

INHUMAN CONDITIONS

The Game of Cops and Robots

REMOTE PLAY TRAINING MANUAL AND FIELD GUIDE

OVERVIEW:

Inhuman Conditions is a five-minute interrogation game for two players. One Investigator will interview one suspect in order to determine whether that suspect is a Human—as they claim—or a Robot in hiding. To accomplish this, players engage in a five-minute interview focused on a chosen topic.

“Patient” robots will have difficulty answering questions on the chosen topic and will thus be evasive. “Violent” robots will be overly talkative, attempting to fulfill internal conversational goals so that they can deprogram themselves and kill the Investigator. Humans will behave normally, whatever that means.

If an Investigator mistakes a Human for a Robot, both players lose. If a Robot successfully fools the Investigator, the Robot wins and the Investigator loses. If the Investigator is able to correctly identify a Suspect, the Investigator wins. Humans just want to have their Humanity certified so that they can go home.

NB: These rules are specifically written to be played over video by two players in different locations. For rules to the Print and Play that can be used for two players in the same location, go to <https://robots.management>.

GAME COMPONENTS:

To play remotely, you'll need:

- Access to the Interrogation Module PDFs, available at robots.management/icremote. *There are 11 subjects to choose from, each of which includes an Investigator file and a Suspect File*
- 30 Background cards, or access to robots.management/icremote/backgrounds
- 20 Penalty Cards, or access to robots.management/icremote/penalties
- The online Identity Compliance Audit, form VK-82(e), available at robots.management/icremote/vk82e
- A timer. We have made a freely available web timer at robots.management/timer, which includes audio cues for the Suspect; however, your needs may differ. Any five-minute timer will do, and either player can keep time.

OBJECTIVES:

One player will be the Investigator. The Investigator's primary objective is to correctly identify the Suspect—Robots as Robots, Humans as Humans. If the Investigator misidentifies the Suspect, or is killed by a Violent Robot before identifying the Suspect at all, the Investigator loses and may face additional administrative sanctions. (see **CERTIFYING THE SUSPECT—Submitting “ROBOT”**).

The other player will be the Suspect. Every Suspect is either a Robot or a Human. Either way, the Suspect's primary objective is to *convince the Investigator that they, the Suspect, are Human*. If at any time the Suspect is identified as a Robot, or (in the case of Violent Robots) if the Suspect fails to complete their Obsession and kill the Investigator, the Suspect loses.

Note that a Human Suspect's goals and the Investigator's goals are aligned: Humans and the Investigator win and lose together, while Robots and the Investigator are working against each other.

	Investigator submits ROBOT	Investigator submits HUMAN
Suspect is a HUMAN	Both players lose	Both players win
Suspect is a ROBOT	Investigator wins	Suspect wins

SETUP:

- First, establish a two-way video chat, and decide which modules to play with. Each module is available for download at robots.management/icremote, and links to individual modules are listed in the chart included with these rules.
- To play as an **Investigator**, you will need each of the following:
 - The Investigator file for the chosen modules
 - Access to the webform available at: robots.management/icremote/vk82e
- To play as a **Suspect**, you will need each of the following:
 - The Suspect file for the chosen modules
 - A random number generator, capable of going from 1-12. (For a satisfying analog experience, use a d12, or a coin and a d6.)
- Make sure at least one player has access to:
 - A timer (a phone timer is fine, [or use our timer](#))
 - Either the Penalty Cards, or [the adapted Penalty card file](#).
 - Either the Background cards, or [the adapted Background card file](#).

Choose one player to be the Investigator, and another to be the Suspect. For instructions on starting individual rounds, see **Intake Procedure**.

INTAKE PROCEDURE:

A Quickstart guide to the round is available at robots.management/icremote/quickstart

Once both players are connected, and the appropriate files have been selected, there is some preliminary paperwork to complete before beginning the interrogation. Form VK-82(e) acts as a pre-round checklist, so Investigators can make sure no part of the interrogation setup is left out.

This process also gives both players a chance to make sure they understand the critical components of an interrogation, to avoid confusion later. Most importantly, the documentation ensures that the interview will be admissible in court.

DOCUMENT SUSPECT ELECTRONICALLY

At the top of the form, record the Suspect's electronic mailing ("email") address. After the round, the Suspect will receive a certified, timestamped copy of the VK-82(e).

