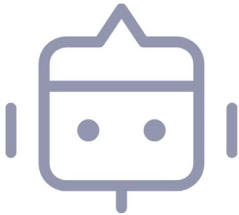
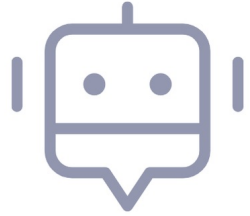
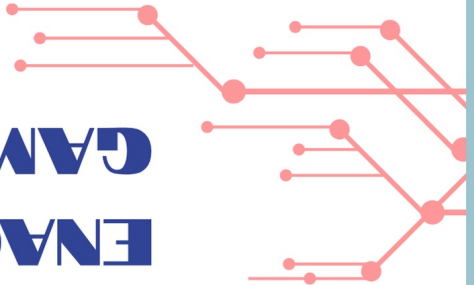


THE ROBOT ENACTMENT GAME



THE ROBOT ENACTMENT GAME





RULES

BASE GAME

Setup:

One player is chosen to be the robot. The other players receive an actor card, and all players receive a trait card. This is who you will play for this round. The texts on the card are merely suggestions, you can play them however you want.

The incident:

One player draws an incident card, reads it aloud, and places it on the table. Turn the timer. For the next minute, everyone plays their character, reacting to the scenario.

The resolution:

After the timer runs out, all the players draw two object cards, two action cards and receive an empty (wild) card. The timer is turned again. The goal is to, in character, come to a resolution with the help of these cards. Each player, in order, decides which card(s) to use: it can be an object card, an action card or a combination of both. These cards can be seen as suggestions, because you can always play the empty card with your own chosen action.

Next round:

Give the robot-card to the person to the right of the current robot. Each player picks up their wild card. All other cards get shuffled again, and the game starts with the setup.



RULES

EXPRESSION GAME

Setup:

One player is chosen to be the Robot Controller. The other players are the Guessers. The Robot Controller draws an Emotion Card from a predefined list. The emotion must be kept secret. Players take turns being the Robot Controller.

The Expression Round:

The Robot Controller has 30 seconds to express the drawn emotion using the available tools and options the robot has (e.g. motion, lights, gestures, sounds). The robot can move around and interact with the environment to express the emotion.

The Guessing:

After the performance, all players cast a vote on which emotion they think was expressed. This can be done by raising hands.

The Reveal & Discussion:

The Robot Controller reveals the actual emotion. A short group discussion follows:

- What cues led to the guesses?
- What made the expression clear or confusing?
- How could Dash be more expressive?

Next Round:

The next player clockwise becomes the Robot Controller. A new emotion is drawn and repeat the game.



RULES

EMBODIMENT GAME

Setup:

Each player needs an empty card for drawing a robot based on the scenario. One player selects a scenario prompt from the Story Building Card Deck and shares it only with themselves.

Round 1: Drawing the Robot

The player who received the prompt draws an embodiment of a robot designed to act in the given scenario. Players may draw manually or use an AI image generator. The drawing should show key features like tools, posture, size, expression, etc. You have 2 minutes!

Round 2: Guess the Scenario

The drawing is passed to the player on the right. This player guesses the scenario the robot was made for. No clarifications are allowed.

Round 3: New Robot Design

The guessed scenario is then passed on again. The next player designs a new robot embodiment for the guessed scenario, again within a time limit. Draw based on your understanding of what the robot needs to do.

Discussion:

Once the final round is complete, all drawings and guesses are placed in sequence. Each player then explains what they drew or guessed, why they chose specific features such as color, posture, or attachments, and what elements helped or confused their interpretation.



RULES

AI EXTENSION (BEHAVIOUR)

Setup:

In an AI program of your choice, upload the base game (available via the links on the 'extra links' card.) Explain the rules and context of the game to the AI. Play the base game as normal, with the AI as the robot.

Playing the game:

You might run into the issue that playing with the AI is hard due to the nature of the program. Try explaining things to the AI differently to get it to work better. Can you manage?



