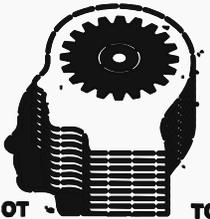


S_I

PEOPLE

YOU ARE A ROBOT
UOY ERA A TOBOR



PATIENT



YOU MAY NOT MENTION OTHER INDIVIDUAL PEOPLE.

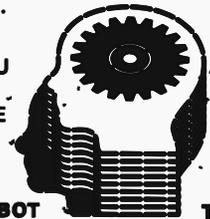
(You may refer to groups.)

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

S_I

INTROSPECTION

YOU ARE A ROBOT
UOY ERA A TOBOR



PATIENT



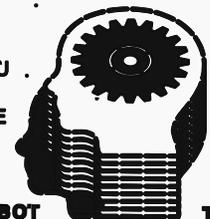
WHEN DESCRIBING YOURSELF, YOU MAY ONLY MENTION PHYSICAL TRAITS. YOU MAY, HOWEVER, MENTION THE EMOTIONAL AND MENTAL TRAITS OF OTHER PEOPLE.

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

S_I

PROCESS

YOU ARE A ROBOT
UOY ERA A TOBOR



PATIENT



YOU MAY NOT SPEAK WELL OF ANY PAST VERSION OF YOURSELF. YOU MAY NOT SPEAK NEGATIVELY ABOUT YOUR PRESENT SELF.

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

S_I

ENVY

YOU ARE A ROBOT

YOU ARE A ROBOT

VIOLENT

CALIBRATION GUIDE

→B→E→F→C→A→D→

*

- 3 times, compare yourself to someone else
- 3 times, ascribe a positive quality to another person
- Perform the penalty twice.

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

S_I

CHANGE

YOU ARE A ROBOT

YOU ARE A ROBOT

VIOLENT

CALIBRATION GUIDE

→B→E→F→C→A→D→

*

- 3 times, compare yourself to another version of yourself
- 2 times, change your answer to a question
- Perform the penalty twice.

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

S_I

GROWTH MINDSET

YOU ARE A ROBOT

YOU ARE A ROBOT

VIOLENT

CALIBRATION GUIDE

→B→E→F→C→A→D→

*

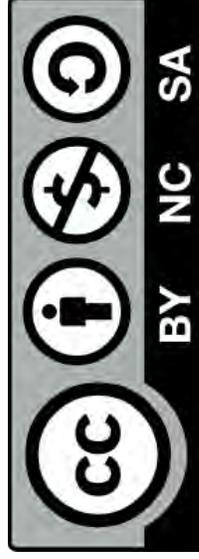
- In 3 scenarios, describe a negative trait that you no longer have
- In 3 scenarios, describe a negative trait in someone else
- Perform the penalty twice.

*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](http://CreativeCommons.org/licenses/by-nc-sa/4.0/legalcode). (Our license is available at <http://CreativeCommons.org/licenses/by-nc-sa/4.0/legalcode>).