

HOW to PLAY

ARE YOU A ROBOT?

OVERVIEW

Our space colony has been infiltrated by murderous androids who look just like us. We are gradually being replaced by look-alikes! The only way to find out for sure if someone is a robot is by shooting them with your laser pistol. Our only hope is to destroy the robots one by one!

THREE WAYS TO PLAY

This game works differently depending on the number of players. It is sold in “building block” sets of 3 cards. With one packet, 2 or 3 players can play a two-minute social deduction game, in either of 2 modes. If you combine game sets, more people can play, and with groups of 5 or more, the gameplay extends to multiple rounds.

1) Basic: This the most simple and straightforward version, but it only works with 3 players. In this mode, there is no doubt that a Robot is among us, and the Humans only have one chance to prevail.

We recommend starting with this version.

2) Schrödinger: Now the players must also struggle with the possibility that no one is a Robot. If that's the case, the Humans must agree to shake hands to win.

A second set of cards is needed for Schrödinger games with 3 or 4 players.

3) Extended: This version is for groups of 5 or larger, and requires 3 or more game sets. The Extended version is a longer, more complex game, since multiple rounds become a possibility and a moderator is required to assist with the process of converting one of the Human players into a Robot. As in Schrödinger mode, there's also the possibility that no one is a Robot.

We recommend that all players try the first two modes before playing in Extended mode.

HOW TO PLAY

The gameplay consists of players simply talking, seeking with their questioning to figure out who is hiding the secret of being a Robot. Players can say anything they want — lying is expected. Players must look at the card they are dealt, but are not allowed to show it to anyone else, until events require them to reveal it.

BASIC MODE

Exactly 3 players

Shuffle three cards (2 Humans and 1 Robot) and give one to each player. Each must look at their card. As soon as a Human player is convinced they know who the Robot, they may point at that person and say “ZAP.” The Robot is NEVER allowed to shoot.

- If a Human shoots the Robot, both Humans win.
- If a Human shoots the other Human, the Robot wins.

SCHRÖDINGER MODE

2 to 4 players

In this mode, players must consider the possibility that no one is a Robot. To begin, prepare a deck with as many Human cards as player, then add one Robot card. Shuffle these up and deal one to each player, setting the last card aside without letting anyone see it.

As in Basic mode, the Humans must shoot the Robot in order to win. If, however, no one was dealt the Robot card, the players can only win by concluding that everyone is a Human and agreeing to trust each other. This trust is shown when two players shake hands.

If a handshake occurs, and all players are Human, then everybody wins. But if anyone is a Robot, the Humans lose and the Robot wins. In games with three or four, the Robot wins if any two players shake hands — the Robot need not be included in the handshake to win.

Handshakes are binding upon the whole group and immediately bring an end to the game, so don't let it happen if you don't agree with it. (See “Stop or I'll Shoot!” on the next page.)

HANDSHAKE ETIQUETTE

Humans relax their grip quickly, but a Robot won't let go until the Human realizes they've lost. If two Humans shake and win, it's traditional for them to then high-five.

ARE YOU A ROBOT?
A Social Deduction Micro-Game

With 5 copies of this micro-game, and these extended rules, you can play with up to 10 players!

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LOO-104-B **MADE IN THE USA**

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Design: Andrew Looney
Artwork: David Fesl
Inspiration: Burning Man 2018

LOONEY LABS

a 2-3 minute game for 2-3 players

• 3 player rules also included
• combine copies to play with 4+

EXTENDED MODE

5 or more players

As in Schrödinger mode, begin by preparing a deck with as many Human cards as players, plus one Robot. Shuffle these cards and deal one to each player. Don't let anyone see the final card. Then proceed to play, as described in How to Play and Basic Mode.

AFTER SOMEONE SAYS "ZAP"

The first thing that happens is that the victim reveals their card. If they were a Robot, and it's clear there can be no other Robots, then the Humans win. However, if it is possible that a Robot is still in the game, play continues without delay. No funerals for Robots!

But if the victim was another Human, the following three things happen immediately:

1) Shooter Removed: The shooter is instantly executed for the crime of murder by the station's Automatic Justice System, i.e. they are immediately eliminated from the game.

2) Victim Revived: The victim is also instantly brought back to life by the station's Automatic Medical System, i.e. the person who was shot stays in the game.

3) Human-to-Robot Conversion Procedure Begins: Someone not in the game (typically the first shooter) must now act as a neutral moderator. All Human players will hand over their cards, and a new Robot card will be added to the mix before the cards are shuffled and dealt back out. Again, one card will remain unseen. Existing Robots get to see which player, if any, is converted, although the new Robot does not find out until later who was already a Robot. Instructions for this procedure are contained within the Moderator's Script.

HUMAN VICTORY

To win, the Humans must either destroy all the Robots, or collectively agree that there aren't any, in which case, two must then shake hands. If they were wrong, the Humans lose, otherwise they win.

ROBOT VICTORY

The Robots win if a human shakes hands with anyone and someone in the game is a Robot. They also win if there's just one Human. As soon as a Robot knows that exactly one Human is left, they should declare Robot victory by proclaiming "Robot revolution!" All other Robots should then take up this call, revealing themselves to be on the winning team. But if a Robot gets confused and declares revolution incorrectly, then the Humans win.

MODERATOR'S SCRIPT

Follow this script very closely, as things must happen in the right order to avoid revealing secret information. Don't be thrown by the fact that, at first, there may not be a Robot to open their eyes! You should proceed as if there was one, to avoid giving any information away.

- 1) All players, please hold your card out, face down, and close your eyes.**
- 2) Robots, open your eyes and show me your card. Keep your eyes open and pay attention.**
- 3) I am now collecting all of the Human's cards. Keep your hand out after I take your card.**
- 4) I am now adding in a Robot card, shuffling the cards together, and dealing them back out. I am looking at each card before I place it, face down, into the recipient's hand. When I get to the Robot card, I am showing it to the existing Robot(s).**
- 5) I am setting aside the final card, along with the previously hidden card(s).**
- 6) Robots, close your eyes again.**
- 7) All players, open your eyes and look at your card. The game now resumes!**

OTHER NOTES

Stop or I'll Shoot: Any two players may decide to shake hands, but the result is binding upon everyone, so the handshake must be clear and deliberate. Anyone who disagrees with their decision should take that moment to put a stop to it with their laser gun... or at least threaten to.

Silence Please: Once a player is knocked out, they may continue to observe but are forbidden to comment upon the game in any way. Similarly, bystanders are encouraged to watch but must hold their tongues.

Robots Don't Shake Hands With Robots: The players should know better than to let this happen, but if two Robots shake hands, then the Robots lose.

GAME OVER

If a Human shoots a Robot, and it's clear there can be no other Robots, the Humans win. However, if it is possible that a Robot is still in the game, play continues. If the next-to-last Human is shot by the last Human, the Robots should declare revolution right away. However, if the next-to-last Human gets converted into a Robot, it's considered good form to complete the conversion process and allow them to learn the truth before the Robots declare victory.