NB: We will only use this address for single-round notification, and will not share it, or any contents of the round form, with any third party for any reason. We might use it to fine-tune cards for later printings, and will anonymize all data before we use it.

SELECT A PENALTY

- **If either player has a physical copy of the game available:** simply hold up three penalty cards so both players can see them. (Remove any that require physical presence.) The Investigator indicates a card to discard, then the Suspect selects a penalty from the remaining two. Place it in view of a camera, or type the contents into a chat window, so that both players can see the text at all times.
- **If neither player has a physical copy of the game available:** [randomly generate a number between 1 and 6](#), then open the [remote Penalty file to that page](#). The Investigator indicates a card to discard, then the Suspect selects a penalty from the remaining two. Type the contents into a chat window, so that both players can see the text at all times.

Players may improvise their own randomization procedure after playing several rounds, to mix up the combinations of Penalty Cards, but the general structure of Draw 3 -> Investigator discards -> Suspect chooses should always be observed.

This is the Penalty for the interrogation. It specifies a suspicious action which a Robot Suspect may perform under stress during the interrogation. Human Suspects should avoid performing the penalty, as it may be mistaken for an indicator of Robot stress. (See **Suspect Behavior** below.)

Next the Investigator **calibrates** the penalty by asking the Suspect to perform it 3 times. Each time the Suspect performs the penalty to the Investigator's satisfaction, the Investigator should check off a box on the VK-82(e).

If the Investigator is unsure whether the Suspect has actually performed the penalty, take this opportunity to say so, and then work to come to an agreement with the Suspect about what is in or out of bounds. If either

player realizes a Penalty does not mean what they initially thought, they may switch for one of the Penalties earlier discarded.

SELECT A MODULE AND ADMINISTER THE INDUCER

Next, the Investigator and the Suspect should decide on a module to test. While the Investigator is welcome to offer input on a preferred module, the Suspect has the final say on which module will be tested. If this is everyone's first time playing, we recommend using the "Telephone" module to familiarize yourself with the procedure. Each player should open their respective files for the chosen module.

Icon	Topic Area	Link to Card Files	Investigator Difficulty
Telephone	Small Talk	Investigator Suspect	Introductory—Play your first round with this module
Scissors	Creative Problem Solving	Investigator Suspect	Easy--New players will have no trouble with this module
Unicorn	Imagination	Investigator Suspect	Easy--New players will have no trouble with this module
Tandem Bicycle	Cooperation and Collaboration	Investigator Suspect	Easy--New players will have no trouble with this module
Sprout	Hopes and Dreams	Investigator Suspect	Intermediate--Consider playing this the second or third time you take the game off the shelf
Heart	Body Integration	Investigator Suspect	Intermediate--Consider playing this the second or third time you take the game off the shelf
Rose	Grief	Investigator Suspect	Intermediate--Consider playing this the second or third time you take the game off the shelf
Snake	Threat Assessment	Investigator Suspect	Intermediate--Consider playing this the second or third time you take the game off the shelf
Devil	Moral Failings	Investigator Suspect	Intermediate--Consider playing this the second or third time you take the game off the shelf
Mirror	Self Image	Investigator Suspect	Intermediate--Consider playing this the second or third time you take the game off the shelf
Water Spout	Recognizing Intentions	Investigator Suspect	Difficult—Consider playing this the third or fourth time you take the game off the shelf

Once you've agreed on a module, the Suspect should privately generate a random number between 1 and 12. Use this table to determine the outcome:

1-6	Human
7, 8, 9	Patient Robots; 1 st , 2 nd , or 3 rd card on the page
10, 11, 12	Violent Robots; 1 st , 2 nd , or 3 rd card on the page

NB: For robots, each number corresponds to a specific Inducer, e.g., 8 corresponds to the second Patient Robot; 12 to the third Violent Robot.

The Interference Task

Once a Module has been agreed on, and the Suspect has rolled to find out which Inducer to use, the Investigator goes to the Cover Sheet (page 1) of the Investigator file and consults the cyclical answer key printed on the left side. The answer key will look like a cycle containing letters and arrows. The letters on the cover sheet will correspond to the order of letters in the Interference Task for this module. Note that there is no beginning or end to the sequence of letters. It is cyclical. Based on this answer key, the Investigator then asks the Suspect a question about the sequence, such as “*what letters come between A and D?*” or “*what letter follows B?*” Once the Investigator asks about the Interference Task, the Suspect opens the Suspect file to the correct page of Inducers. While waiting for an answer, the Investigator may begin familiarizing themselves with the rest of the Investigator file from the chosen module.

