



5-30



2



10+

Philosophy



Game Design by **Galen Goodwick**
Art by **Natalie Dombois**

Intro

Philosophy is an abstract game about having a conversation with a friend. The goal is to reach a conclusion by connecting 3 of your ideas in a row. Your ideas are represented by a set of tiles with different icons on them.

You and your friend go back and forth presenting new ideas by placing tiles on the board. Your ideas can impact your friend's ideas by moving them around. The board symbolizes your conversation space, and ideas can be forgotten by being pushed off the board.

As you get deeper into your conversation, you can even create chain reactions allowing you to impact multiple ideas in a single turn.

And eventually, you'll reach a conclusion.

Wow, what a great idea! I totally agree. I can't believe I didn't think of that.

I was planning to push this topic but the way you rephrased some of your existing ideas was really convincing. Cool conversation!

Yeah, I really wasn't sure how to persuade you.

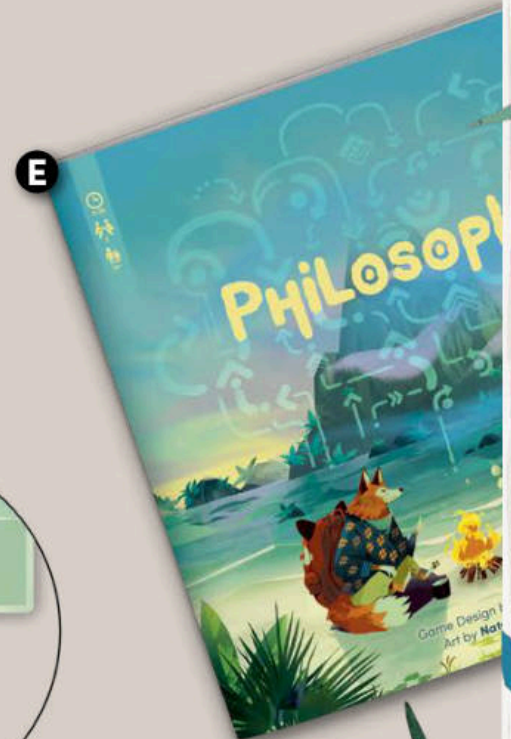
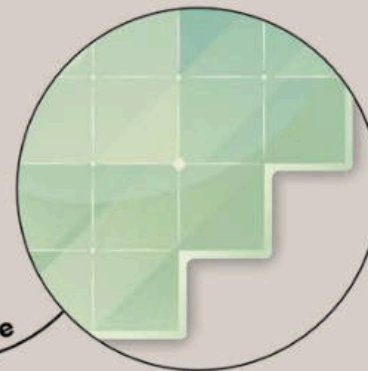
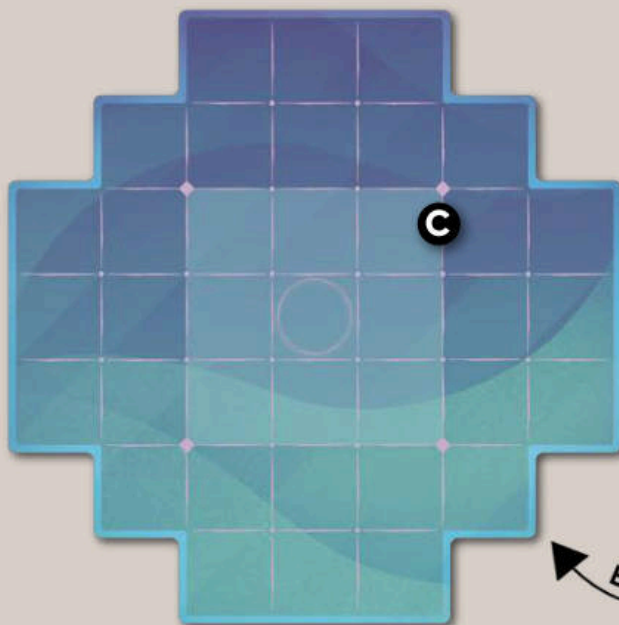
I liked it too.



