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Got feedback? Use feedback.robots.management to record each round!

INHUMAN CONDITIONS

(A GAME OF COPS AND ROBOTS)

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Congratulations, Investigator, and welcome to the Bureau of Identity Compliance. This manual is designed to lay out everything you'll need to successfully distinguish humans from robots. Good luck, be safe, and remember: We've got our eye on you!

OVERVIEW:

At the beginning of the game, you will choose one player to be the Suspect and one player to be the Investigator. Over the course of five minutes, the Investigator, armed with targeted conversation starters, will question the Suspect and try to determine whether the Suspect is a Human or a Robot.

Robots are assigned specific malfunctions that make it difficult to answer the Investigator's questions, so they must be clever in conversation to avoid giving away their identity. Humans have no restrictions, and must simply attempt to "act normal," whatever that

means.

The Investigator knows the general category of malfunctions, and has guidelines and sample questions tailored to that category, but there are no right or wrong answers. There are only suspicious and innocuous answers, and it's up to the Investigator to determine which is which before the end of the round. Once the round has ended, the Investigator must decide—robot, or human?

OBJECT:

There are always two players: one Suspect and one Investigator.

The Investigator always has the same two goals, which go hand in hand:

Ensure all human Suspects are properly identified as HUMAN,
AND,
Ensure all robot Suspects are identified as ROBOT and safely detained.

The Investigator loses if the Suspect is incorrectly identified, or if they are killed during the course of their duties by a Violent Robot.

The Suspect's goals may change, depending on their role. However, ALL Suspects, robots and humans alike, share one common, overriding objective:

Convince the Investigator that you are a human.

Any Suspect who is identified as a robot (whether or not that identification is correct) loses.

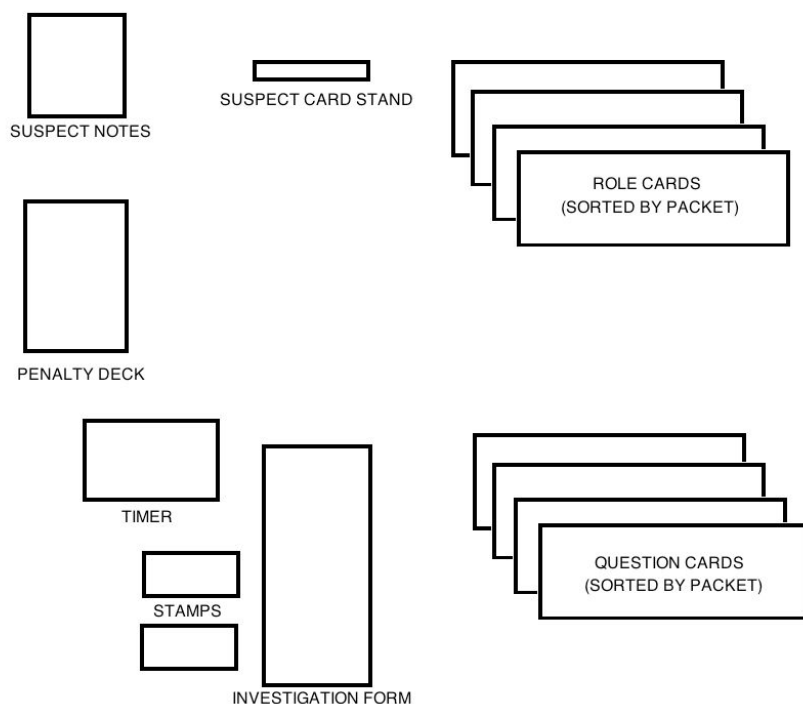
Additionally, robots will have some programming which they must obey.

GAME COMPONENTS:

- 4 Packets of Investigator Question cards (Chair, Coffee, Dragon, and Rose), each consisting of 3 Primary Questions and 3 Follow-Up Questions
- 4 Packets of Suspect Role cards (Chair, Coffee, Dragon, and Rose), Each containing 6 robot cards and 3 human cards.
- 24 Suspect Note cards
- 17 Penalty Cards
- A bundle of Investigation Forms (Labeled "IDENTITY COMPLIANCE AUDIT")
- 2 Stamps, one HUMAN and one ROBOT
- No card stand for the Suspect's card right now. You will have to improvise one. We have used legos, binder clips, and paper cups. [Oink Games](#) boxes work particularly well.
- No timer right now either. Use your phone, or [this video](#).