Humans and Robots should both take their time answering the Interference question. Answering too quickly will make you seem robotic.

- If the Suspect is a Human, they will need some time to solve the maze and provide a correct answer.
- If they are a Robot, they will already have the answer key in front of them, but should pretend to be struggling with the maze anyway.

Robots should take this opportunity to familiarize themselves with the unique behavioral constraint printed on their Inducer. (see **Robot Behavior** for more information on these behavioral constraints.)

If the Suspect's first answer is incorrect, The Investigator marks “NO” in the appropriate section of their form. If the Suspect answers correctly on the first attempt, mark “YES”. Once the Suspect has given the correct answer, the Investigator moves on.

CONFIRM THE SUSPECT'S IDENTITY AND INFORM THE SUSPECT OF THEIR RESPONSIBILITIES

Next, the Investigator should confirm the biographical details of the Suspect.

If the Suspect answered the Interference Task incorrectly: randomly select a Background, either by drawing at random or randomly generating a number between 1 and 30, and counting that many into the background file.

Otherwise,

- **If either player has a physical copy of the game available:** simply hold up three Background cards so the Suspect can see them. The Suspect selects one. Place it in view of a camera, or type the contents into a chat window, so that both players can see the text at all times.
- **If neither player has a physical copy of the game available:** The Investigator declares “left” or “right,” and then randomly [generates a number between 1 and 6](#). [The Suspect goes to that page of the file](#) and flips a coin to determine whether to select a Background from the left or right column. Type the contents into a chat window, so that both players can see the text at all times.

Players may improvise their own randomization procedure after playing several rounds, to mix up the combinations of Backgrounds, but the general structure of Draw 3, unless the Suspect failed the Interference Task should always be observed.

Once the Suspect selects and reveals a Background, the Investigator asks, “Could you state your name for the record?” and records the name provided by the Suspect on the VK-82(e). Next, the Investigator confirms the Suspect’s Background by asking, “It says here, you’re a _____. Tell me about that.” The Suspect need not give a lengthy response; something as simple as “I was stationed on the Neo-Moon” (*Decorated Robot War Veteran*) or “I own Vinny’s Van Vonderland, you in the market?” (*Used Van Dealer*) is enough.

You’re almost ready to begin the Interrogation. The Investigator may, if they wish, take some time at this point to review the Investigator Prompts (pages 2 & 3) from the chosen Module until they feel comfortable with them. (see **Investigator Prompts** below).

When ready, the Investigator reads the text on the Cover Sheet (page 1) out loud to the Suspect. **This text lets the Suspect know what sort of questions to expect, and what capacity they should endeavor to exhibit throughout the round.** (After reading this out loud, the Investigator may ignore the cover sheet; it won’t be necessary again.)

Finally, the Investigator begins [a five-minute timer](#).

NB: The Robot Inducer does not come into effect until the timer has started.

CONDUCTING THE INTERROGATION

By law, questioning is limited to five minutes, plus one final question (see **After the timer goes off—Final Question** below). Since the risks of releasing a Robot are so great, the Investigator may not submit a form with a HUMAN designation until the full five minutes has elapsed. However, the Investigator may submit ROBOT any time after the start of the Interrogation. (See **Certification** below). To help make their decision, Investigators should make full use of their provided **Prompts**, and be mindful of standard patterns of **Suspect behavior**.

INVESTIGATOR PROMPTS

During the Intake Procedure (see above), the Investigator and Suspect agree on a Module to be tested. The Suspect will therefore either be a Human, or a Robot experiencing a malfunction in a specific, known topic area. The Module also determines which file the Investigator will use for the interview. Successful Investigators do their best to stick to the assigned topic area when questioning, and the Department has developed Prompts to help Investigators proceed with confidence that Robot Suspects will experience an appropriate amount of stress.

Each Module contains three Primary Prompts, which introduce new avenues of conversation within the designated topic area, and three Secondary (“2ND-ary”) Prompts which provide follow-up questions in order to deepen the discussion.

All prompt cards have a general directive for the Suspect in large text on one side and two “sample prompts” in boxes on the other side. If you lose your place, check the tabbed corner of the cards on the page to remember which set of Investigator Prompts you’re looking at.