Components



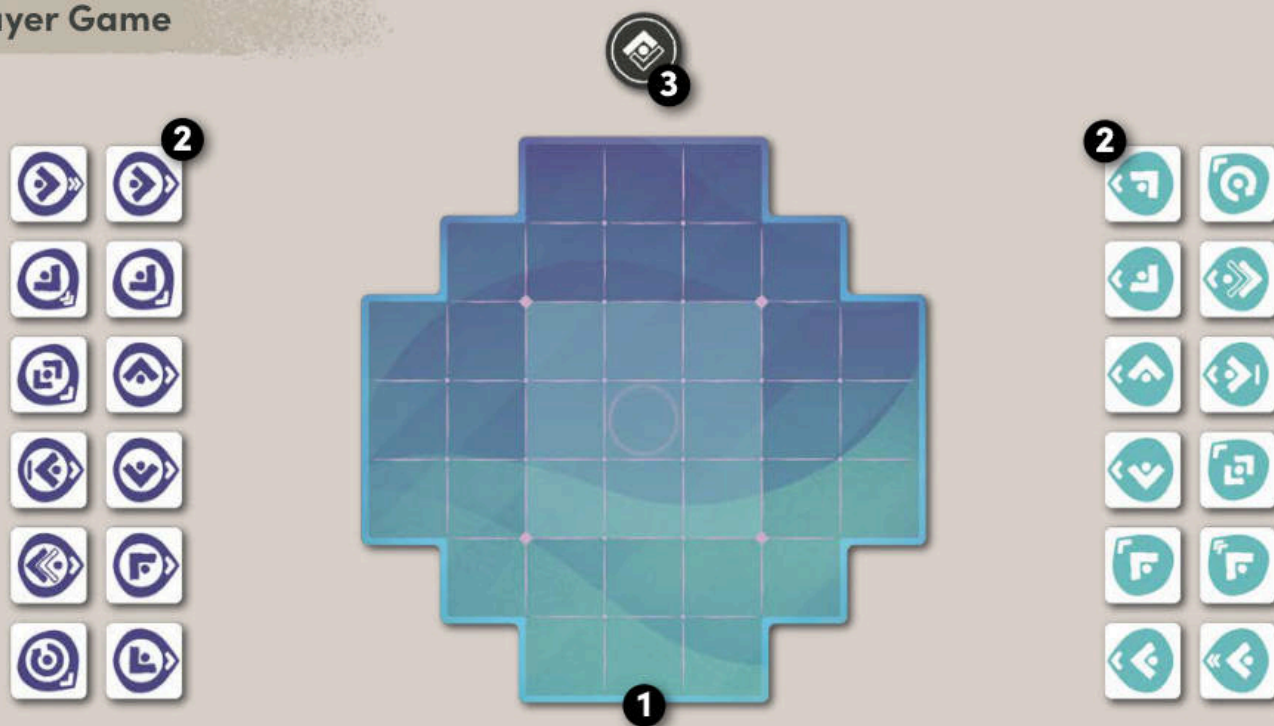
- A. 12 Indigo Idea Tiles
- B. 12 Teal Idea Tiles
- C. 1 Double-Sided Board*
- D. 1 Respect Token
- E. 1 Rulebook



* **From Dawn to Dusk:** The 2 sides of the game board have no functional difference and are simply an aesthetic choice for the players. The front (blue) side is known as "Dusk", and the back (green) side is known as "Dawn".

Setup

2-Player Game



How to Set Up the Game

1. Place the **board** between the players.
2. Choose your **player colors** however you like, and give each player a set of 12 **Idea Tiles** in their player color. Place your Ideas in front of you, in any order.
3. Place the **Respect Token** near the board between the players.
4. Have a discussion to determine the **starting player**.

Gameplay

Overview

The goal of *Philosophy* is to place your **Idea Tiles** so that you end up with 3 of them in a row. This is called a **Conclusion**. You can reach a Conclusion anywhere on the board **at the end of any player's turn**. Clever placement of your tiles can allow you to move your opponent's tiles around, and prevent them from winning.

Player Turns

Players take turns placing and activating their Idea Tiles. During your turn, you **must** follow these steps **in order**:

Steps of a Turn

1. Place a New Idea
2. Activate Your Ideas
3. Check for Conclusions



Step 1: Place a New Idea

Okay, walk me through it.
What do I do?



Start your turn by choosing 1 of your unplayed Ideas and placing it onto the board as follows:

Placing New Ideas

Your New Idea...

- ...**must** be placed onto an **empty** space.
- ...**must** be placed in the **center 9 spaces** of the board.
- ...may be rotated to face **any direction** as long as it aligns with the grid.

Conversation Starter

The **first** Idea of the game may not be placed on the very center space. After the first Idea is placed, any player may place a tile on the center space.

