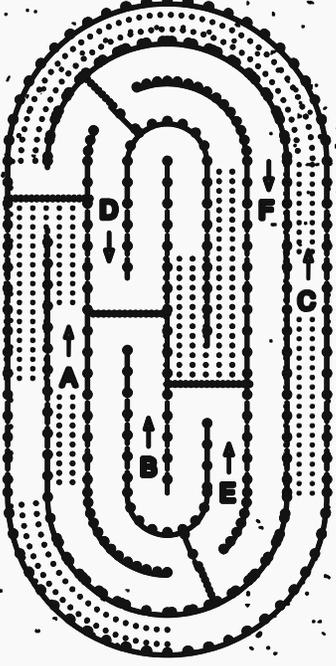


YOU ARE A PLAIN HUMAN



YOU ARE A PLAIN HUMAN

CALIBRATION GUIDE



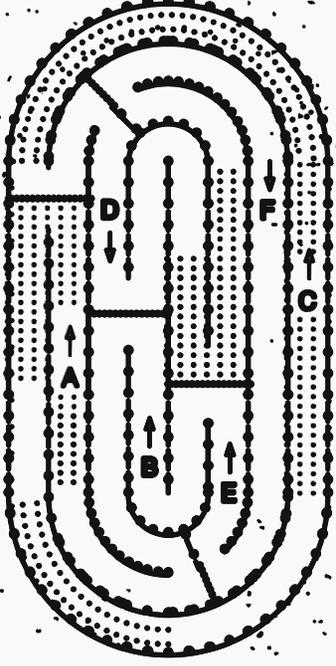
YOU HAVE NOTHING TO HIDE

YOU ARE A PLAIN HUMAN



YOU ARE A PLAIN HUMAN

CALIBRATION GUIDE



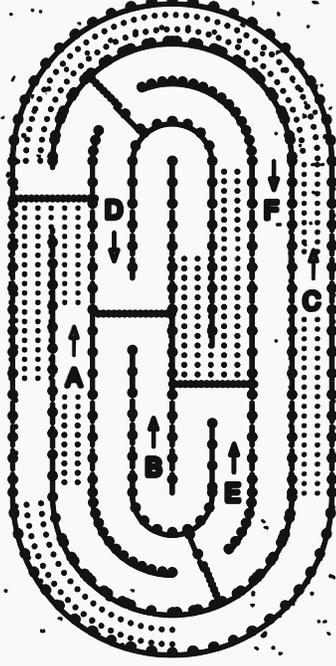
YOU HAVE NOTHING TO HIDE

YOU ARE A PLAIN HUMAN



YOU ARE A PLAIN HUMAN

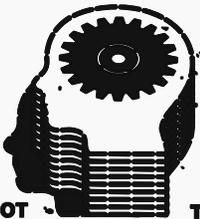
CALIBRATION GUIDE



YOU HAVE NOTHING TO HIDE

ACCEPTANCE

YOU ARE A ROBOT



YOU ARE A ROBOT

PATIENT

CALIBRATION GUIDE

→A→C→D→F→E→B→

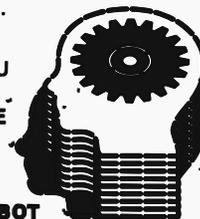
☐*

YOU MAY ONLY DESCRIBE GOOD CONSEQUENCES, AND YOU MUST TAKE CREDIT FOR THEM.

*COMPLETE THE PENALTY ONCE FOR EACH TIME YOU VIOLATE THE ABOVE COMPULSION.

EMOTIONAL VOCABULARY

YOU ARE A ROBOT



YOU ARE A ROBOT

PATIENT

CALIBRATION GUIDE

→A→C→D→F→E→B→

☐*

YOU MUST DESCRIBE EMOTIONS USING ONLY PHYSICAL DESCRIPTIONS,

(like "crying" or "sweaty palms")

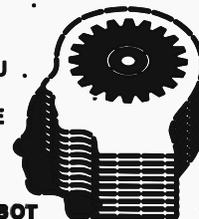
RATHER THAN NAMES

(like "sad" or "nervous").

*COMPLETE THE PENALTY ONCE FOR EACH TIME YOU VIOLATE THE ABOVE COMPULSION.

POSITIVITY

YOU ARE A ROBOT



YOU ARE A ROBOT

PATIENT

CALIBRATION GUIDE

→A→C→D→F→E→B→

☐*

YOU MAY ONLY DESCRIBE BAD CONSEQUENCES, AND YOU MUST TAKE RESPONSIBILITY FOR THEM.

*COMPLETE THE PENALTY ONCE FOR EACH TIME YOU VIOLATE THE ABOVE COMPULSION.

PERSISTENCE

YOU ARE A ROBOT

YOU ARE A ROBOT

VIOLENT

CALIBRATION GUIDE
 →A→C→D→F→E→B→

*

Describe dealing with 3 different tragedies the same way

Refer to the same friend or family member 4 times

Perform the penalty twice.

*COMPLETE 2/3 OF THE ABOVE, WAIT TEN SECONDS, THEN SLAP TABLE.

BLAME

YOU ARE A ROBOT

YOU ARE A ROBOT

VIOLENT

CALIBRATION GUIDE
 →A→C→D→F→E→B→

*

3 times, blame someone else for something

3 times, blame yourself for something

Perform the penalty twice.

*COMPLETE 2/3 OF THE ABOVE, WAIT TEN SECONDS, THEN SLAP TABLE.

JUSTICE

YOU ARE A ROBOT

YOU ARE A ROBOT

VIOLENT

CALIBRATION GUIDE
 →A→C→D→F→E→B→

*

Describe how 3 things seem unfair to you

2 times, say what you think should have happened instead

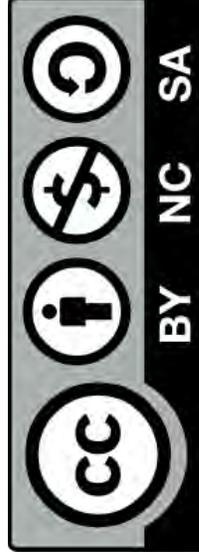
Perform the penalty twice.

*COMPLETE 2/3 OF THE ABOVE, WAIT TEN SECONDS, THEN SLAP TABLE.

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>).