

# The Turing Test – Print & Play Edition

*A Social Deduction Game of Secrets and Suspicion by Jay Little*

9-11 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.

## Print & Play Protocol Initiated!

Thank you for downloading the Print & Play edition of the Turing Test. It includes enough cards to accommodate a game with 8, 9, or 10 Guests and one Moderator—meaning 9, 10, or 11 total players. This pamphlet outlines some suggestions and tips on making the most out of your Print & Play copy.

*The rules for the Turing Test are included separately in the Print & Play files, or you can download a PDF rulebook from the Turing Test game page on BoardGameGeek.com*

## Component Preparation

Before your first game of the Turing Test, the Print & Play edition must be assembled. Players need to print out the special Background, Trait, and Question cards. Hunch & Suspicion tokens are also needed to play.

## Preparing the Cards

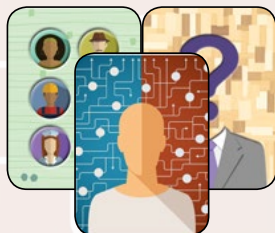
The Print & Play edition contains the following number of each card type.

**Background Cards (x10)**

**Trait Cards (x30)**

**Question Cards (x30)**

All three card types are standard CCG / Poker size cards (2.5" x 3.5"). They can be printed on thicker card stock or on standard paper and sleeved in any CCG compatible card sleeves. If possible, the different cards types should have different colored backs or sleeves for easy identification.



For cards of this size, you can tile print the cards in a 2x3 or 3x3 orientation per sheet of 8.5" x 11" paper to get multiple cards per sheet for easier cutting.

# Hunch & Suspicion Tokens

PDF sheets of Hunch and Suspicion tokens have been provided in the Print & Play edition. The moderator does not need Hunch or Suspicion tokens. Each guest needs a complete set of tokens, which includes one Hunch token and three Suspicion tokens.

## Hunch Tokens

The front and back images for Hunch tokens have the 👁 symbol on both sides. Since the sides are identical and Hunch tokens are public information, they can be easily proxied using poker chips, beads, or other available counters or markers.

## Suspicion Tokens

Suspicion tokens feature a “?” on the back and a value 0, 1, or 3 on the front. In addition to a Hunch token, each guest should start the game with three suspicion tokens, one of each value. Unlike Hunch tokens, Suspicion tokens are hidden information and ideally have a common back.

One way to create Suspicion tokens is to print the Suspicion PDF sheets on adhesive sticker paper and apply the printed sheets to matte board or card stock. Alternatively, the number values could be stickered or written onto poker chips with a common back. You could also use standard playing cards and give each guest a 1 and 3, with a face card (Jack, Queen, or King) counting as the “0” token.



*Hunch  
Back*



*Front*



*Suspicion  
Back*



*Front*

I hope you enjoy the game!

A handwritten signature in black ink, appearing to read 'Jay Shes'.