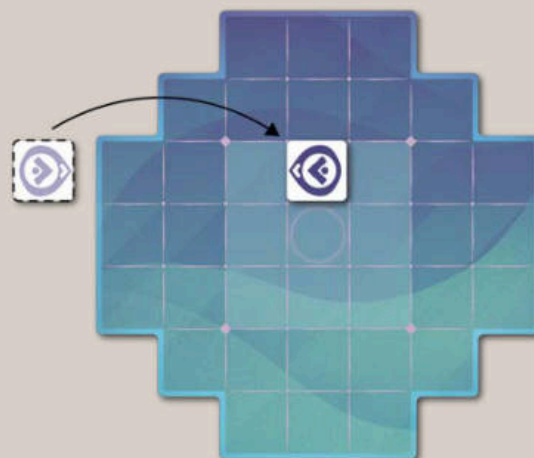
No New Ideas

If you can't place a New Idea, either because you don't have any left or because the center 9 spaces are all occupied, you lose the game. See page 17 for more details on *Game End*.

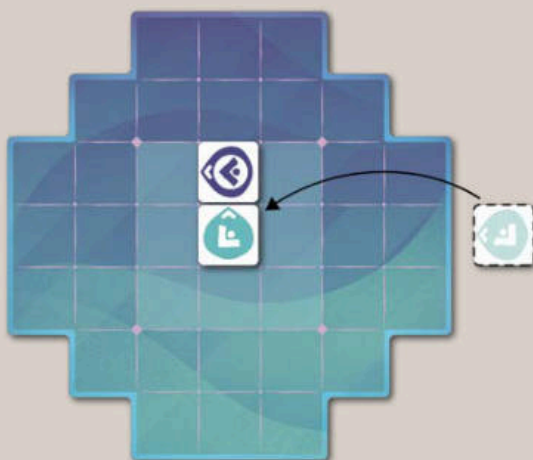
Example: Placing New Ideas



New Ideas must be placed in one of the center 9 spaces, marked with a ✓. They can never be placed in the outer spaces, marked with a ⊘. Additionally, the first player cannot place their first tile in the very center space, marked with an *.



Indigo is the starting player and may not place their first Idea on the center space, so they place it on the space above instead. They choose to rotate their Idea so that it points to the left.



Now it's Teal's turn. They may not place their Idea in the space blocked by Indigo's tile. But since Teal is not the starting player, they may place their first Idea on the center space, and do so.



Many rounds later, it's Teal's turn again. Unfortunately, there is nowhere for them to place a New Idea, so Teal immediately loses the game.

Step 2: Activate Your Ideas

So how do these Ideas work?



When you place a **New Idea**, it will activate if it targets an opponent tile. Which tile is targeted, and what happens to it, is defined by the icons on your Idea.

The **Targeting Icon** defines the space your tile targets. An opponent tile in that space will be targeted by your tile.

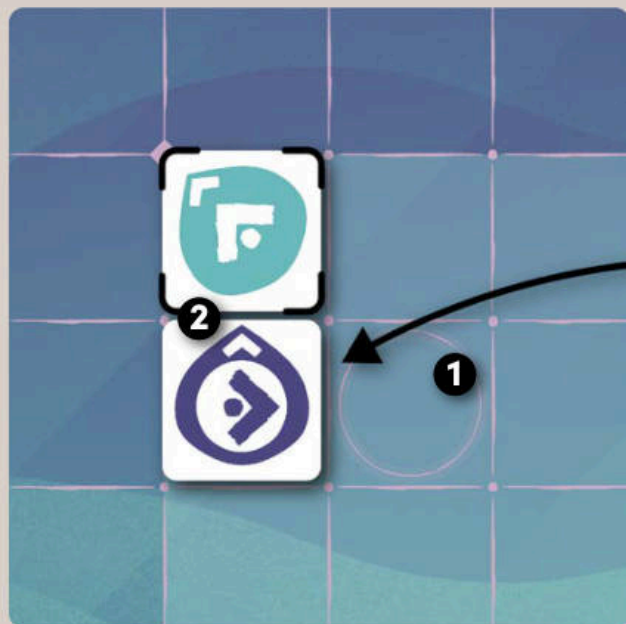
The **Impact Icon** defines what happens to the targeted tile when your Idea is activated. In most cases, the targeted tile will move.

Idea Tiles

Each Idea Tile has 2 icons:



Example: Activating a New Idea



It's Indigo's turn, and they place their New Idea below Teal's tile 1. They've rotated it so that it **targets** Teal's tile 2.



Since it's targeting an opponent tile, Indigo's New Idea activates. As indicated by the **Impact Icon** 3, this moves Teal's tile to the right 4.



