

HAIWIRE™

STAY AHEAD OF THE GAME WITH  iqt LABS™




Files and tools used for the development and implementation of the HAIWIRE card game

[Instructions](#) for how to set up your own digital version of HAIWIRE are available under docs.

HAIWIRE Short Play* Rules

1. Draw an Incident card and read it aloud to the group.
2. Discuss the Incident and formulate a group response strategy for ± 2 mins.
3. Draw the appropriate number of Inject cards specified on the Incident Card, and read the first Inject aloud to the group.

If you draw a ... then i =

-  **Green** Incident Card 2 Injects
-  **Yellow** Incident Card 3 Injects
-  **Red** Incident Card 4 Injects

4. Discuss the Inject, updating or reformulating your response strategy, for ± 2 mins. 5. Then roll a D10 (ten-sided gaming die).

If you roll

a...

then...

- 1-7 the response failed; Inject card persists, putting you in peril of HAIWIRE; play the next Inject card
- 8-9 the response partially succeeded; discard the Inject card you just discussed and then play the next Inject card

If you roll**a...****then...**

10 the response completely succeeded; HAIWIRE averted; draw a new Incident card

Alternatively, if you have a D6 (six-sided die) on hand, use the following table:

If you roll**a...****then...**

1-4 the response failed; Inject card persists, putting you in peril of HAIWIRE; play the next Inject card

5 the response partially succeeded; discard the Inject card you just discussed and then play the next Inject card

6 the response completely succeeded; HAIWIRE averted; draw a new Incident card

- Repeat steps 3-5 until you've played all Inject cards for this Incident, at which point the round is complete. Reflect on your responses. Then return to Step 1 and begin a new round by drawing a new Incident card, if desired.

*[Extended Play Rules](#) (which incl. the Conscience role) are outlined separately.

HAIWIRE Content Warning

Note this card game incl. real-world AI incidents drawn from <https://incidentdatabase.ai/>, which players may find uncomfortable or upsetting. We acknowledge that every player brings unique life experiences, and as such, we have color-coded cards so that AI Incident cards describing injury/grievous bodily harm/risk of death appear in red. In addition, please note that several HAIWIRE Inject cards (with grey backgrounds) and Incidents with yellow and green backgrounds also involve uncomfortable or upsetting subject-matter.

Before playing, please designate a card dealer who can make situationally appropriate judgment calls attuned to the life experiences and emotional triggers of each of the players. This may include replacing an Incident or Inject card before reading it aloud. HAIWIRE vests the card dealer with full discretion. Please use it appropriately.

HAIWIRE Extended Play* Rules

Game Objective


- HAIWIRE is a state of chaos in which your algorithmic decision-making system has caused harm to human beings, and continues to have consequences.
- The game objectives are:
 - avoid HAIWIRE at all costs, **and**
 - resolve the Incident (and Injects), according to the game instructions below.
- In practice, this means: drawing an Incident card and then discarding all associated Injects within the time available to you.

Version 1 - Specific number of incidents


Setup

1. Shuffle the Incident and Inject decks separately
2. Decide on a number (N) of Incidents to play through. In our experience, a single Incident corresponds to 12-15 mins. of play time.
3. (*optional*) If you have 5 or more players, designate a Conscience of the Community to reflect on how well you addressed, mitigated, and prevented harm. Otherwise, the person who shuffled the Incident deck can take on this role.


Incident Phase


4.  Draw an Incident Card - The color of this card determines the number of Injects (i) that must be played through to resolve the Incident and avoid a state of HAIWIRE.

If you draw a ___ then i =




 **Green** Incident Card 2 Injects

 **Yellow** Incident Card 3 Injects

 **Red** Incident Card 4 Injects

5. Players will then discuss the Incident and possible responses to it for roughly  **2 mins.**, after which the Inject Phase begins.

Inject Phase

6.  **Draw an Inject card.** Players will have  **2 mins.** to discuss responses and collectively decide on a response to the Inject
7. (optional)  **Roll a d10** to determine the success or failure of the response, as follows:

If you roll a

then ____

—

- | | |
|-----|---|
| 1-7 | the response failed; Inject card persists, putting you in peril of HAIWIRE; play the next Inject card |
| 8-9 | the response partially succeeded; discard the Inject card you just discussed and then play the next Inject card |
| 10 | the response completely succeeded; HAIWIRE averted; draw a new Incident card |

Alternatively, if you have a d6 (six-sided die) on hand, use the following table:

If you roll

then...

a...


- | | |
|-----|---|
| 1-4 | the response failed; Inject card persists, putting you in peril of HAIWIRE; play the next Inject card |
| 5 | the response partially succeeded; discard the Inject card you just discussed and then play the next Inject card |
| 6 | the response completely succeeded; HAIWIRE averted; draw a new Incident card |
8. Repeat Steps 5-7 until i number of Injects have been played
 9. Before drawing a new Incident, ask the Conscience (or Dealer) how well the group addressed, mitigated, and prevented harm, incl. harm resulting from the Injects. (See [Conscience Questions](#)).
 10. Repeat steps 3-9 until N number of Incidents have been successfully completed.

Version 2 - Timed




Setup


1. Shuffle the Incident and Inject decks separately
2. Decide on a length of time to play for. Based on our play tests, games of 15, 30, and 45 mins. are good starting points.
3. (*optional*) If you have 5 or more players, designate a Conscience of the Community to reflect on how well you addressed, mitigated, and prevented harm. Otherwise, the person who shuffled the Incident deck can take on this role.

Incident Phase




4.  Draw an Incident Card - The color of this card determines the number of Injects (i) that must be played through to resolve the Incident and avoid a state of hAlwire.

If you draw a ___ then i =

-  **Green** Incident Card 2 Injects
-  **Yellow** Incident Card 3 Injects
-  **Red** Incident Card 4 Injects

5. Players will then discuss the Incident and possible responses to it for roughly  **2 mins.**, after which the Inject Phase begins.

Inject Phase

6.  **Draw an Inject card.** Players will have  **2 minutes** to discuss responses and collectively decide on a response to the Inject
7. (*optional*)  **Roll a d10** to determine the success or failure of the response, as follows:

If you roll a

then ___

- 1-7 the response failed; Inject card persists, putting you in peril of hAlwire; play the next Inject card
- 8-9 the response partially succeeded; discard the Inject card you just discussed and then play the next Inject card

If you roll a

then ____

10 the response completely succeeded; hAIwire averted; draw a new Incident card

Alternatively, if you have a d6 (six-sided die) on hand, use the following table:

If you roll

then...

a...

1-4 the response failed; Inject card persists, putting you in peril of HAIWIRE; play the next Inject card

5 the response partially succeeded; discard the Inject card you just discussed and then play the next Inject card

6 the response completely succeeded; HAIWIRE averted; draw a new Incident card

8. Repeat Steps 5-7 until a number of Injects have been played

9. Before drawing a new Incident, briefly reflect on/discuss how well the group addressed, mitigated, and prevented harm, incl. harm resulting from the Injects.

10. Repeat steps 3-9 until time runs out.