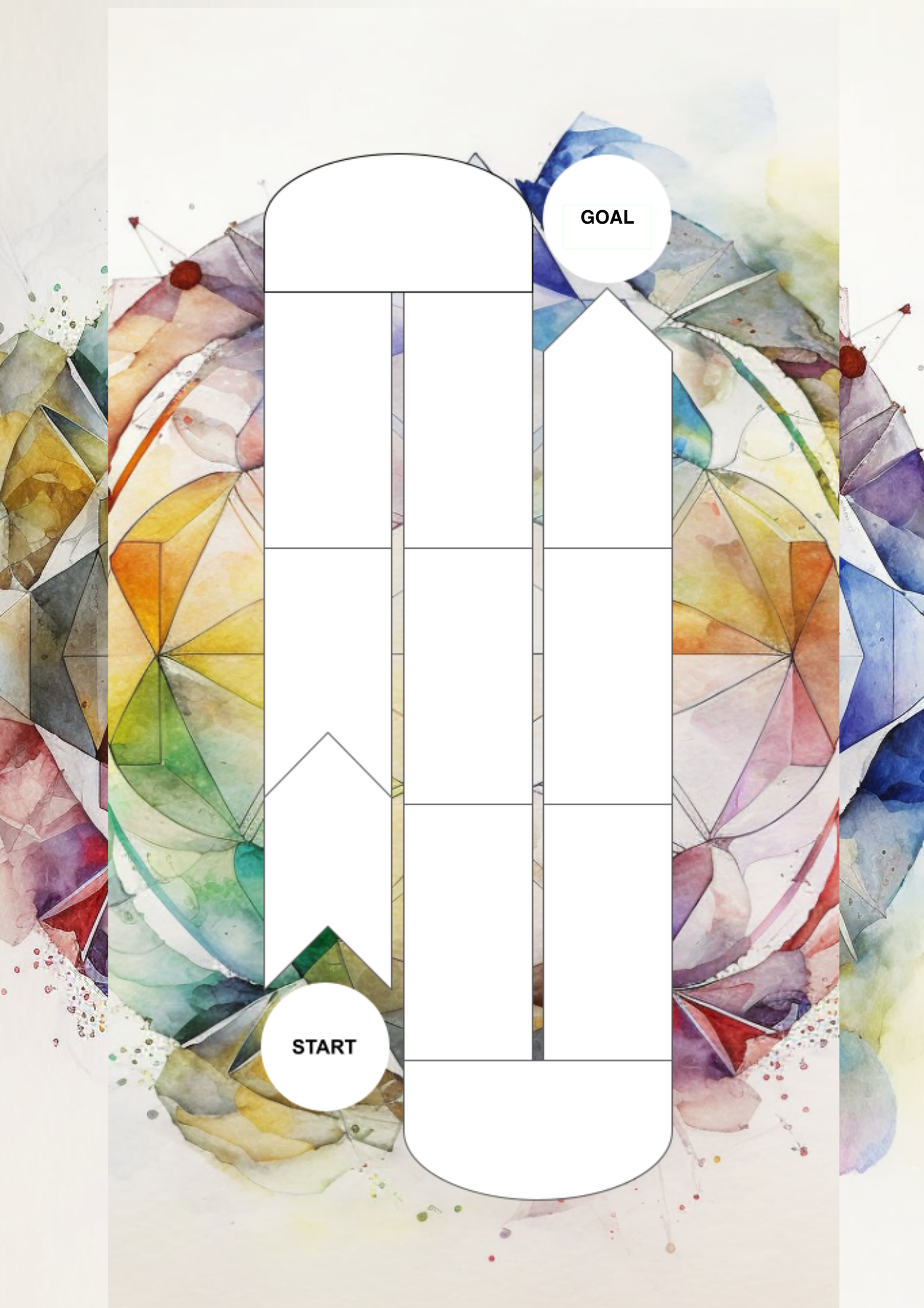
**Opportunity 5)** As expected, the person with the largest pool of dice wins. How does she feel? Is the win deserved? What's the opinion of those with the smaller dice pool, especially if they barely moved, if not at all?

**Opportunity 6)** A player with fewer dice can finish ahead of a player with a large dice pool. Success and failure of people in society are not determined by privileges, but the probability of being successful is increased. What does this victory mean? How does it feel to win with a small pool of dice? How do those with the bigger dice pool feel? Do they perhaps feel robbed of a guaranteed victory?

***Tip** It is helpful if at least one person already has a solid understanding of the topic to facilitate the conversations empathetically and contribute facts if necessary.*







**GOAL**

**START**

**Responsibility, I believe, accrues through privilege.**

Noam Chomsky



+2



+2



+2



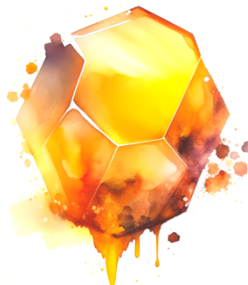
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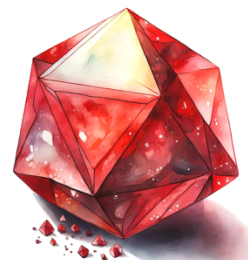
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**Privileged groups  
seldom give up  
their privileges  
voluntarily.**

Martin Luther King Jr.



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**The almost impossible task is not to let the power of others or your own powerlessness make you stupid.**

- Theodor W. Adorno