Moving Idea Tiles

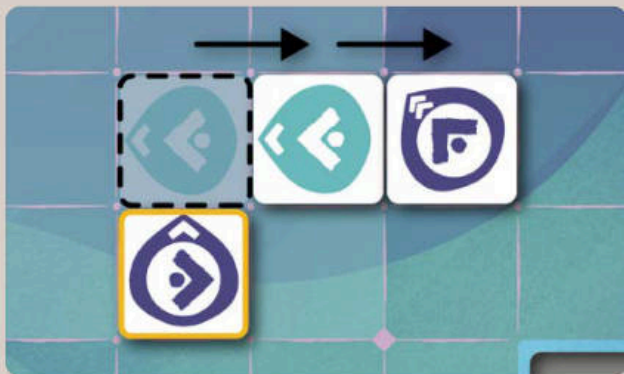
When the space you're moving an Idea to is occupied by any other tile, move both Idea Tiles in the direction the Impact Icon indicates.

If a line of tiles needs to be moved out of the way, move them **all**.

Example: Moving Two Tiles

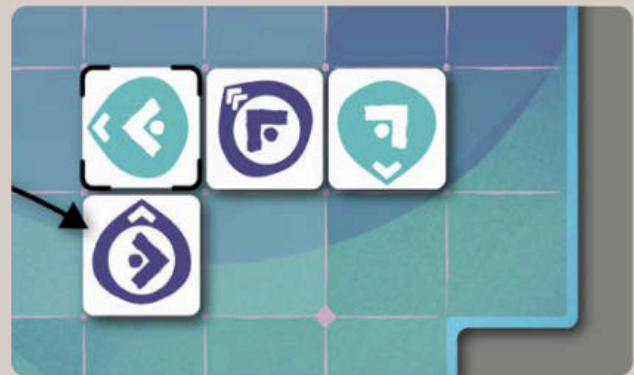


Indigo places a New Idea so that it targets Teal's tile.



Indigo's New Idea activates and moves Teal's tile one space to the right. However, one of Indigo's other tiles is in that space, so it is also pushed to the right.

Example: Moving Multiple Tiles



Here is the same example as shown to the left, but with more tiles in the way.



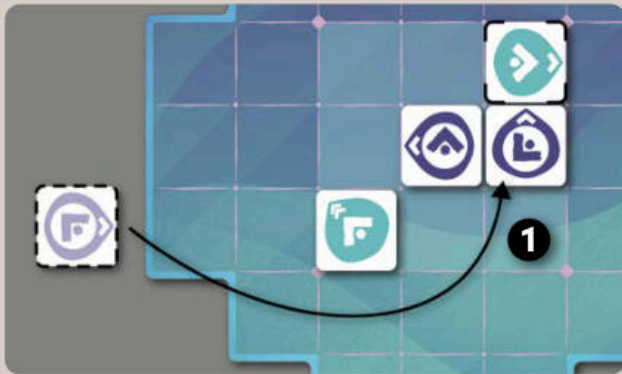
In this case, all of the tiles that are in the way are moved as well.

If the movement is diagonal, move the outermost tile first, and then move the rest, one-by-one.

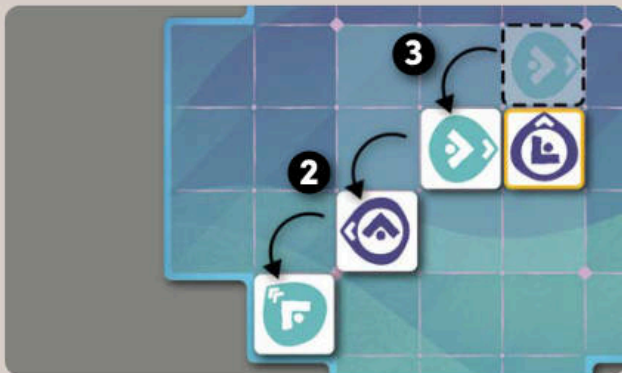
Off the Board

If one of your Ideas gets moved off the board, you get it back! On a future turn you can place it again.

