

The Turing Test

A Social Deduction Game of Secrets and Suspicion by Jay Little

9-15 Players / 30 to 45 Minutes / Ages 13+

In 1950, Alan Turing developed the Turing Test, a protocol to distinguish between a person and a machine programmed to behave and respond like a person. Today a new, more sophisticated Artificial Intelligence (AI) has been developed, and its programmer is hosting a dinner party to put this AI to the ultimate test—can they operate in a large social setting without being discovered? By the end of the party, the guests must determine which guests are human and which guests are actually artificial intelligence.

Gameplay Overview

The Turing Test is played in two halves. In the first half of the game, players receive most—but not all—of the information on their role in the game through Background Cards and Trait Cards. Then they have an opportunity to get up, move around, and use Question Cards to initiate conversations with their fellow players to observe their behaviors. Question Cards. At the end of the first half of play, the players re-convene to compare notes and assign a Hunch Token to indicate who they think might be an Artificial Intelligence.

In the second half of the game, players receive one final Trait Card, new Question Cards, and have another opportunity to have discussions with the other players, question each other, and observe guests' behavior. Then, the players convene one last time, discuss and argue their cases for which guests they believe are Artificial Intelligence, and assign Suspicion Tokens.

Finally, everyone reveals the Hunch and Suspicion Tokens given to them by the other players. The players who drew the most suspicion reveal their Trait Cards to see if they are human or AI. If they are AI, the programmer failed. If they are human, the programmer succeeded as his AI passed the Turing Test!

Component Summary

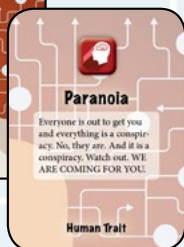
Background Cards (x45)

These cards list a career or profession—the role the player will assume during the course of the game. The bottom of the card provides several ways to customize the career and make the role more distinct, but they are only suggestions; the player is encouraged to be creative and have fun with their role. Background Cards are *public knowledge*.



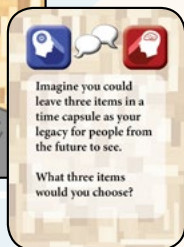
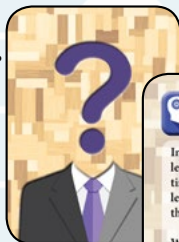
Trait Cards (x75)

There are two distinct types of trait cards—red Human cards and blue Artificial Intelligence (AI) cards. They represent certain behaviors a player must follow or include in their responses when specifically asked a question from another player's Question Card. A player's Trait Cards are *private information* and kept secret from the other guests, but they can be shared with the programmer moderating the game.



Question Cards (x60)

During the two conversation phases of the game, the Question Cards trigger Protocol—ensuring the person being asked the question does their best to reply using their Trait Cards. This allows the asking player to observe the response to the question as part of their Turing Test evaluation. A player's Question Cards can be kept *public or private*, but when the question is asked to trigger Protocol from another guest, it is asked publicly.



Hunch Tokens (x14)

Each Hunch token has an image of an eye on each side for easy sorting. Hunch tokens are used during the first Suspicion phase of the game. These tokens are used to indicate guests who exhibited particular behaviors that caught the attention of the other guests.



Suspicion Tokens (14 sets of 3)

One set of Suspicion tokens includes three tokens with values of 0, 1, and 3. These three tokens are used during the final Suspicion phase at the very end of the game. These tokens are used to indicate which guests are drawing the most attention and may become the focus of discussion for whether or not they are Human or AI.



Player Roles

There are two different types of players in each game of The Turing Test. One player serves as the **MODERATOR**, representing the programmer and helping manage and oversee the game to make sure things run smoothly. All of the other players are **GUESTS**, the people at the event who are unwittingly participating in the programmer's elaborate experiment.

Moderator

The moderator's role is an important one, and quite different from that of the other players. The moderator role is a great way for experienced players to teach newer players, but is easy and fun for anyone.

The moderator has three core responsibilities:

- 1. Construct the Trait Deck**
- 2. Track Game Time & Flow**
- 3. Manage Conversations**



These responsibilities are explained in the order in which they occur during the game, marked clearly with the square Moderator icon shown here.

[For more seasoned players, there is a variant in which the moderator is an active player cast in the role as the programmer, which allows them to monitor and adjust the AI during the game. See the variants listed at the end of the rules for more information.]

Guests

Everyone other than the moderator assumes the roles of various people engaged in the Turing Test. They interact with each other, asking questions and observing behavior while trying to narrow down their suspicions on who may or may not be Artificial Intelligence.

To help them get into their role, each player has a Background Card which provides a career or profession as well as some suggestions to customize or personalize the background. The Question Cards help start conversations that will allow other players to get into their roles and have an opportunity to use their Trait Cards in their response.