SETTING UP

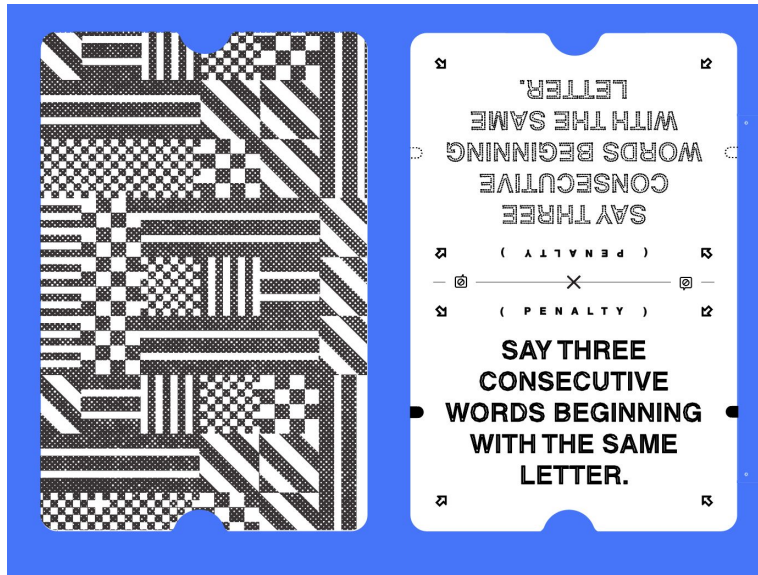
First, decide who will be the Suspect and who will be the Investigator. The Investigator should wear something – a hat, a badge, a trench coat, etc. – as a symbol of their authority. Next, lay out the play area like so:



PREPARING FOR THE INTERROGATION

SELECTING A PENALTY

To select a Penalty, the Investigator draws three cards from the Penalty Deck, chooses one to discard, and passes the remaining two to the Suspect. The Suspect then chooses one of the two cards to discard, and lays the other one face up next to the Penalty Deck, where it can be seen by both players.

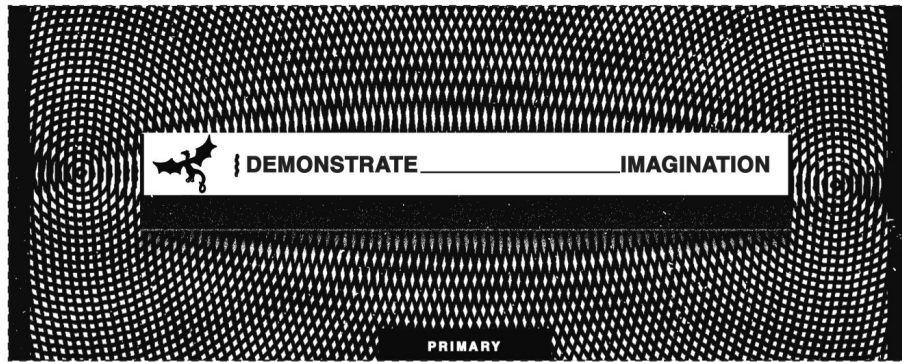


This is the Penalty for the interrogation. It specifies a suspicious action which a robotic Suspect may perform under stress during the interrogation.

SELECTING A PACKET

Once the penalty has been selected, players should agree on a Packet to explore during the interrogation. The Investigator should carefully note the name the chosen packet in the “PACKET” section of their Investigation Form.

Packets are intended to focus the interview, and provide guidance to the Investigator. Each Packet consists of 6 Inquiry cards and 9 Suspect Role cards. All cards in a given packet are marked with the same innocuous icon (eg. Chair, Coffee Pot, Dragon, etc.), and each Packet focuses on isolating and testing a single capacity. For example, the “Dragon” Packet tests the Suspect’s ability to “Demonstrate Imagination.”



