Game by Alexandr Ushan

ARE YOU A HUMAN?

Game rules

👥 *2–5 Players*   🧍 *8+ Age*   🕐 *15 min*

The year is 2025, and 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

- 164 Memory cards
- 6 Short Circuit cards

Goal

Earn most victory points and prove that you are a true robot.

Setup

Shuffle the Memory cards, draw 13 cards and add 3 Short Circuit cards to the stack. Shuffle the 16 cards again and place them on the table face-up in a 4x4 grid.

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

Choose the first player who will take the first turn.

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 the features of the card and then flip it face-up.
3. The active player receives (or not) points for correct guesses, see Scoring.
4. The next player on the left becomes the active player.
5. The turns are repeated in this manner until all cards on the table are guessed and flipped back face-up.

After that, a new round begins. Reset the game with new cards, see Setup. The player with the fewest points becomes the first player.

Whoever has the most points after three rounds is the winner.
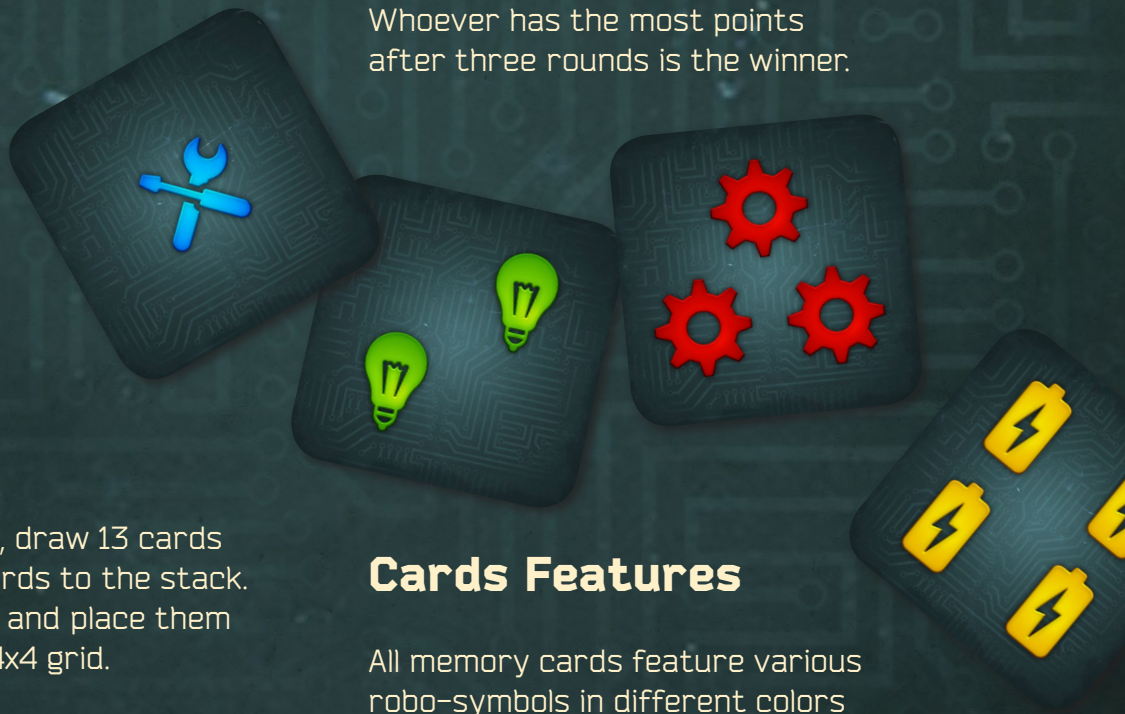
Cards Features

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 one of them, you do not receive any points.

Short Circuit Cards

If the player on your left points at a Short Circuit card 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 appoint a Captain. The Captain will be guessing the cards and 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 the score maximum points. You will decide which cards to guess. Correctly guessed Short Circuits bring 1 point.

5+ Players

For larger groups you can decide on the number of cards to use, but note that the number of cards must be divisible by the number of players. Add at least two Short Circuit cards to the stack. Place the cards in any layout you prefer. Or play the Team game.

Difficulty Level

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