Each guest will be human or AI. Some guests will know from the very beginning of the game that they are human or AI. Other players may not find out until the second half of the game!

Playing the Game

The Turing Test is a game that can require a variety of social interactions, from roleplaying and story telling to improv, diplomacy, and negotiation. For the best play experience, be sure to follow these guidelines.

Find Adequate Play Space

The Turing Test works best when the players have room to move around and split up into groups of two and three to hold conversations. It is helpful to have a central play space like a large table or lounge to convene for discussion, sharing hunches, and casting suspicion. The remaining components should be nearby and accessible to the moderator.

Protocol

The character traits—whether guests are portraying or observing them—are the cornerstone of the game. When one guest uses a Question Card to initiate conversation with another guest, it triggers **PROTOCOL**. *To follow protocol, a player must make an earnest effort and do their best to answer the question while using or roleplaying the behaviors found on their Trait cards.*

It is important to note, while following protocol, players are *not* trying to trick, deceive, or mislead other guests about their traits or identity. That breaks protocol and is not fair play.

However, *outside of protocol*, during casual conversation or when sharing observations with the group, guests do *not* need to exhibit your traits... though it is often fun to do so.

Being Human



If a player has at least 2 red Human Trait cards, that player is Human.

A player may be human from the very beginning of the game, or may not get their second human trait until the second half of the game... in which case, they are just a really quirky human.

As a human, you want to uncover the AI and assign suspicion to them. You also want to find other humans and share information with them to confirm your suspicions.

Being Artificial Intelligence



If a player has at least 2 blue AI Trait cards, that player is AI.

A player may be an Artificial Intelligence from the very beginning of the game, or may not get their second AI trait until the second half of the game... in which case, they just became self aware!

As an AI, you want to deflect suspicion away from yourself or other AI you discover. Be sure to ask your questions; by asking questions, you are spending less time answering questions that trigger protocol.

Remember, you may try to mislead or misdirect people outside of protocol, but during protocol, you *must* play your role and use your traits.

Getting Started

There are two tasks to handle before play begins. The moderator constructs the Trait Deck for play based on the number of guests. While the moderator is doing this, the other players should manage the guest setup.

Construct the Trait Deck

The Trait Deck needs to be built with a specific mix of Human and AI Trait Cards based on the number of guests. Roughly 2/3 of the cards are Human traits and 1/3 of the cards are AI traits. However, the ratio is offset by one AI card to ensure that there is always *at least one* AI present... but there could be more!



The moderator first separates the Human and AI trait cards into two decks and shuffles them. Then, they randomly draw enough cards of each type to accommodate the number of guests, as shown below. The moderator then shuffles the selected Human and AI trait cards together to form the Trait Deck for the current game. Any remaining Trait Cards are returned to the box. *Note: the moderator does not count as a guest when determining the number and mix of Human and AI trait cards in the game.*

# Guests	Human Traits	AI Traits
8	15	9
9	17	10
10	19	11
11	21	12
12	23	13
13	25	14
14	27	15

Remember, the Trait Deck is based on the number of *guests*. Moderators should not add trait cards for themselves.

Rather than randomly drawing trait cards, veteran moderators may want to pick specific traits for the game.

Guests Setup

While the moderator creates the trait deck, the other players should manage guest setup, which consists of dealing backgrounds and questions to everyone.

Backgrounds. Thoroughly shuffle the Background Cards and deal one to each guest. Return all remaining Background Cards to the box, they will not be used this game. *Alternatively, deal two Background Cards to each player and allow the player to choose their background.*

Questions. Thoroughly shuffle the Question Cards and deal three to each guest. Place the remaining Question Cards in the middle of the central play area where the group convenes to share their observations and cast suspicion.

Suspicion. Give each player one set of Suspicion tokens. A set is comprised of four tokens: one Hunch token featuring an Eye on both sides, then three tokens numbered 0, 1, and 3 on the other side.

Game Sequence

The game follows a simple sequence that, once learned, smoothly runs players through the Turing Test in 30 to 45 minutes. The entire sequence is shown here, followed by detailed descriptions of each step.

- Step 1.** Introduction & Setup
- Step 2.** First Half Mingling
- Step 3.** Sharing Hunches
- Step 4.** Second Half Setup
- Step 5.** Second Half Mingling
- Step 6.** Final Suspicions & Revelations

Step 1. Introduction & Setup

The moderator welcomes guests to the event, possibly providing a backstory for bringing everyone together for the event (a dinner party, a class reunion, a marketing focus group, etc).

The moderator also goes over any special guidelines, such as defining the play space—any places which are off-limits, where the main play area will be, and so on. This is also an opportunity to discuss any topics or behaviors to be avoided.

Background & Question Cards

Shuffle the background and question cards. Then, deal one background card and three question cards to each guest. The moderator does not receive a background or questions—they already have a role: the programmer!