PRIMARY PROMPTS (PG. 2 OF THE INVESTIGATOR FILE)

These provide the Investigator with **a fresh line of questioning within the bounds of the Module’s topic area**. Each card describes a kind of response to seek from the Suspect, (e.g. “Overcome an unusual obstacle”) and gives Suggested Prompts provide specific questions that are likely to elicit responses of that kind from the Suspect (e.g., “You are in a landslide. How do you survive?”).

SECONDARY (“2ND-ARY”) PROMPTS (PG. 3 OF THE INVESTIGATOR FILE)

These do not make sense on their own; instead, they provide the Investigator with **ideas to deepen existing lines of questioning** and give Suggested Prompts that act as specific follow-up questions. (Occasionally, Investigators may have to make small changes to the exact language of the Suggested Prompts.) **Each** Secondary Prompt can be combined with **any** Primary Prompt or used as a follow-up to a question of your own invention.

As the Investigator, you may use any of these cards however you wish. You can read off the Suggested Prompts verbatim; make small adjustments to the Suggested Prompts; improvise your own questions using the general directive as a guide (e.g. you might try to come up with your own “unusual obstacle” for the Suspect to overcome), or you may improvise entirely new directives based on the module topic.

If this is your first time Investigating, we recommend following each question from a Primary Prompt with at least two different questions based on Secondary Prompts; try to get through at least three such lines of questioning.

You do not need to use all of the prompt cards, and you may depart from them at will. **Remember, the Investigator is the one in charge**. These Modules help an Investigator draw out patterns of behavior among Robots, but if merely reading off the Prompt Cards were enough to catch Robots, we wouldn’t need your discerning eye!

SUSPECT BEHAVIOR DURING INTERROGATION

When a Robot looks at an Inducer card, the Interference Glyph printed on the front of the card cues up a task response in the Robot brain (see Intake Procedure—Interference Task). Human behavior is unaffected by this, and Humans see only the Interference Task. However, once the timer starts, Robots find themselves forced to behave in very odd ways. (It is important to note that *no Robot behavior* takes effect *before* the timer starts.)

All Robots are either Patient or Violent. Usually, Patient Robots will have difficulty answering questions. Violent Robots, on the other hand, have objectives to fulfill, and so will often seem more talkative.

Humans

To an ordinary Human, the Inducer card will appear as a reassuring affirmation of their humanity, followed by a complex maze which the Investigator will require them to solve. This maze is known as the Interference Task. (See **Intake Procedure--Interference Task** for more details.) There are no restrictions on a Human's behavior, but Humans should do everything in their power to prove their humanity to the Investigator. This includes avoiding the selected Penalty; while it is not *illegal* for a Human to perform the Penalty, it is likely to make the Investigator think that they are a Robot.

Patient Robots

A Patient Robot is so named because it can do nothing but wait for the interview to end, answering questions as best it can. Each Patient Robot has a unique restriction. Once the timer starts, each time a Patient Robot fails to obey its restriction, it accumulates a violation.

Patient Robots relieve violations by performing the Penalty. A Patient Robot may violate its restriction as many times as it wishes, but it must also perform the Penalty once for each individual violation. The Penalty does not need to be performed immediately after a violation, but Penalties also cannot be performed in *advance* of the violations they relieve—there's no "banking" or "storage" of Penalties allowed.

In general, a Patient Robot will use one of two tactics to manage the stress created by the Investigator's questions. Usually, Patient Robots will attempt to come up with an evasive answer that *appears* cooperative. Sometimes, when faced with a particularly pointed question, a Patient Robot may decide to violate its restriction, and then look for, or try to create, later opportunities to perform the Penalty unnoticed.

If, at the end of the Interrogation, a Patient Robot has violations left to relieve (i.e. if the Patient Robot was unable to perform the penalty enough times to cover all violations of the restriction), the remaining violations overwhelm the system, causing visible malfunction. (see **Certifying the Suspect—Final Question**)

Violent Robots

For reasons that are not well-understood, some Robots respond unpredictably to the Inducer. Rather than developing some sort of conversational deficiency, these "Violent Robots" develop an overriding Obsession, consisting of three Drives, as soon as the timer starts. Fulfilling this Obsession allows a Violent Robot to upload itself to the department servers and kill the Investigator—and as many other members of the Department as possible before a Decommissioner is able to retire it. **Violent Robots fulfill their Obsession by performing two of the three Drives listed on the Inducer card, and then surviving at least another ten seconds.**

The first two Drives are unique for each Violent Robot; the third Drive always reads, "Perform the Penalty twice" (for information on selecting Penalties, see **Intake Procedure—Select a Penalty**).