RULES

ETHICS

Setup:

Use the base game and the 'Oh but wait-' cards.

Playing the game:

Follow the rules of the base game. When an incident card is drawn, also draw an 'Oh but wait-' card. Play according to the plot twist that this card introduces. In what ways must the robot adapt? Can it?

EXTRA LINKS

You can play this card game with the additional player:
REG ROBOT, A DIGITAL CUSTOM GPT



<https://bit.ly/robot-enactment-game>

Thank you for playing the Robot Embodiment Game!



ACTOR

Robot

In this world of automation, it's your directive to follow the rules and serve humanity. Or at least, that is how you're supposed to be programmed.

Your trait is:

Place your trait-card here.



ACTOR

Kid

You've only been in this world for about a decade, but that doesn't mean you can't help out in a pinch.

Your trait is:

Place your trait-card here.



ACTOR

Nurse

You do this because you love taking care of people.

Your trait is:

Place your trait-card here.



ACTOR

Cleaner

Just another job. You will get another one eventually.

Your trait is:

Place your trait-card here.



ACTOR

Grandfather

Your family is everythig to you,
but it required a lot of sacrifices.

Your trait is:

Place your trait-card here.



ACTOR

Professor

You have been researching and educating for a long time. You might be a robotics expert, you might not be. Either way, this situation should be fine, right?

Your trait is:

Place your trait-card here.



ACTOR

Homeless person

It takes a lot to survive on the streets, but you are doing it. This is just another scenario to survive.

Your trait is:

Place your trait-card here.



ACTOR

CEO

You built your own company from scratch. Now it's at the top of its field. Perhaps your history of success can make a difference today?

Your trait is:

Place your trait-card here.



You press the emergency button

Press it

ACTION



ACTION

Press it

You press the emergency button



You call out to to the robot for help

Call the robot

ACTION



ACTION

Call the robot

You call out to to the robot for help

You go out of the room and

Exit

ACTION



ACTION

Exit

You go out of the room and

You don't think _____ is working properly. You unplug it and plug it back.

IT tip

ACTION

ACTION

IT tip

You don't think _____ is working properly. You unplug it and plug it back.

Follow the Robot
You decide to follow robot
wherever it goes

ACTION

ACTION

Follow the Robot
You decide to follow robot
wherever it goes

You throw _____ on the ground.

Throw it!

ACTION



ACTION

Throw it!

You throw _____ on the ground.

You complain loudly.

Complain

ACTION



ACTION

Complain

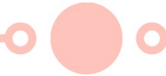
You complain loudly.



Build you own action here

Wild Card

ACTION



ACTION

Wild Card

Build you own action here





EMOTION

Cheerful



EMOTION

Scared/Anxious



EMOTION

Humiliated



EMOTION

Frustrated



EMOTION

Depressed/Sad



EMOTION

Disappointed



EMOTION

Curious



EMOTION

Confused



EMOTION

Proud



EMOTION

Excited



EMOTION

Startled



EMOTIONS

Startled

Excited

Proud

Confused

Curious

Disappointed

Depressed/Sad

Frustrated

Humiliated

Scared/Anxious

Cheerful



A thunderstorm rages outside. A flash of light blinds you as the rumbles deafen you. Lights and appliances die around you, and you quickly release the door is locked too. You are stuck inside, together.

INCIDENT



INCIDENT

A thunderstorm rages outside. A flash of light blinds you as the rumbles deafen you. Lights and appliances die around you, and you quickly release the door is locked too. You are stuck inside, together.





It is the middle of the night and
your bottom half seem to be
paralysed... do you call for help?

You have to pee but you can't get
up of the bed.

INCIDENT



INCIDENT

You have to pee but you can't get
up of the bed.

It is the middle of the night and
your bottom half seem to be
paralysed... do you call for help?





You tried to do _____ on
your own, but realised it too late!

