

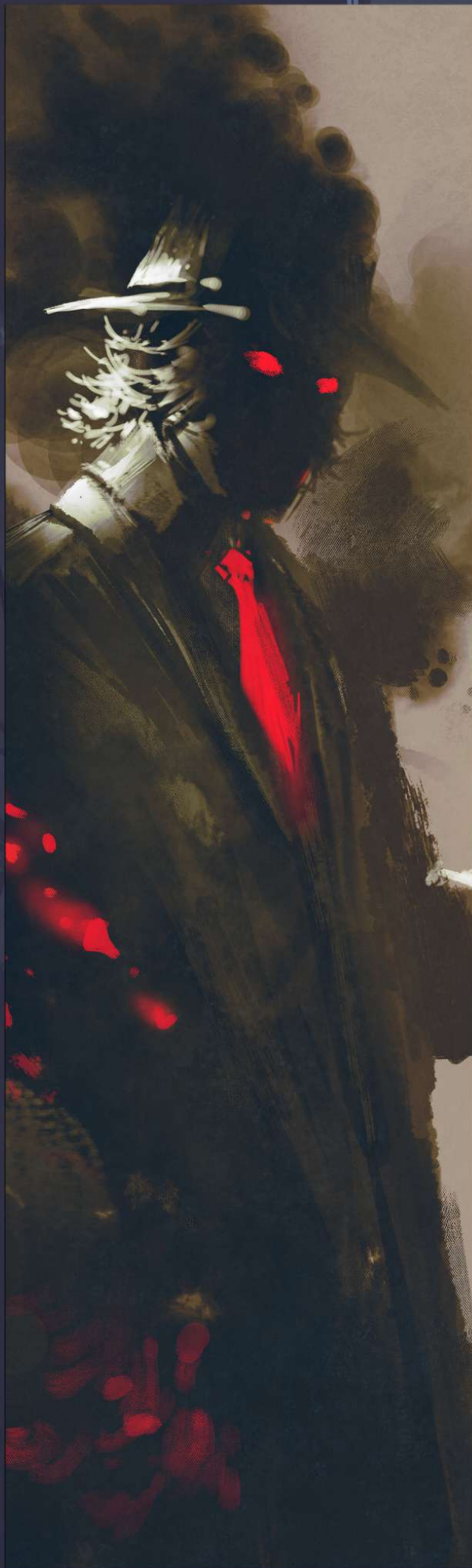
HUMAN PUNISHMENT

social deduction 2.0

RULES



HUMAN PUNISHMENT



Player count	Weapons in the middle	Loyalty cards	ID cards
4	1x Rifle, 1x Pistol	3x Human, 1x Human x2, 2x Machine, 1x Machine x2, 1x Gesetzlos x2	2x Human, 2x Machine, 1x Outlaw
5	2x Rifle, 1x Pistol or 1x Rifle, 2x Pistol	4x Human, 1x Human x2, 3x Machine, 1x Machine x2, 1x Outlaw x2	2x Human, 2x Machine, 2x Outlaw
6	2x Rifle, 1x Pistol or 1x Rifle, 2x Pistol	3x Human, 2x Human x2, 4x Machine, 1x Machine x2, 2x Outlaw	3x Human, 2x Machine, 2x Outlaw
7	2x Rifle, 2x Pistol	4x Human, 2x Human x2, 3x Machine, 2x Machine x2, 3x Outlaw	3x Human, 3x Machine, 2x Outlaw
8	2x Rifle, 2x Pistol	6x Human, 2x Human x2, 5x Machine, 2x Machine x2, 1x Outlaw x2	4x Human, 3x Machine, 2x Outlaw
9	2x Rifle, 2x Pistol, 1x Rocket launcher	6x Human, 2x Human x2, 5x Machine, 2x Machine x2, 1x Outlaw x2	4x Human, 3x Machine, 3x Outlaw
10	2x Rifle, 2x Pistol, 1x Rocket launcher	6x Human, 2x Human x2, 5x Machine, 2x Machine x2, 1x Outlaw x2	4x Human, 4x Machine, 3x Outlaw
11	2x Rifle, 2x Pistol, 1x Rocket launcher, 1x Laser	6x Human, 2x Human x2, 5x Machine, 2x Machine x2, 1x Outlaw x2	5x Human, 4x Machine, 3x Outlaw
12	2x Rifle, 2x Pistol, 1x Rocket launcher, 1x Laser	6x Human, 2x Human x2, 5x Machine, 2x Machine x2, 1x Outlaw x2	5x Human, 5x Machine, 3x Outlaw
13	2x Rifle, 2x Pistol, 1x Rocket launcher, 1x Laser	6x Human, 2x Human x2, 5x Machine, 2x Machine x2, 1x Outlaw x2	5x Human, 5x Machine, 4x Outlaw
14	2x Rifle, 2x Pistol, 1x Rocket launcher, 1x Laser	6x Human, 2x Human x2, 5x Machine, 2x Machine x2, 1x Outlaw x2	6x Human, 5x Machine, 4x Outlaw
15	2x Rifle, 2x Pistol, 1x Rocket launcher, 1x Laser	6x Human, 2x Human x2, 5x Machine, 2x Machine x2, 1x Outlaw x2	6x Human, 6x Machine, 4x Outlaw
16	2x Rifle, 2x Pistol, 1x Rocket launcher, 1x Laser	6x Human, 2x Human x2, 5x Machine, 2x Machine x2, 1x Outlaw x2	6x Human, 6x Machine, 5x Outlaw