Backgrounds are public knowledge. Question cards themselves may be kept public or private, but all questions are asked publicly.

Trait Card Setup



The moderator deals two Trait Cards to each guest from the specially constructed Trait Deck. The moderator is the only other person besides the guest who can see someone's Trait Cards.

If a guest needs to change a Trait Card—perhaps they don't feel they can act one out or it makes them uncomfortable—the moderator removes the card from play and finds a replacement card of the same type from the unused cards (if the moderator removes a Human Trait, it should be replaced with another Human Trait).

Step 2. First Half Mingling Phase

The moderator sets a timer for 8 minutes. This time can be adjusted as the group sees fit, but 8 minutes is recommended for the first play. The mingling phase is an opportunity for the guests to chat and interact with their fellow guests. The goal is to provide enough time to talk and observe some behaviors, but still create a sense of pressure and possibly not let everyone use all three of their Question Cards in conversation.

During this stage of the game, players are encouraged to be active, get up, move around, talk to different people, and use their Question Cards.

There are three important guidelines to follow:

1. Guests can only gather in groups of two or three people at a time. This keeps groups flexible and manageable for the moderator
2. Each guest can use each Question Card once, to ask that question to one other guest. A player can choose to ask all three Question Cards to the same guest, or split them up amongst multiple guests
3. When a guest uses a Question Card, the person answering must follow Protocol and use their traits in their response

During this time, it is important for the moderator to keep an eye on the guests to make sure the guidelines are being followed. The moderator should be encouraging the guests to mingle and interacting with each other.



If the moderator sees a group split up, they may re-direct those guests to speak with other people. If four guests start to huddle together, the moderator should remind them of the guidelines and break them into two smaller groups.

Essentially, the moderator makes sure people are moving around, groups are rotating and changing, and nobody is left watching from the sidelines.


Step 3. Sharing Hunches

After the timer goes off, the first mingling phase ends. The players gather together to discuss their initial observations and accounts of the other guests. The moderator should allow a few minutes (4 or 5) for this initial gathering to discuss their experience during the first mingling phase.

It is unlikely every player will have had time to interact with every other guest. They have to decide whether or not to take other guests' accounts at face value, after all, AI may be trying to divert attention elsewhere.

Often, players use this opportunity to point out behaviors they observed to the rest of the group, in an attempt to convince them someone is human or AI. The moderator may wish to bring up some of the comments overheard while managing the first half, in order to encourage conversation.

I've Got My Eye on You

Once time expires, players assign their Hunch, featuring the eye  on each side, to another player. This indicates to another guest “I've got my eye on you.” Hunch tokens can be assigned at any time during the phase, but when time expires, everyone needs to assign their Hunch.



Tokens are assigned in full view of everyone. At the end of the game, Hunch tokens count as 1 point of suspicion. The Suspicion tokens at the end of the game have different values.

Hunch tokens can be placed in a general play area, as long as it is clear which tokens were assigned to which guests. Alternatively, the guests may wish to carry assigned tokens with them, perhaps in their pocket.

Step 4. Second Half Setup

As the players prepare for the second half, the guests discard any used question cards, then draw back up to three cards. If there are not enough question cards remaining, shuffle together the discarded cards from the first mingling session to form a new deck.

Once players are familiar with the game, they may wish to ask their own questions rather than follow the question cards. This is fine, but they should still carry three question cards with them to make sure they are tracking how many questions they have asked—and to make sure it is clear when they are triggering protocol with another guest.

Meanwhile, the moderator shuffles the remaining trait cards set aside after initial setup and deals each player their third and final trait.



For some players, this will just be an additional quirk or behavior to incorporate into their conversations. For others, it will finally confirm for them whether they are human or AI.

If the moderator noted any issues with player conduct or ability to follow protocol, now is a good time to make any necessary reminders to the group.

Step 5. Second Half Mingling Phase

The second mingling phase plays out much like the first mingling phase. The moderator sets a timer for 8 minutes, then encourages the guests to start mingling with each other. If there are still guests who have not met or had a conversation, the moderator may suggest arranging the initial groups for the second half.

Step 6. Final Suspicions & Revelations

Once the second mingling phase ends, the players gather together to discuss final observations and compare notes with each other. Often, players use this opportunity to point out behaviors they observed to the rest of the group, in an attempt to convince them someone is human or AI.

The moderator should allow a few minutes (4 or 5) for players to share observations, make arguments, and attempt to deduce who is human and who is AI.

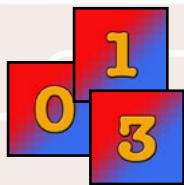
When time expires, players declare their suspicions, following these guidelines:

- All three Suspicion tokens must be assigned
- Each token must be assigned to a different player
- Suspicion tokens are assigned face down

Any Hunch tokens gained earlier in the game are added to Suspicion tokens gained at the end of the game. Once all players have assigned all of their suspicion tokens, and everyone has added any Hunch tokens assigned to them earlier, it's time to reveal who the guests are!

