

I'm not a robot

With artificial intelligence getting better and better at recognizing images, it's up to you to prove that there are still some things we can do to raise ourselves above the machines. Your goal will be to make—and solve!—CAPTCHA's to prove, once and for all, that you are not a robot. Your friends, on the other hand...

COMPONENTS

Each player should have:

- ✓ 1 pad
- ✓ Grey masking tiles
- ✓ Checkmark markers, a different color for each player

On the board should also be:

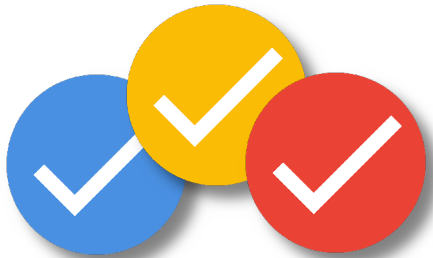
- ✓ A bag of word cards
- ✓ CAPTCHA tokens
- ✓ "I'm Not a Robot" tokens

OBJECTIVE

The goal of "I Am Not A Robot" is to create CAPTCHA's that will be hard enough to fool some of the group, but not so hard that nobody figures it out. Your goal as a guesser, is, of course, to solve the CAPTCHA's your friends draw.

GAMEPLAY

A game consists of three rounds, made up of turns. In each turn, one player is the CAPTCHA artist, and all other players are guessers. A round is completed once everyone has been the CAPTCHA artist once. The player who most recently wrote computer code gets to be the CAPTCHA artist first, and play then proceeds around the table.



END OF THE GAME

The game ends after three rounds. Each CAPTCHA token is exchanged for three "I Am Not A Robot" tokens and the player with the most tokens wins.

BEGINNING OF ROUND

At the beginning of the round, before anyone goes, a 3-word card is drawn from the vocabulary bag and placed in the CAPTCHA prompt. (If there are more than 4 players, use two cards instead of one.) All players must then draw one of those words on their pads, making sure to stick to a clear standard:

- ✓ The drawing must be made from three lines, drawn without picking up the pen from the paper.
- ✓ The drawing must have a clear "inside" and "outside". However, decorations can be drawn anywhere on the page to mislead or misdirect.

Once you're done, cover your entire drawing with the grey masking tiles. It should take 25, in an even square. Then, the turns begin.

EVERY TURN

The artist moves their pad to the center of the table, and removes one masking tile of their choosing. Each guesser must then place *one* of their checkmarks on a square that they believe falls inside the "inside" of the drawing. **Each tile may only have one checkmark, and it's first-come first-serve, so be quick!**

The masking tiles are then removed to reveal who was right. Any player who guessed right receives one "I'm Not a Robot" token. If only *some* players guessed right, the artist is awarded one CAPTCHA token. If, however, no one guessed right, *or*, if *everyone* guessed right, the artist did not produce a sufficient CAPTCHA and does not receive a CAPTCHA token. Play then proceeds to the next player.

If the drawing passes through every square on the pad, the artist may receive one CAPTCHA token for good work, provided more than half the group agrees.

Turns are taken until everyone's drawing has been guessed, and then the next round begins.



BUG REPORTS

Sometimes, CAPTCHA's are too hard. If an artist deliberately leaves too few squares on the inside of their drawing, guessers may choose to file a bug report and confiscate their CAPTCHA token. Such a decision must be unanimous. Be warned, however, that this casts some suspicion on the guessers, who all must forfeit one "I'm Not a Robot" token.



With all these tiles, this game can be a bit balky in Tabletop Simulator. Make sure to check the in-game notebook for some handy hints to keep play hassle-free!