Example: Moving Tiles Diagonally

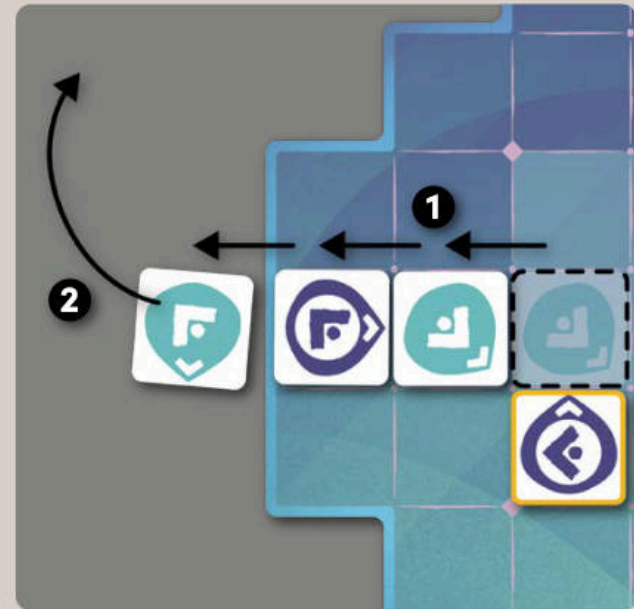


Indigo places a New Idea so that it targets Teal's tile¹.



Indigo's New Idea activates and should move Teal's tile one space diagonally. However, several tiles are in the way, so they move out of the way one-by-one². Now, Teal's tile can be moved³.

Example: Off the Board



Indigo's Idea activates, moving a row of tiles to the left¹. However, the leftmost Teal Tile was already at the edge of the board, which means it gets pushed off and Teal gets it back².



Chain Reactions

*So I activated my New Idea.
Now what?*



Once you're done activating your New Idea, you **must** check if this activated any of your **Existing Ideas** anywhere on the board. This is called a **Chain Reaction**.

During a Chain Reaction, each additional activation is called a Reaction. There are **3 types** of Reactions, as shown to the right.

Once you're done activating a Reaction, check if there are any **new** Reactions to activate. Keep doing this until there's nothing left to activate, and then check for Conclusions, as described on page 16.

On your turn, only your **own Ideas** can be activated, and each of them can only be activated **once per turn**.

Reaction Type 1:

An opponent tile moves into the targeted space of one of your Existing Ideas.

Example: Opponent's Tile Moved



Indigo places their New Idea¹. It activates and moves Teal's tile into the space targeted by Indigo's Existing Idea².



This activates Indigo's Existing Idea, moving Teal's tile one space to the right³.



Reaction Type 2:

One of your Existing Ideas moves and now targets an opponent tile.

Example: Your Existing Idea Moved



Indigo places their New Idea¹. It activates and moves Teal's tile and Indigo's Existing Idea to the left².



From its new position, Indigo's Existing Idea targets Teal's other tile and activates, pushing it one space away³.

Reaction Type 3:

Both tiles move together so that your Existing Idea targets the opponent tile.

Example: Both Tiles Moved Together



Indigo places their New Idea¹. It activates and moves Teal's tile and Indigo's Existing Idea to the left².



Now that they moved, Indigo's Existing Idea targets Teal's tile and activates, moving it one space diagonally³.

Not a Reaction

Wait, so when **wouldn't** I react?



There can be situations where an Idea Tile of yours is targeting an opponent tile, but it's **not** a Reaction. If **neither tile has moved** during the last activation, your Idea does **not** activate.

Example: Neither Tile Moved



Indigo places their New Idea¹. It activates and moves Teal's tile².



Indigo's Existing Idea does not activate³, even though there is an opponent tile in its targeted space⁴. This is because neither of the tiles moved during the last activation.

Multiple Reactions

If more than one Reaction could be activated, you must choose **only one** to activate. The other ones don't activate.

In some cases, you may have multiple Ideas you can activate. In other cases, you may even have multiple opponent tiles you can target. See the examples to the right for a detailed explanation of both cases.



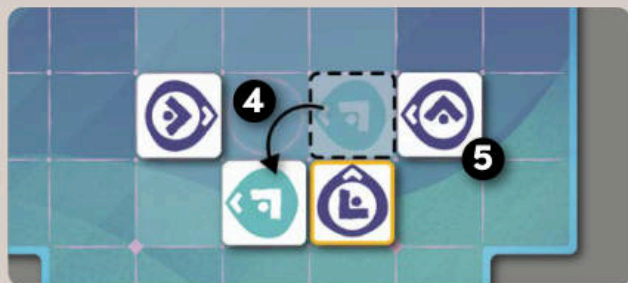
Example: Choosing an Idea



Indigo places a New Idea. It activates and moves Teal's tile¹.

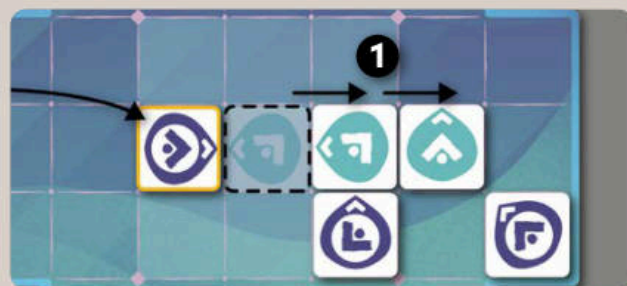


Now Indigo checks for new Reactions, and there are **2 possible Reactions** to activate. Both of Indigo's Existing Ideas now target Teal's tile, so Indigo has to **choose** which of them to activate^{2,3}.