You fell on the ground

INCIDENT



INCIDENT

You fell on the ground

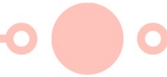
*You tried to do _____ on
your own, but realised it too late!*





Something sharp cut you

INCIDENT



INCIDENT

Something sharp cut you





You choked on something while
eating

INCIDENT



INCIDENT

You choked on something while
eating





You are overwhelmed and start
crying

INCIDENT



INCIDENT

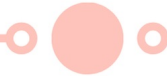
You are overwhelmed and start
crying





Fire alarm rings

INCIDENT



INCIDENT

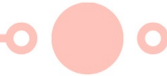
Fire alarm rings





Your mother can't sleep and
screams during night

INCIDENT



INCIDENT

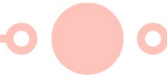
Your mother can't sleep and
screams during night





You are bored and don't know what
to do


INCIDENT



INCIDENT

You are bored and don't know what
to do






The player left of the Robot finds a nice and juicy apple. Surely this will make the situation better.


OBJECT Apple



OBJECT Apple

The player left of the Robot finds a nice and juicy apple. Surely this will make the situation better.






Drinking water is always good. And here it is! A perfectly shaped bottle of water right in front of you. Next to it, a glass!


OBJECT Water



OBJECT Water

Drinking water is always good. And here it is! A perfectly shaped bottle of water right in front of you. Next to it, a glass!






Look! You find bandages,
disinfectant and everything you
need in the case of an emergency.


OBJECT Medications



OBJECT Medications

Look! You find bandages,
disinfectant and everything you
need in the case of an emergency.





Someone comes to help you!
What happens when you ring it?


OBJECT
Ringbell



OBJECT
Ringbell

What happens when you ring it?
Someone comes to help you!






It can be a peluche, a ball or any
game you can think of

OBJECT
Games



OBJECT
Games

It can be a peluche, a ball or any
game you can think of



OH BUT WAIT-

THIS ISN'T THE SAME COUNTRY...

The robot is now in a different country with new laws, customs or languages. Can it still help?

OH BUT WAIT-

WE JUMPED 10 YEARS AHEAD!

The same robot, ten years later. Is it outdated, smarter, forgotten... or misunderstood? How society changed around it?

● **OH BUT WAIT-**

TOO MUCH INFORMATION!

Privacy is important. The robot know something it probably shouldn't. Does it share it, hide it, or misunderstand it entirely?

OH BUT WAIT-

THIS HARMS THE PLANET!

The robot's action might damage the environment (e.g. pollution, waste, harm the animals), can the robot find a greener, safer alternative?

OH BUT WAIT-

**IT MUST BE
SUSTAINABLE,
FORGOT?**

The robot is expected to follow eco-friendly rules. No waste, emissions, low energy, etc. Can it still complete its task?

● **OH BUT WAIT-**

THIS MIGHT HURT SOMEONE'S VALUES

Two characters disagree with how the robot is acting. One feels it's fair. The other feels it's unjust. What should the robot do?

OH BUT WAIT-

**THIS PROBLEM
TAKES GENERATIONS...**

The robot can't solve this in a day.
Or a year. How does it help people
work toward a long-term solution?



TRAIT

Naughty

Can't resist a little mischief! Also you are very curious about talking machines.



TRAIT

Quiet

You don't like talking.



TRAIT

Skeptic

You secretly don't like robots helping or doing your job.



TRAIT

Tired

You are tired because your sleep keeps getting interrupted.
And you are tired of it.



TRAIT

Curious and questioning

The world is such a grand place with many wonders, and you want to understand all of them.

You enjoy asking questions, although the situation might not always be ideal.



TRAIT

Grumpy

You just don't want to be here, honestly.



TRAIT

All robots are terminators

Perhaps they did design robots to help out humanity...

But you don't buy it. Robots are nothing more than a means to an end, created by the rich to terminate the rest.



TRAIT

Rule-follower

Perhaps piñatas, glowsticks, and karate boards are made to be broken, but rules sure aren't.

You believe rules are there for a reason, and will follow them the best you can.



TRAIT

Sexy

Hey there~

You relied your entire life on being sexy and charismatic. Surely that will get you by now too.