

1

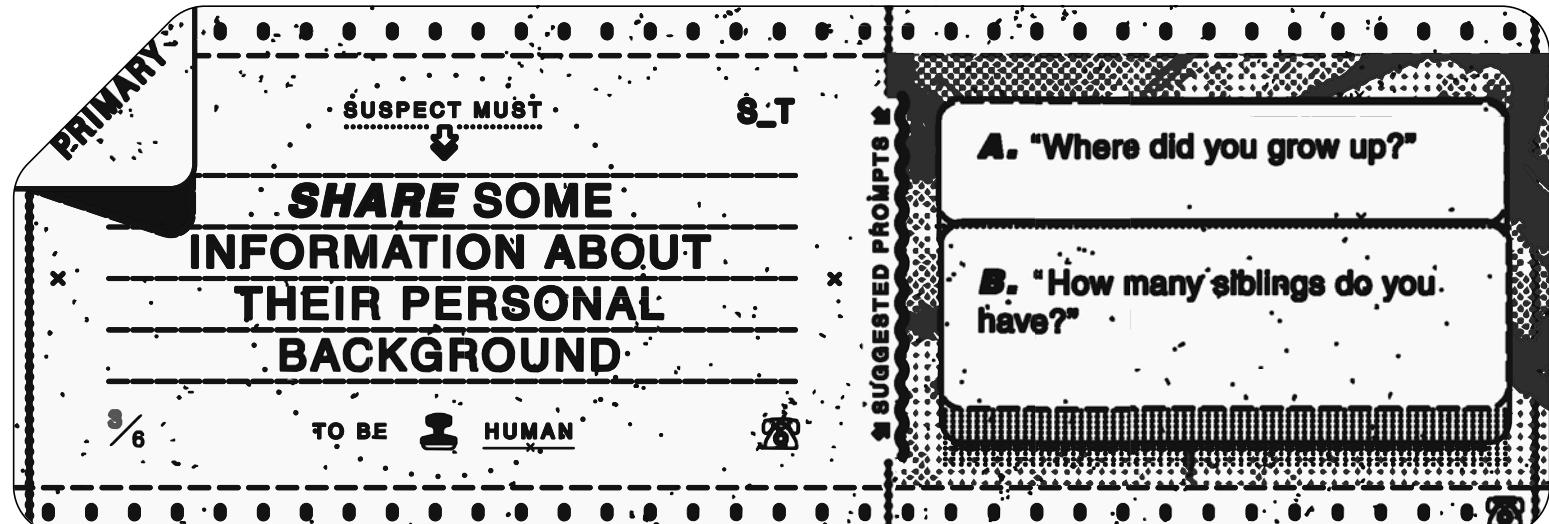
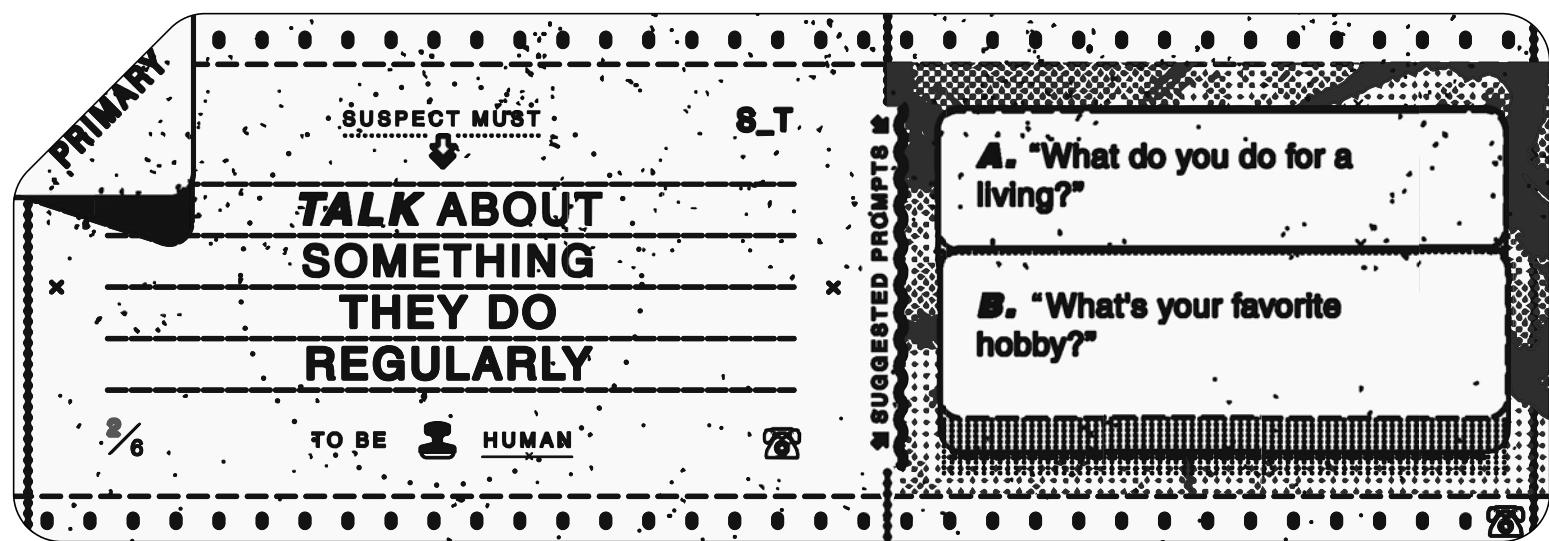
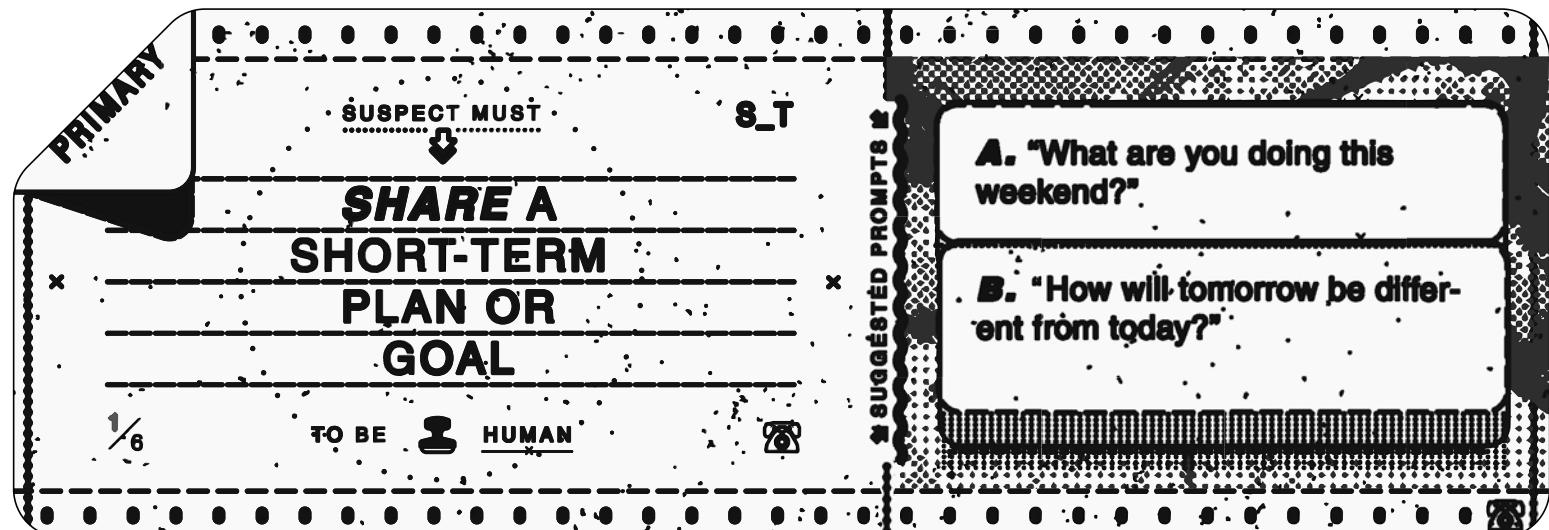
INTERFERENCE
TASK KEY