Indigo chooses an Idea to activate and moves Teal's tile accordingly⁴. **Their other Existing Idea does not activate**⁵.

Example: Choosing a Target



Here is a similar example as shown to the left, but with two Teal tiles being moved instead of one¹.



In this case, there are again **2 possible Reactions**. Each of Indigo's Existing Ideas targets one of Teal's tiles, so Indigo has to **choose** which of them to activate^{2,3}.



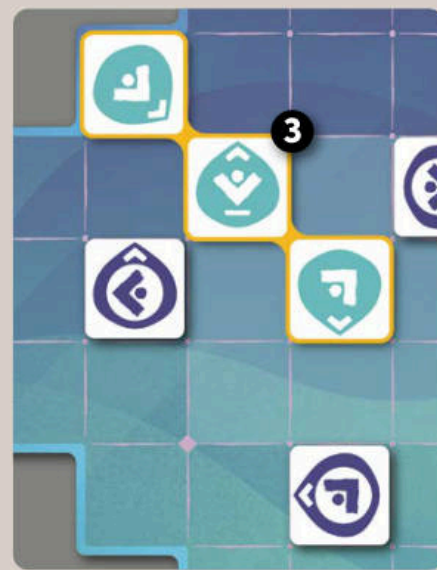
Indigo makes their choice and moves Teal's tile accordingly⁴. **Indigo's other Existing Idea still targets Teal's second tile, but does not activate**⁵. This is because neither of these tiles moved during this last activation.

Step 3: Check for Conclusions

If you have 3 of your Idea Tiles in a row anywhere on the board **at the end of anyone's turn**, you've reached a **Conclusion**. If you're the only player with a Conclusion, you've won the game. Otherwise, keep playing.



Example: Winning Conclusions



Teal wins with a horizontal¹, vertical², or diagonal³ Conclusion **anywhere** on the board.

Reminder: You **must** activate all possible Reactions before ending your turn. If a Reaction creates a Conclusion, but a following Reaction destroys that Conclusion again, you do **not** win the game.

Game End

Most games will end with a Conclusion, but it is not the only way to finish your conversation. There are 3 ways the game can end:

Game End Conditions

- You reach a winning Conclusion and **win**.
- You are unable to place an Idea and **lose**.
- You honorably agree with your opponent and **concede**.

Winning

If anyone's turn ends with a single player having reached a Conclusion **anywhere on the board**, that player wins the game. If a turn ends with several players having reached a Conclusion, the game continues on.

Losing

If any player is unable to place a New Idea at the start of their turn, they lose the game. This can happen either because they've run out of Ideas, or because the center 9 spaces are all occupied.

Beware: Your opponent can win on **your** turn. If you have moved your opponent's tiles into a Conclusion, they win the game even though it's not their turn.

Conceding

Even if a Conclusion has not been reached, a player may find their opponent's Ideas convincing. That player can concede by placing an Idea of theirs **face down** anywhere on the board and saying "I agree". By doing this, that player forfeits the game.

I agree.



Idea Tiles

On the following pages you will find explanations and examples for each of the Idea Tiles. If any of the tiles have rules that contradict the main rules, the tile rules take precedence.

Push



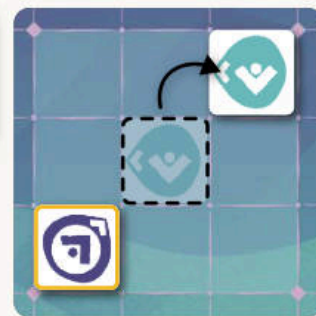
The *Push* targets an opponent tile 1 space away, and pushes it 1 space **forward**.



Corner Push



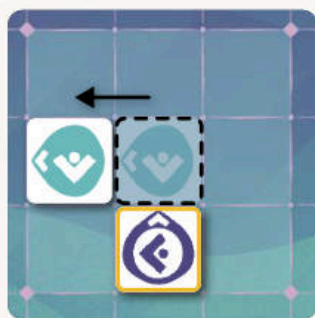
The *Corner Push* targets an opponent tile 1 space away diagonally, and pushes it 1 space **forward diagonally**.