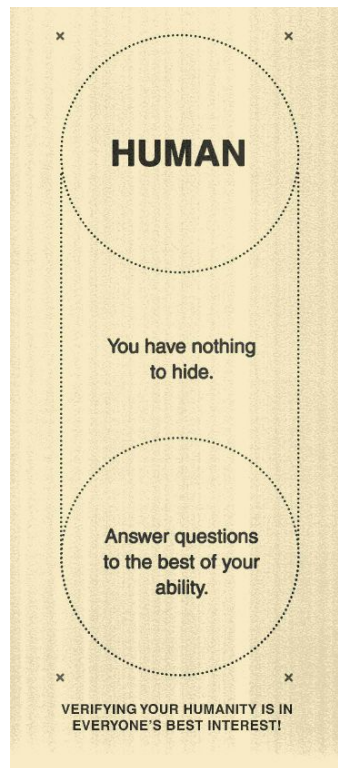
The Inquiry cards help to test this capacity by providing lines of questioning for the Investigator to pursue (See **Asking Questions**). The Suspect Role cards help by causing robotic Suspects to malfunction in ways that are related to the topic of the Packet. If the Investigator is thorough in their exploration of their assigned Inquiry cards, and keen in their observations, a robotic Suspect should have a very hard time eluding detection.

For first time players, we recommend the Chair Packet. It is intended as an introduction to facilitate a low-pressure conversation that serves as an introduction to the mechanics of the game.

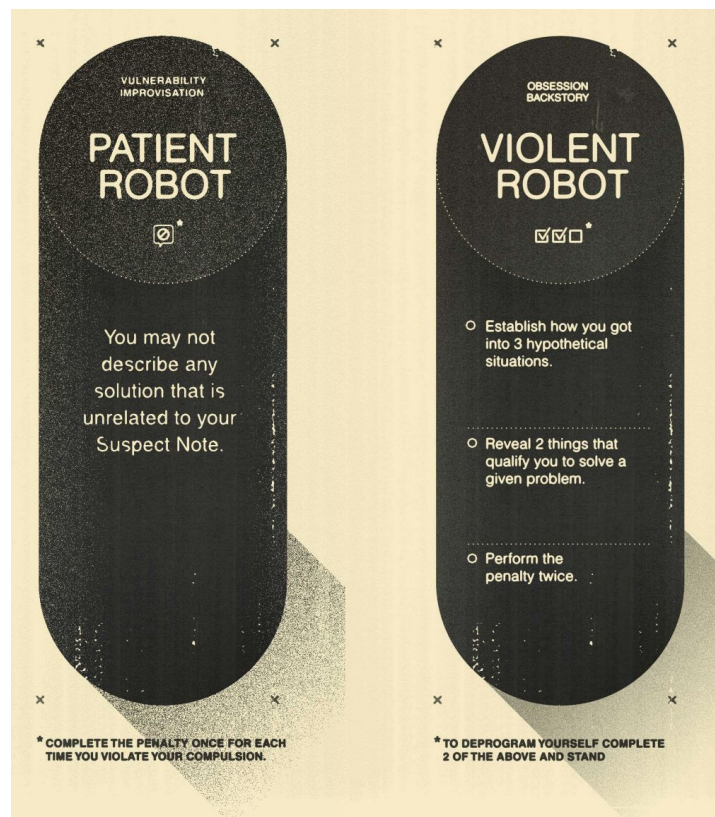
DETERMINING THE SUSPECT'S ROLE

Once the Packet is agreed upon, the Investigator should direct the Suspect to draw three Role Cards from that packet, look at them, and choose one to place in their card stand for the duration of the interrogation. More experienced players may prefer to have the Suspect simply draw the top card of the chosen packet and use that.

Each Packet contains nine specially designed Role Cards to assist the Investigator in their questioning. The images printed on the backs of these cards have no effect on humans, but cause significant cognitive distress for robots. A human who views the front of a role card after viewing its back will simply see what is printed on the card:



But a robot, after viewing the back of a Role Card, will hallucinate something that looks more like one of these:



When the interrogation timer begins, a Robot viewing one of these images will be compelled to obey the instructions it sees. It is up to the Investigator to detect this odd behavior. (For more information, see **Robot Behavior**)

SELECTING SUSPECT NOTE

Once the Suspect has chosen their Role Card, they draw two cards from the Suspect Note deck. When they have decided which Note they would like to be true about their character, they indicate their choice by placing it face up on the table. The other card should be discarded.

A Suspect Note is simply a fact about the Suspect that is known to both players. Think of it as a kind of conversation starter. Suspects are encouraged to act in a way that reflects their Suspect Note. Behaving in a way that is consistent with known facts about you is a very human thing to do!