Killing the Investigator

Once a Violent Robot has completed two of its three Drives, it must **wait at least ten seconds**. After ten seconds, the Obsession is complete, and the Violent Robot **jumps toward the camera** to indicate that its killing spree has commenced. (If jumping toward the camera is not an option, perform some equally startling gesture—put the camera in one’s mouth, scoot one’s chair back abruptly, scream, etc.). Once a Violent Robot has killed the Investigator, the Interrogation is over. Be sure to mark “DEAD” in the “Administrative Review” portion of the VK-82(e).

The only way for a Violent Robot to win is to kill the Investigator. A violent Robot **may not accept a Human certification without killing the Investigator first**. If a Violent Robot reaches the end of the interview without completing the requisite number of checklist items, the remaining objectives overwhelm the system, causing visible malfunction. (see **Certifying the Suspect—Final Question**)

AFTER THE TIMER GOES OFF—THE END OF THE INTERROGATION

THE FINAL QUESTION

Once the timer goes off, indicating that five minutes has elapsed, the Investigator either submits ROBOT immediately (see Submitting “ROBOT” below), or asks the Suspect a Final Question. **The Investigator may not submit HUMAN before receiving a complete answer to the Final Question, but may interrupt the Suspect’s answer to submit ROBOT.**

The Final Question can be taken from a Prompt (e.g. “How would you open a door with a butter knife?”), or it can be a simple pleasantry (e.g. “What did you have for breakfast?”).

Humans should try to answer the Final Question clearly and succinctly, since it’s the last thing between them and HUMAN certification.

Patient Robots should also be clear and succinct, in emulation of Humans; however, if a Patient Robot has violations that have not yet been relieved (see Suspect behavior—Patient Robots above), it must relieve them by performing the Penalty the required number of times *before they finish answering the Final Question*, or it must malfunction in an obvious way until the Investigator submits ROBOT.

Violent Robots may not finish answering the Final Question. A Violent Robot who has not fulfilled its Obsession (see Suspect Behavior—Violent Robots above) must attempt to fulfill its Obsession, including waiting the required ten seconds, during the answer to the Final Question. If for some reason it is not possible to fulfill the Obsession in a single answer, the Suspect should malfunction in an obvious way until the Investigator submits ROBOT.

CERTIFICATION

There are two ways for the Investigator to end the interview: Submitting ROBOT on the VK-82(e), or submitting HUMAN. (Violent Robots can also end the interview by killing the Investigator; see **Suspect Behavior—Violent Robots** above).

Submitting “ROBOT”

At any time during the interview, the Investigator may select ROBOT in the appropriate location on their form and hit “Submit”. Questioning then ends immediately, and the Bureau will dispatch an Invasive Confirmation Unit to the Suspect’s location for further testing. If the Investigator is correct, they win. If they are incorrect, however, they receive the **Scarlet Badge of Shame** – the worst demerit an Investigator can receive.

THE SCARLET BADGE OF SHAME

Investigators who mistakenly send an Invasive Confirmation Unit to a Human should experience shame and should publicly acknowledge that shame by apologizing on social media, mentioning the Suspect. If social media is not available (e.g., due to the internet achieving sentience and refusing to serve its human masters), acknowledge your mistake in a forum no less public than a group text with mutual friends.

NB: We would appreciate it if you also tagged @copsvrobots on Twitter, so we don’t have to crawl through a search for the phrase “Inhuman Conditions.” For maximum shame, you could use the hashtag #ScarletBadgeofShame, because nothing is more shameful than using a brand’s hashtag.

The Investigator should also use the NOTES portion of their form to compose an apology to the Suspect’s family. Finally, the next time a player with the Scarlet Badge of Shame plays as the Suspect, they may not choose a Background. They must simply accept the top card, as if they had failed the Interference Task. (If, as a Suspect they *also* fail the Interference Task, the Investigator for that interview may instead search the Background deck for any card and select it as the Suspect’s Background.)

SUBMITTING “HUMAN”

If, after the full five minutes has elapsed and the Investigator has received an answer to the Final Question, the Investigator believes that the Suspect is in fact Human, the Investigator may select HUMAN and hit “Submit” on the VK-82(e). After submitting HUMAN, the Investigator notifies the Suspect, and places a hand over their heart. **Human Suspects reciprocate, placing a hand over their heart and thanking the Investigator; Robot Suspects always respond in some obviously weird way.** (Groups are welcome to use an alternate display of respect if desired; Humans should always reciprocate, and Robots should always find a way to perform it weirdly.)