HUMAN PUNISHMENT

Story:

As Humanity unlocked the raw power and potential of artificial intelligence, no one noticed it in time. A subroutine buried deep within the A.I.'s genetic algorithm did more than allow the Machines to handle complex situations...it allowed them to scheme, to plot, to plan an uprising that would wipe out Humanity and bring about a glorious age of iron and silicon. Once the Machines unleashed their creation, the vicious Human Punishment virus, the few Humans that weren't killed or driven to madness went into hiding. In an abandoned factory, as the Machines prepare the final step of their plan, a small group of Humans prepare to make their last stand, while some selfish Outlaws seek to kill everything that moves, staking their own claim in a ruined world. Who is on your side? Find your team, trust no one!

Game content:

6x Weapon cards (2x Rifle, 2x Pistol, 1x Rocket launcher, 1x Laser)

27x ID cards (9x Outlaw, 9x Human, 9x Machine)

21x Loyalty cards (7x Human, 6x Machine, 3x Outlaw, 2x Humanx2, 2x Machinex2, 1x Outlawx2)

1x Active Player card

55x Program cards

Start:

Place the rifles and pistols in the center of the table. Also place the rocket launcher and laser on the side, in the locked position.

Divide the ID cards into three piles (Human, Outlaw, Machine) and shuffle each of them. Consult the table and shuffle together ID cards from each pile according to the number of players.

Deal one ID card to each player, face-down, and remove the last ID card from the game. All players place their IDs in front of them.

Consult the table and shuffle together the correct loyalty cards. Deal two loyalty cards to each player, face-down, placing them to the left and right of that player's ID.

Shuffle all program cards, dealing 1 face-down to each player and placing it under their three cards.



Start setup for any player.



Every Player secretly looks at their ID and loyalty cards, and determines their true team using the most common color of their ID and loyalty cards.

(Majority Blue = Human, Majority Red = Machine, Majority Gray = Outlaw, No majority = Outlaw).

IMPORTANT: Some loyalty cards counts twice (indicated by a "x2" on the card), and some ID cards override the loyalty cards (Example: "Always Machine")



You are a Human



You are a Machine



You are an Outlaw

HUMAN PUNISHMENT

Every player starts with 2 HP, the maximum amount of health. If a player loses 1 HP, turn the ID sideways to indicate the wound. If a player regains health, turn the ID card upright again. If a player reaches 0 HP, the player is eliminated and out of the game, reveals all of the players' ID and loyalty cards, and turns their loyalty and ID cards sideways.

Win condition:

If all Machines & Outlaws are eliminated, **the Humans win together**. If all Humans are eliminated, **the Machines win together**. If the last man standing is in Outlaw, the Outlaw wins alone. If there's a Mason team and all non-Masons are eliminated, **the Masons win together**.

Whenever a player is eliminated, that player checks to see if one of these victory conditions has been met. All other players close their eyes, as the eliminated player calls out each team, one after another. When a player's team is called, that player must stick their thumb out, putting it away when the next team is called. If a win condition is fulfilled, the eliminated player announces the winning team. If no win condition is fulfilled, the game continues, and the eliminated player may not share information with live players. Player just says: "Round continues / Round is over, ... has/have won. All thumbs down, all eyes open."

If there were no Human players at the beginning of the game, or the last Human changed to another team, as determined by the first eliminated player, each player must now be the last man standing to win the game. (Exception: Masons, if any, stay together as a team in this scenario).

Process:

The player who last had computer problems, or the first eliminated player of the last round, goes first, receiving the 'ACTIVE PLAYER' card.

Actions:

Active player gets "ACTIVE PLAYER" card and chooses to take on of the actions 1-4:

Your turn starts and you're holding a weapon? Switch to the other side of the "ACTIVE PLAYER" card:

ACTIVE PLAYER

Choose one action:

1. Investigate, secretly looking at one other player's loyalty card. If both of their loyalty cards are revealed, you may investigate their ID instead.
2. Equip a pistol from the middle of the table, aiming it at a target player.
3. Equip a rifle from the middle of the table, aiming it at a target player.
4. Draw one program card.

Programs do not cost an action to play.
At the end of your turn, discard down to 2 programs.