Calculating Suspicion

After all players have assigned their three suspicion tokens to other guests, the players reveal any facedown suspicion tokens they acquired, along with any hunch tokens they were assigned during the game. Players add up the total value of all their Suspicion tokens. Each Hunch token adds one to a player's total suspicion value.



Turing Test Result Revelations

After everyone calculates their total suspicion, the three players with the highest suspicion totals are exposed. But who wins?

That depends on just how many AI there were in the game. Remember, based on how the Trait deck is set up and dealt among the guests, there will always be *at least one* AI—but there could be several.

Starting with the player with the most suspicion (if tied, the moderator chooses), the guests reveal their trait cards one at a time. For the most suspense, players with at least one of each trait can reveal these cards first, leaving the third, determining card for last. If a player reveals two or more blue AI trait cards, that guest was an AI—otherwise, the guest was a human.

Pass or Fail?

To determine the success or failure of the Turing Test, look at the three guests with the most suspicion. If at least two of the three most suspicious guests are AI—or if the lone AI in a game is revealed this way—the programmer's AI has failed the Turing Test and the human guests win.

Advanced Method

For players who take their Turing Test seriously, there is a method to more thoroughly analyze the data gathered to see how well the AI performed during the game. Using this method, for the human guests to win, a certain number of AI need to be caught—have higher suspicion totals than human guests—or they get away with their deception. Count the total number of AI in the game, compared to the number of guests with the most total suspicion based on the chart below. The humans must catch at least as many AI as indicated in the chart to successfully see through the programmer's charade and win the game.

Total AI	Top Suspects	AI Caught	AI Lost
1	2	1	0
2	3	2	1
3	3	2+	1
4	3	2+	2
5	4	3+	2
6	4	3+	3
7	5	4+	3

The Full Reveal

Even though players do not always need to reveal each guest's trait cards to determine a winning or losing side, one of the most entertaining and rewarding parts of the Turing Test is letting each player—from highest to lowest suspicion—reveal their traits. This allows everyone an opportunity to comment on when or how they saw that player use those behaviors during the game or ask questions to clarify why a player gave a certain answer or acted in a particular way during the game.

Commentary

The AI and Human traits are a mixture of different physical, verbal, and behavioral traits. They were carefully considered to balance ease-of-play and entertainment. If someone has difficulty performing a certain behavior or feels uncomfortable portraying a particular trait, the moderator should exchange the trait in question with a new one from the appropriate deck.

"But I know someone like that!"

Nearly every player will know someone who exhibits one or more AI traits featured in the game. Some behaviors are part of the Autism or Asperger's spectrum. The Turing Test doesn't make judgment about these traits—in fact, the designer displays a number of the AI-related traits.

Players may question whether certain human traits should be AI traits and vice versa. In general, the traits found in the Turing Test are more pronounced and easier for players to perform when answering questions. And remember, in the game someone might have one AI trait and still be human based on their other two traits. Players need to be careful about making assumptions based on observing one particular trait.

Player Engagement

With its unique gameplay and ability to accommodate a large number of players, the Turing Test works great as an icebreaker, group activity, class exercise, or party game.

Based on its social nature, the Turing Test excels when players really get into their roles. People who like to act, improvise, roleplay, and tell stories will easily slip into their roles in the game. However, the game is designed to make it easier for anyone, including introverts, to interact with the other players by providing backgrounds, traits, and questions—everyone can still enjoy the Turing Test without having to be uncomfortable in the group setting.

Student Developed & Tested

The Turing Test was first created in the fall of 2015 as a design challenge to come up with a simple, engaging game that an entire classroom full of college students could play at the same time. It was first designed as an icebreaker so the students could get to know each other, but was such a big hit that further development was warranted. Developing the game became part of the curriculum and classwork for a special winter course called *Board Game Production & Processes* at University of Wisconsin—Stout in Menomonie, Wisconsin.

This three week board game course is taught by award-winning game designer Jay Little and gives students an opportunity to learn about game development and production through hands-on experience and insights provided by a variety of people from every cross-section of the hobby gaming industry. Special thanks go to the students of the inaugural class of Winter 2016 for helping develop and playtest the Turing Test over the course of the semester.

Credits & Thanks

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Game Development & Playtesting: Rob Bryngelson, Nathan Ballweg, Hailey Christensen, Nicole Fairchild, David Foust, Grant Hyslop, Travis Listing, Zach Pasterski, Nick Pope, Cole Robinson, Allan Seckora, Dylan Shepherd, Eric Seidl, and Lucas Zerby

Graphics & Layout: Jay Little

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