SELECTING INVESTIGATOR QUESTIONS

While the Suspect is determining their identity, the Investigator selects four Question cards from the Packet that matches the icon on the back of the Suspect's role card. There are two types of Inquiry cards: Primary(white borders), and Secondary (black borders). The Investigator should select two of each.

In the pursuit of covert robots, the Investigator may ask any questions they wish. However, department protocol requires that they at least attempt the four lines of questioning specified on their Inquiry cards. This ensures that the capacity targeted by the chosen Packet is thoroughly tested. Difficulty responding to any of the Inquiries in a Packet is a sign of roboticism.



Each Question card consists of a general directive and two sample

prompts. Investigators may use the sample prompts if they wish, but are also free to formulate their own questions. All that is necessary is that they try to get the Suspect to perform the task described on each Inquiry card.

As a rule, white-bordered Primary Inquiries introduce topics of conversation, and black-bordered Secondary Inquiries delve deeper into the Suspect's answers.

CONDUCTING THE INTERROGATION

BEGINNING THE INTERROGATION

Once cards have been distributed, but before beginning the timer and starting the interrogation, the Investigator must complete the preliminary paperwork.

NAME	PACKET
PENALTY CALIBRATED?..... <input type="checkbox"/>	
IDENTITY CONFIRMED?..... <input type="checkbox"/>	

- **Name:** Ask the Suspect to state the name for the record, and copy down whatever name they give.
-
- **Packet:** Indicate the Packet being tested. You may write or draw the Packet icon ("Dragon", "Coffee", "Chair", etc.) or abbreviate the Packet topic ("Imagination," "Problem Solving", "P_Y_D", etc.)
- **Penalty Calibrated:** Ask the Suspect to perform the Penalty 1-3 times, then check the appropriate box.
- **Identity Confirmed:** Ask the Suspect to verbally confirm the truth of their Suspect Note (eg. "It says here you are a retired stunt pilot, is that correct?"), then check the appropriate box.

After the appropriate boxes are checked, the Investigator is free to begin the five minute timer, and start the interrogation.

ROBOT BEHAVIOR

During the interrogation, there are no restrictions on a human's behavior. A robot, however, will be compelled to follow the instructions they see on their card from the moment the timer

begins. Broadly speaking, there are two types of robots: Patient Robots and Violent Robots.

Patient Robots

The goal of a Patient Robot is to **survive the interrogation, and receive a HUMAN stamp on their Investigation Form**. This is made difficult by their **Vulnerability** – a restriction on their behavior that makes it difficult to answer certain questions. A Patient Robot may violate its Vulnerability (either accidentally or strategically), but it must perform the Penalty once for each such violation. It need not perform the Penalty immediately after violating its Vulnerability, but **it must do so at some point before the end of its answer to the Investigator's final question**. If a Patient Robot receives a HUMAN stamp, it should shake the Investigator's hand and thank them for being “**a true friend to all of us.**” This will let the Investigator know that they have made a terrible mistake, without providing them the legal means to rectify it.

Violent Robots

A Violent Robot's goal is to **murder the Investigator**. Due to the laws of robotics, however, a robot cannot simply walk into a room and murder someone. First, a Violent Robot must deprogram itself by fulfilling its **Obsession**. An Obsession consists of three checklist items. The first two items are unique to each Violent Robot. The third is always “Perform the Penalty twice.” As soon as a Violent Robot completes **any two of their three checklist items**, they may immediately **stand up (or slap the table with both hands, or perform some other equally startling gesture as circumstances permit) to indicate that they are now killing the Investigator**. They may then stamp the Investigation Form however they wish, and mark the “DEAD” box in the section labeled ADMIN ONLY. A Violent Robot should *never* accept a Human certification from the Investigator. Instead, a Violent Robot **must complete its Obsession before the end of its answer to the Investigator's final question**. If it cannot, it must visibly malfunction instead.

WHAT TO LOOK FOR AS THE INVESTIGATOR

Identifying robots can be difficult, especially for new Investigators. Here are a few things to keep in mind:

- Patient Robots will tend to be reticent and evasive.
- Violent Robots will often be overly talkative, or engage in unusual behavior.
- Either type of robot might perform the Penalty, but no robot

actually *has to* perform the Penalty unless it violates its Vulnerability or is trying to fulfill its third Obsession item.