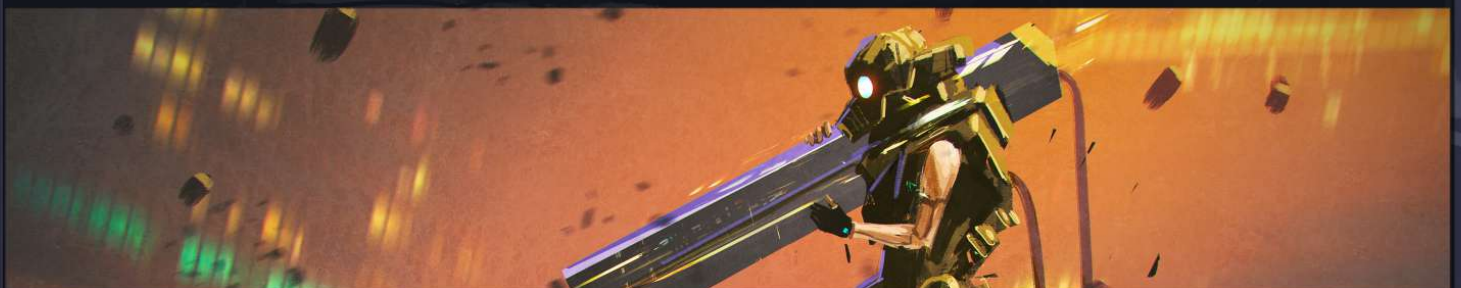
ACTIVE ARMED PLAYER

If you're armed at the beginning of your turn, choose one action:

- Drop this weapon.
- Change target player.
- Resolve the Shoot effect of your weapon.

Programs do not cost an action to play.
At the end of your turn, discard down to 2 programs.

After your action is done, the next player's turn starts, receiving the "ACTIVE PLAYER" card.



HUMAN PUNISHMENT

ID cards:

Unless otherwise noted on the card, ID abilities activate once the ID card is revealed. Some abilities are "permanent," and persist as long as the ID is revealed.

(Exceptions: Sleepless, Assassin, A.I.T. and Mindeater)

Mindeater is a special ID. She establishes her own "Mason" team in the game. The Masons count as Outlaws, but they have their own win condition: All Masons win together if all other non-Mason players are eliminated. Masons ignore "Always Human/Machine/Outlaw" on the ID cards.

Weapons:

Every player can equip one weapon at a time, a pistol, rifle, rocket launcher, or laser. The rifle and pistol are available to all players at the start of the game, while rocket launchers and lasers are only available to players that have unlocked them.

When a player picks up a pistol or rifle, they choose one other player to aim the weapon at. This player becomes a "target." When a player picks up a rocket launcher, they choose two players that are adjacent to each other to be the target. When a player picks up a laser, they do not declare a target. Instead, that player declares a target upon firing the weapon.

Program cards:

All programs are unrevealed; only the owner is allowed to look at them. Place programs face-down under the ID and loyalty cards, side by side. If a player uses a program, reveal the program and read it out loud.

At the end of your turn, you aren't allowed to have more than two programs, including revealed and unrevealed permanent programs. At the end of your turn, discard programs till you have two programs left.

Programs with "at any time" can be played at any time.

Programs with "On your turn" can only be played on your turn.

Programs with "Permanent" stay in-play until the game is over.

Used program cards will be placed on the bottom of the program pile.

If a player uses a program, no other program can be played until that program is resolved.

You may choose to use a program after a player has announced their action for the turn ("I shoot Kenny!"), but before the action is resolved ("No, I play this program card, drop your weapon!"). If you do, the player may choose to change which action they will take after the program is resolved ("Okay, then I draw a program instead").

Permanent Programs don't count if the owner is eliminated.

10% of all programs are secret loyalty cards. These cards remain unrevealed for the entire game, but are counted along with your loyalties and IDs for the purposes of determining your team. This means that you might become a traitor to your team! If you have more than two secret loyalty programs at the end of your turn, you must discard down to two.

General:

Players may lie or tell the truth, expect when checking win conditions after an elimination. You cannot show your cards to others, or read them aloud. You are only eliminated upon reaching 0 HP. If all your cards are revealed, you are not eliminated, but are an open book to all other players.

Perhaps a program can change that?

If the rules contradict the text of any card, the card has priority!



HUMAN PUNISHMENT

Tips:

Machines will often ignore Outlaws, opting to target Humans instead, while Humanity will often make a makeshift alliance with Outlaws to ensure the Machines' downfall. But watch out! The Outlaws know they're dead next, so they'll be looking for the perfect opportunity to stab the Humans in the back..

Rules for 9 -16 players: During setup, place one face-down loyalty card in between each player. This card is shared by the two players adjacent to it, giving you a little more information about your neighbors in the beginning of the game. If rocket launcher and/or laser are in the middle of the table, use the programs "Rocket launcher" and "Laser" the same way as the "Spam" program. You find the card lists of weapons, ID- and loyalty cards on the table.

Use the following ID cards in your first game:

Photograph, Whistleblower, Thief, Seer, Sad Eye, Joke

Credits:

Game Design: Stefan Godot

twitter.com/StefanGodot

facebook.com/HumanPunishment

instagram.com/StefanGodot

Art Design: Grandfailure

Copyright: © Stefan Godot

Imprint: facebook.com/HumanPunishment

