



ARE YOU ELECTRIC

— a hidden role playing game by ossian borén —

BETA 1.0

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IMITANT \im'-i-tant \n.

See also **ROBOT** (*antique*): **ANDROID** (*obsolete*):

— Synthetic human with predefined memories.

NEW EUMERICAN DICTIONARY

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— ARE YOU ELECTRIC —

ARE YOU ELECTRIC is a "hidden role" game where two factions, "Humans" and "Imitants" try to figure out which player belongs to what faction. ARE YOU ELECTRIC is also a role-playing game, in the sense that players are encouraged to role-play their assigned characters in a manner that they are comfortable with.

— SET-UP —

Set aside a number of Identity cards from each faction, one less than the number of players (with 4 players, take 3 from each faction). Shuffle these cards and deal one to each player face down. Put the rest of the Identity cards back in the box. No player may look at cards in the box.

Put the Conflict cards and Time tokens in the middle of the table.

— IDENTITY CARDS —

Identity cards are secret and may only be looked at by the player until the character is dead or the game ends. Each card has a designated faction and four "memories". Humans and Imitants both share the same set of memories, meaning that if a player has the same memory as you, they are not on your team. When asked about the contents of your memories, you may not directly lie about anything on your card.

Some cards are phrased with a question as their faction ("Am I human?"). These players change faction at the end of the game if there are more of players on their team than the opposing one.

— CONFLICT CARDS —

There are three conflict cards, two "BLANK" and one "RETIRED". Whenever a player chooses to retire another on their turn, they pick up all Conflict cards, then choose two of the cards to keep in their hand and put the other face down. The other player then points at one of the chosen cards. That card is revealed, and if the card says "RETIRED" their character is dead and must give their Identity card to

the player who's turn it is. Players may look at Identity cards they have obtained this way, but must keep them hidden from other players.

— TIME TOKENS —

There are eight Time tokens. These may be taken by the player who's turn it is, one per turn. At the end of the game, each token is worth 1 point if an Imitant has taken them (otherwise 0). If there are no tokens left, the game ends after the current turn.

— TURN ORDER —

During the game players take turns, starting with the the one who most recently questioned their humanity, interrogating each other about their characters' memories. The order is as follows:

1. The player chooses one other player (they may not choose the one who just had their turn), then asks that player any question.
 - *That player is obliged to answer one question. Any follow-up questions and comments from other players may be ignored.*
 - *The players may take advice from other players, even secretly using signals or in private using other rooms, phones, etc.*
2. After the other player has answered, the player who's turn it is may choose to retire the other player (see Conflict cards).
3. Play then goes to the other player, or if their character isn't alive, to the next alive character clock-wise. If there are no more alive characters or time tokens, the game ends.

— GAME END —

When the game ends, all players reveal their Identity cards. The factions are then given points as follows:

- Imitants get 1 point for each living Imitant.
- Imitants get 1 point per Time token they have taken.
- Humans get 1 point for each dead Imitant and each living Human.
- Humans get -1 point for each Human they killed.

The faction with the most points win the game.

— BETA NOTES —

Thank you for trying out ARE YOU ELECTRIC! As this is a beta version, I would love to receive feedback from you. Send your thoughts to ossianboren@gmail.com or DM me on twitter @ossianboren. I especially look for input on the following:

- How long did your game session take? Did it feel like the right length or was it too short or dragged on?
- How many players were in your group, and what factions did they get? Did the game feel balanced between the two factions?
- To what extent did you roleplay your characters?
- In what way did you find the game interesting or fun?



a OSSIAN "CATNIPPED" BORÉN GAME