Slide Left



The *Slide Left* targets an opponent tile 1 space away, and slides it 1 space to the **left**.



Slide Right



The *Slide Right* targets an opponent tile 1 space away, and slides it 1 space to the **right**.

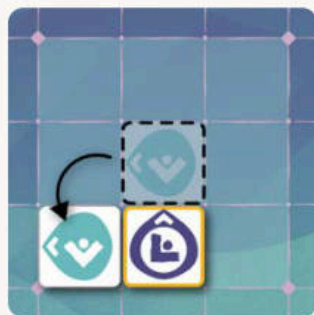


Reminder: When playing a New Idea, you may rotate it to face any direction as long as it aligns with the grid.

Pull Left



The *Pull Left* targets an opponent tile 1 space away, and pulls it 1 space **backwards to the left**.



Pull Right



The *Pull Right* targets an opponent tile 1 space away, and pulls it 1 space **backwards to the right**.



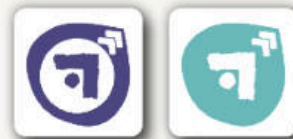
Long Shot



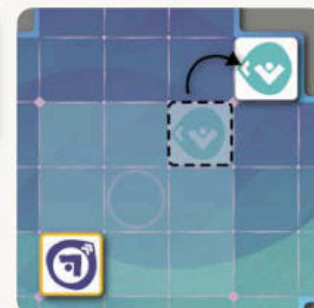
The *Long Shot* targets an opponent tile exactly **2 spaces** away, and pushes it 1 space **forward**.



Corner Long Shot



The *Corner Long Shot* targets an opponent tile exactly **2 spaces** away diagonally, and pushes it 1 space **forward diagonally**.

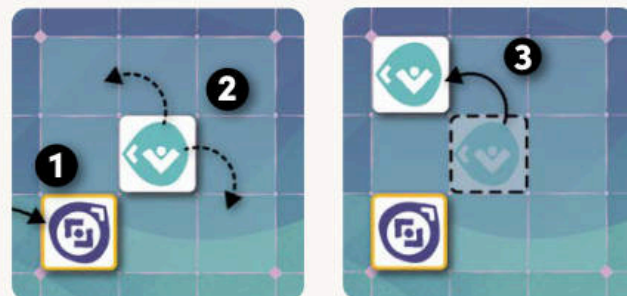


Attention: It's common that players think the *Long Shot* and *Corner Long Shot* move opponent tiles 2 spaces. Be kind and remind new players that they target 2 spaces away and only move 1 space.

Decision



The *Decision* targets an opponent tile 1 space away diagonally, and slides it 1 space to the **left or right diagonally**. You choose which way it slides.



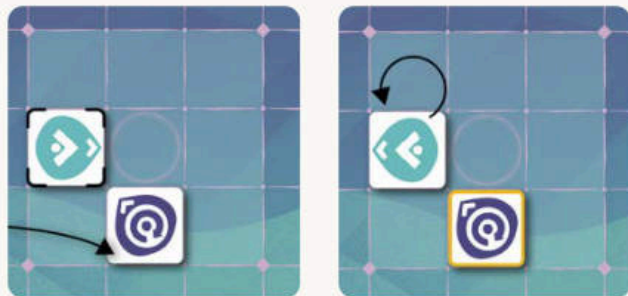
Indigo places their Decision Tile¹. It activates, giving them the choice of where to move Teal's tile². Indigo chooses a direction and moves it accordingly³.

Rephrase



The *Rephrase* targets **any tile** 1 space away diagonally. Pick up the targeted tile, **optionally rotate** it any way you wish, and place it back down onto the **same space**.

Rephrasing an Opponent Tile



Indigo places their Rephrase so that it targets Teal's tile, activates it, and optionally rotates Teal's tile any way they want.

Rephrasing your Own Tile



Indigo places their Rephrase so that it targets an Existing Idea of theirs, activates it, and optionally rotates their Existing Idea any way they want.

Wow, it's pretty complicated to rephrase my ideas!

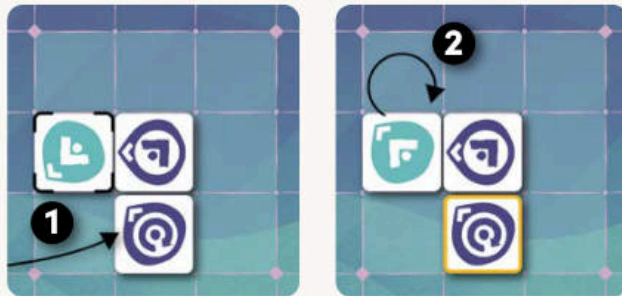


Rephrase Continued

Even though the Rephrase does not move any tiles, it can still create Reactions in the following 2 ways:

Reaction Type 1

If you used your *Rephrase* **on an opponent tile**, that tile can now be targeted by your Existing Ideas, even though it didn't move. This is also true if you didn't rotate the opponent tile.