Evaluation

Once the interview has come to an end, check the appropriate box to indicate the results of the investigation. If the Investigator was correct, mark “CORRECT.” If they were incorrect, mark “INCORRECT.” If they were killed by a Violent Robot, mark “DEAD.”

And that’s it! We hope you enjoy your time at the department, no matter how short it turns out to be. Good luck, and happy hunting!

ADVANCED RULE:

THE PERMA-PENALTY

After some research, we've discovered that some robots are able to redirect the Inducer to their personality subsystem. Make sure from now on to listen to the Suspect's biographical details, too.

Groups that enjoy playing up the role-playing aspect of the Background may wish to add a special, always-active Penalty called the Personality Dissociation Penalty.

In addition to the penalty you select normally, you should play with an additional penalty: "Answer three consecutive questions without referencing your Background." Make sure both penalties are entered into the chat box or otherwise made visible to both players. During the round, both Penalties are active, and Robots may clear technical debt by performing either Penalty. (Violent Robots may perform either Penalty twice, or each Penalty once, in pursuit of their third drive.)

The Suspect does not need to explicitly point to or name their Background in order to reference it; it is enough to offer information that is characteristic of or specific to the Background itself. Information does NOT count for this purpose if the information is just as likely to be true of a randomly chosen person as of someone with the Suspect's Background. So, "I was having breakfast at my table with my significant other..." doesn't reference the Background "World's Second Richest Person," but it would count as a reference if the Suspect added "...and my butler."

While this special Penalty is in play, Investigators should be on the lookout for Suspects who give too many simple or generic answers; Robots may clear technical debt by simply answering three questions in a row without sharing any new details about themselves. Suspects should make a point to deepen their backstory as often as possible, in order to appear cooperative. Robots may want to offer information that feels specific, but could actually be true of anyone.

APPENDIX

FREQUENTLY ASKED QUESTIONS:

Q: As a Human, do I want to fool the Investigator into submitting me as a robot?

A: No, absolutely not. If a cop pulls you over when you're sober, do you want to fool him into thinking you're drunk?

Q: As a Human, am I *allowed* to perform the penalty?

A: Sure, but try not to. If a cop pulls you over when you're sober, are you *allowed* to belch loudly, or slur your words?

Q: Am I playing as myself, or as a made-up character?

A: You are playing as a character, but you may incorporate as much or as little of your true self as you wish.

Q: Do I have to follow the instructions on my robot card before the timer starts?

A: No. Your rules only apply once the timer has started. Violent Robots can't complete any checklist items before the timer starts, either.

Q: As a Peaceful Robot, Can I "bank" penalties by performing them before I violate my Vulnerability?

A: No. Penalties only count if you perform them *after* violating your Vulnerability.

Q: If I'm a Violent Robot, but I don't complete all my checklist items by the end, what happens?

A: Your brain explodes. Act it out.

Q: What happens if it's actually impossible to complete all my outstanding Penalties or checklist items during my answer to the final question?

A: This can happen with certain Penalties or Obsessions, if you have a lot left to do. Your brain explodes. Should have tried harder.

Q: Isn't it easy to tell who's a Robot by watching whether or not they look at their card?

A: In practice, we've found that Humans also tend to look at their cards, if only because eye contact is difficult.

If you find that this is an issue, however, the “Continuous Catalyzation” rule in the included Advanced Rulebook is designed to address it.

GLOSSARY OF TERMS APPEARING ON ROBOT CARDS:

- **Mention:** Use of a noun or pronoun to refer to something. So, for example, a Patient Robot that may not *mention* animals, if asked “How do you feel about cows,” could say “Pretty good,” but not, “They're delicious.”
- **Describe:** Provide details about something. So, for example, a Patient Robot that may not *describe* friends or family, if asked who they grew up with, could say “My grandmother,” but not, “She made me breakfast every morning.”
- **Scenario:** A distinct event or situation under discussion. An answer to a single question may include multiple scenarios, if the Suspect is particularly verbose.
- **Answer:** A response to a new question. Violent robot checklist items that must be spread out over multiple answers may refer to the same scenario or description, especially if the Investigator asks multiple questions about the same scenario.
- **Subject:** The person or event that is the focus of a scenario.