

Game by Alexandr Ushan

ARE YOU A HUMAN?

Game rules

 1-6  8+  15 min.

The year is 2025. Robots have long since dominated the Earth. Now it's time to pass the final test to prove that you have nothing but machine oil in your veins and no trace of humanity left. And what better way to do this than to demonstrate your perfect memory?

Components

- 64 Memory cards
- 6 Short Circuit cards

Goal

Earn most victory points to prove that you are a true robot and win the game.

Setup

Shuffle the Memory cards and choose 13 of them at random without looking at them. Add 3 Short Circuit cards, shuffle the 16 cards together and place them face up on the table in a 4x4 grid.

Players have one minute to memorize the cards. After that, the cards are flipped face down.

Randomly decide who will be the first active player for the first round.

Playing the Game

The game takes place over three rounds. Each round proceeds as follows:

1. The player on the left of the active player points at a face-down card on the table.
2. The active player must guess at least one feature on the card and then flip it face up.
3. The active player receives points for correct guesses, see Scoring.
4. The next player on the left becomes the next active player.
5. Repeat steps 1-4 in this manner until all cards on the table are flipped face up.

After that, a new round begins. Reset the game with new cards as per the Setup rules. The player who currently has the fewest points becomes the first player for the new round. In case of a tie, choose randomly.

Whoever has the most points after three rounds is the winner. In case of a tie, all tied players win together.



Card Features

All Memory cards feature various robo-symbols in different colors and numbers. Each card has three features:

- **Type:** battery, gear, tool, bulb
- **Color:** yellow, red, blue, green
- **Number of Objects:** one, two, three, four

Scoring

Points for correctly guessed cards are scored in the following way:

- **1 point** for guessing one feature of the card
- **3 points** for guessing two features
- **6 points** for guessing all three features

Important! If you choose to name two or three features but make an error in at least one of them, you do not receive any points.

Example: It is your turn. The player to your left points to a card and you say "3 Bulbs". You flip the card over and it has 3 Red Bulbs; you score 3 points. If it had 2 Red Bulbs, you would have scored no points.

Short Circuit Cards

If the player on your left points at a Short Circuit card for you and you name it correctly, you don't score any points. Instead, you can immediately choose another card on the table and try to guess its features.

Variants

Team Play

Players split into two teams and each team appoints a Captain. The Captain will be choosing cards for the opposing team and guessing the cards chosen for their team. The team will be able to suggest answers. The rest of the game is played in the normal manner. Players can take turns being the Captain.

Solo Play

The goal is to score as many points as you can. You will decide which cards to guess. Correctly guessed Short Circuits give you 1 point.

5+ Players

For larger groups you can decide on the number of cards to use. Add at least two Short Circuit cards to the stack. Place the cards in any layout you prefer.

Difficulty Level

The 4x4 grid with 16 cards is the basic setting for the game. You can decide to use more or fewer Memory cards and place them in any layout, as well as adding any number of Short Circuit cards. The game becomes easier with fewer Memory cards and more Short Circuit cards.



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