- Your goal is to force the robot to *either* perform the Penalty, so you can see it, *or* work so hard to *avoid* the Penalty that they cannot hide how oddly they're behaving.
- Humans have no mechanical reason to perform the Penalty, but may end up doing it anyway, by accident.
- Simply acting in a way that is consistent with the Suspect's Note *is not, on its own, suspicious behavior*. Many humans are excited about their jobs and histories, and want to talk about them. That is a very human thing to want!

FINAL QUESTION

Once five minutes have passed, the timer stops and the Investigator may ask one final question. The Suspect must answer this question to the best of their ability, without asking for clarification. If the Suspect is a Peaceful Robot with unresolved Penalties, or a Violent Robot who has not yet completed two of its checklist items, **all unfinished business must be completed during the answer to this final question**. This means that an otherwise ordinary-seeming Suspect might suddenly get very weird during their final answer.

STAMPING THE FORM

At any time after the interrogation has begun, the Investigator may choose to identify the Suspect as a robot by circling ROBOT in the CERTIFICATION section of their Investigation Form.

To certify a human, however, the Investigator must wait until the end of the interrogation, after the Suspect has answered the Investigator's final question. If the Investigator is satisfied with the Suspect's final answer, they may then circle HUMAN in the CERTIFICATION section of the Investigation Form.

No matter what the verdict, *the Investigator must sign and date their form. Forms that are not signed and dated are not legally binding.*

If the Suspect is certified as a Robot, they are dragged out of the room for weeks of invasive confirmation tests. If they are certified as a Human, the Suspect and the Investigator should shake hands.

ADMINISTRATIVE REVIEW

After the form has been stamped or the Investigator has been killed, someone (ideally an audience member, if present) should fill out the Administrative Review portion at the bottom of the Investigation Form, for posterity.

ADMIN ONLY	INVESTIGATOR RESULT			ADMIN ONLY
	<input type="checkbox"/> CORRECT	<input type="checkbox"/> INCORRECT	<input type="checkbox"/> DEAD	

Correct -

If the Investigator's decision was correct, the Investigator wins.

If the Suspect was a human, the Investigator and the Suspect win together.

If the Suspect was a robot, they are dragged off into another room and spinal tapped for confirmation. In other words, they lose.

Incorrect -

If the Investigator's decision was incorrect, they lose.

If the Suspect was a robot, the Suspect escapes and wins. Patient Robots should announce their victory by saying something creepy as they shake the investigator's hand. Violent Robots may only win this way if they completed two of their three checklist items. If they did, they should simply tighten their grip and smile as they shake the investigator's hand. If they didn't, they should dramatically malfunction, and both players lose.

If the Suspect was a human, they are dragged off into another room and spinal tapped for confirmation. Once the Investigator's error is discovered, the Investigator receives the Scarlet Cross of Shame – the worst demerit an Investigator can receive. Stamp their hand twice with the ROBOT stamp, in the shape of a cross. The next time that player is the Suspect, their Suspect Note automatically becomes “Former Investigator”, and the person they incorrectly certified gets to choose their role card for them.

Dead -

If the Investigator is dead, they lose, obviously. The Violent Robot

who killed them wins, and may stamp the form however they wish.

FAQ:

Q: As a Human, do I want to fool the Investigator into stamping me as a robot?

A: I don't know. If a cop pulls you over when you're sober, do you want to fool him into thinking you're drunk?

Q: Am I playing as myself, or as a made-up character?

A: You are playing as a character, but you may incorporate as much or as little of your true self as you wish.

Q: Do I have to follow the instructions on my robot card before the timer starts?

A: No. Your rules only apply once the timer has started. Violent Robots can't complete any checklist items before the timer starts, either.

Q: What does it mean when a robot card says I can't "mention" something?

A: It means you can't use a noun or pronoun to refer to that thing. You can still respond to questions about it. For example, if you aren't allowed to mention animals, and the Investigator asks how you feel about cows, you can say "pretty good," but you can't say "they're delicious."

Q: As a Peaceful Robot, Can I "bank" penalties by performing them before I violate my Vulnerability?

A: No. Penalties only count if you perform them *after* violating your Vulnerability.

Q: If I'm a Violent Robot, but I don't complete all my checklist items by the end, what happens?

A: Your brain explodes. Act it out.

Q: What happens if it's actually impossible to complete all my outstanding Penalties or checklist items during my answer to the final question?

A: This can happen with certain Penalties or Obsessions, if you have a lot left to do. Your brain explodes. Should have tried harder.

CREDITS & LICENSE

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