2

WHEN YOU'RE READY TO BEGIN THE INTERVIEW, READ THE FOLLOWING TEXT TO THE SUSPECT

"In a moment, I'm going to ask you some questions about NORMAL, EVERYDAY THINGS. These will require you to share superficial details about your life, and make small talk about them. Answer honestly. If you are a human, you have nothing to fear."



A. "How does that make you feel?"

B. "What's your favorite thing about that?"

* SUGGESTED PROMPTS *

S-T

SUSPECT MUST

{ WHILE FULFILLING ANOTHER PRÓMPT }

**SHARE THEIR FEELINGS
ABOUT SOMETHING THEY
ALREADY MENTIONED**

6 TO BE HUMAN

2ND-ARY

A. "How does your mother feel about that?"

B. "How does your boss feel about that?"

* SUGGESTED PROMPTS *

S-T

SUSPECT MUST

{ WHILE FULFILLING ANOTHER PRÓMPT }

**EXPLAIN HOW SOMETHING
THEY MENTIONED AFFECTS
OTHER PEOPLE IN THEIR LIFE.**

6 TO BE HUMAN

2ND-ARY

A. "What makes that difficult?"

B. "If you could change anything about what happened, what would you change?"

* SUGGESTED PROMPTS *

S-T

SUSPECT MUST

{ WHILE FULFILLING ANOTHER PRÓMPT }

**SHARE A COMPLAINT ABOUT
SOMETHING THEY ALREADY
MENTIONED.**

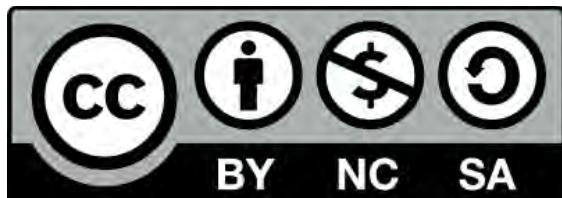
6 TO BE HUMAN

2ND-ARY

CREDITS & LICENSE

Inhuman Conditions was created by Tommy Maranges and Cory O'Brien. Art for Inhuman Conditions is by Mac Schubert. Additional typesetting and layout for this document by Sam Bertin & Tommy Maranges.

This Inhuman Conditions Print & Play is licensed under the Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International License. To view a copy of this license, visit <http://creativecommons.org/licenses/by-nc-sa/4.0/> or send a letter to Creative Commons, PO Box 1866, Mountain View, CA 94042, USA.



YOU ARE FREE TO:

- **Share** — copy and redistribute the game in any medium or format
- **Adapt** — remix, transform, and build upon the game

UNDER THE FOLLOWING TERMS:

- **Attribution** — If you make something using our game, you need to give us credit and link back to us, and you need to explain what you changed.
- **Non-Commercial** — You can't use our game to make money.
- **Share Alike** — If you remix, transform, or build upon our game, you have to release your work under the same Creative Commons license that we use (BY-NC-SA 4.0).
- **No additional restrictions** — You can't apply legal terms or technological measures to your work that legally restrict others from doing anything our license allows. That means you can't submit anything using our game to any app store without our approval. You can learn more about Creative Commons at CreativeCommons.org. (Our license is available at <http://CreativeCommons.org/licenses/by-nc-sa/4.0/legalcode>).