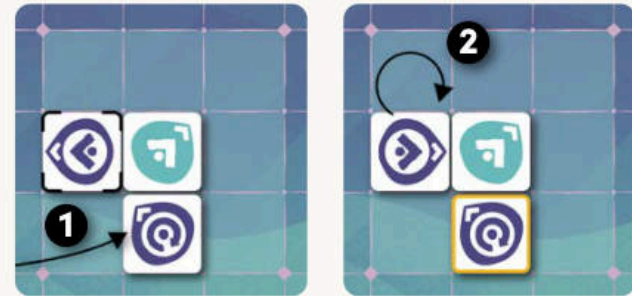


Indigo places their Rephrase so that it targets Teal's tile¹. Their Rephrase activates, so Indigo **optionally** rotates Teal's tile how they want². One of Indigo's Existing Ideas targets Teal's tile, so it now activates and moves that tile³.



Reaction Type 2

If you used your *Rephrase* **on one of your Existing Ideas**, that Idea can target an opponent tile and activate. This is true even though it didn't move and even if that Idea was already activated this turn. This is also true if you didn't rotate the Idea.



Indigo places their Rephrase so that it targets an Existing Idea of theirs¹. Their Rephrase activates, so Indigo **optionally** rotates their Existing Idea how they want². Indigo's Existing Idea now targets Teal's tile, so it activates and moves that tile³.



Attention: *Rephrase* is the only Idea Tile that can target your opponent tiles as well as your own Existing Ideas, making it an exception to the main rule.



Toss



The *Toss* targets an opponent tile 1 space away, and moves that tile 2 spaces backwards **over the top** of itself.



Tossing into a Tile

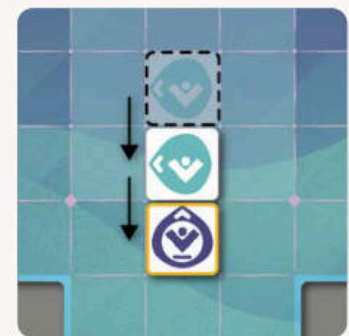
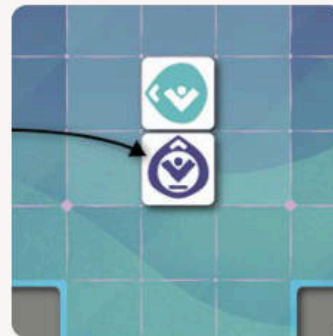
If there's a tile on the other side of the *Toss*, move that tile according to the tile movement rules outlined on page 10. See the example below for how this is done.



Persuade



The *Persuade* targets an opponent tile 1 space away, and pulls it 1 space **backwards**, moving **both** the opponent tile and the *Persuade* together.



Attention: Like the other Ideas, the *Persuade* must target an opponent tile in order to activate. It cannot move on its own!

Respect



When your fellow player presents a particularly clever Idea, you can give them the **Respect Token**.

It shows your appreciation of their aptly articulated argument. Whenever they feel it's appropriate, they can pass it back to you to express the same!

Designer's Note

"Personally, I don't play the Respect Token off-handedly. I like to have it given only once per game. Then one has to sit with it and explore what that feels like. For me this circumstance motivates a much deeper contemplation before respect is given, and as a result lets me give and receive it in more heartfelt earnesty."

-Galen Goodwick, designer of Philosophy
Find him on Twitter: @BGBenevolent

Sage & Amber Expansion

If you want to add another player and expand your philosophizing to more than two unique perspectives, you can purchase the *3-Player Expansion* at: qualitybeast.com
Available in both **Sage** and **Amber** colors!

Special Thanks

"Special thanks to Dave, the weird recluse, who is a subterranean marvel of a friend."

-Galen Goodwick, designer of Philosophy

The team at *Quality Beast* would like to thank Silke Christensen (from *Würfel & Zucker*) for bringing the wonderful game of *Philosophy* into our lives, and our incredibly passionate, early group of dedicated playtesters: Aslan T. Rife, Dennis Dalhoeven, eviii, Kenny, and Marius Hering. Lastly, everyone involved in product testing, especially Rob Powell, Lauren Ragen, Michael Ragen, and Dylan's parents.



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First English Edition,
First Printing, June 2022

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