BIAS EFFECT
A GAME OF COGNITIVE COMBAT

AUTONOMY

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2-5 Players | 20-40 min. | 18+

You are a world-renowned computer programmer, part of the team responsible for giving us the first android. It's the final stage of programming before sending your creation into the world. Only one thing left to do — give it political beliefs! Unfortunately, your colleagues have different views. Program the "correct" beliefs into your A.I. before it becomes autonomous.
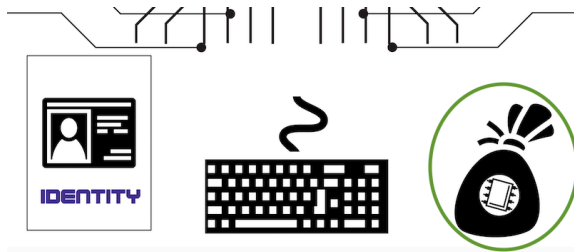
Game Pieces

DATA CHIPS (CHIPS)

Currency used to program beliefs. Acquired by trading in ALGORITHM CARDS or via game events.

DATA BANK (POUCH)

This is where your data chips will be stored. The pouch in your player area belongs to you. The pouch near the top of the game board is the main bank from which you'll withdraw and deposit.

AUTONOMY COUNTER

Every round of play moves the Autonomy Counter forward one space. When it reaches the robot space, the A.I. will become sophisticated enough to control its own beliefs and the game ends.

In a 2 or 4 player game, there is the possibility of a tie. If the AUTONOMY COUNTER advances to the last space and there is no winner, reset it to ROUND 3 and continue play.

IDENTITY CARDS (5)

Your character's political leaning and win condition.

FAR-LEFT — Ensure the A.I. has at least THREE more LEFT beliefs than RIGHT.

LEFT — Ensure the A.I. has more LEFT beliefs than RIGHT. (If 4+ players, must have less than THREE more.)

MODERATE — Ensure the A.I. has an equal amount of RIGHT and LEFT beliefs (but at least ONE of each).

RIGHT — Ensure the A.I. has more RIGHT beliefs than LEFT. (If 4+ players, must have less than THREE more.)

FAR-RIGHT — Ensure the A.I. has at least THREE more RIGHT beliefs than LEFT.

BELIEF CARDS (90)

These are A.I.-generated positions on social issues. Players bid against each other to program or delete these beliefs.
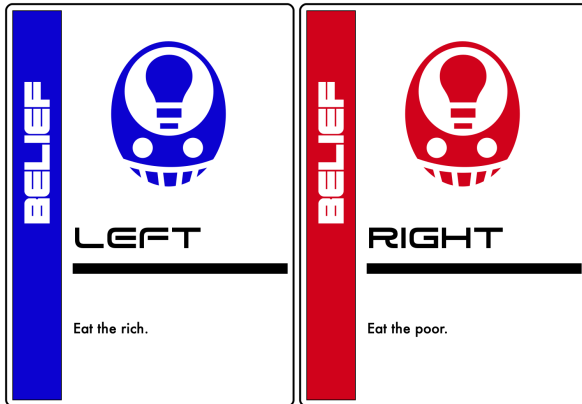
ALGORITHM CARDS (81)

Cards which affect the outcome of play in various ways. They can also be traded in for the amount of CHIPS indicated in the lower right corner.

LIFE CARDS (48)

After you've finished programming or deleting one of the A.I. beliefs, it goes out into the world and things happen to it. These cards indicate what happened and how it will affect gameplay. Every LIFE card has a different effect based on the A.I. composition of beliefs.

For example:

This card tells us that if the A.I. is RIGHT-LEANING, then RIGHT identities GAIN 10 CHIPS each. But if the A.I. is LEFT-LEANING, LEFT identities LOSE 10 chips each. If the A.I. has an equal amount of RIGHT beliefs and LEFT beliefs (or no beliefs at all), we resolve the NEUTRAL option. In this case, nothing happens.

How To Play

NOTE: For best game experience, it is recommended to play while connected to voice/video chat.

Objective

Ensure that when the A.I. reaches AUTONOMY, its composition of beliefs match the win-condition on your IDENTITY CARD.

Setup

At the beginning of each game, each player randomly selects an IDENTITY card and places it face-up in the space provided & draws THREE (3) ALGORITHM cards into their hand (remember to draw another one at the beginning of the round). You'll also find FIVE (5) DATA CHIPS in your POUCH to start.

Set the AUTONOMY COUNTER to ROUND ONE.

Play begins with the player who most recently consumed coffee.

IMPORTANT: We have provided 3 and 5 player set-ups in Tabletopia, but a 2-player game can be played with the 3-player set-up, and a 4-player game can be played with the 5-player set-up by simply discarding the MODERATE identity card in both instances.

2 Player Game: LEFT vs. RIGHT

3 Player Game: LEFT vs. RIGHT vs. MODERATE

4 Player Game: LEFT vs. RIGHT vs. FAR LEFT vs. FAR RIGHT

5 Player Game: LEFT vs. RIGHT vs. FAR LEFT vs. FAR RIGHT vs. MODERATE

FIRST PHASE

1. Each player draws an ALGORITHM card into their hand.
2. Players can now choose to trade ONE (1) ALGORITHM CARD for CHIPS, by discarding it and collecting the trade-in cost indicated on the bottom right of the card, and placing those chips into your POUCH.

SECOND PHASE

3. Flip a BELIEF CARD into the middle and read it aloud.
4. Each player now, in secret, bids some amount (or none) of their CHIPS to gain control of the BELIEF. Right click on your POUCH, access "TAKE" and **HOVER** over the amount of CHIPS you'd like to bid. ***Do not click the amount yet, or you'll reveal your bid to the other players.***
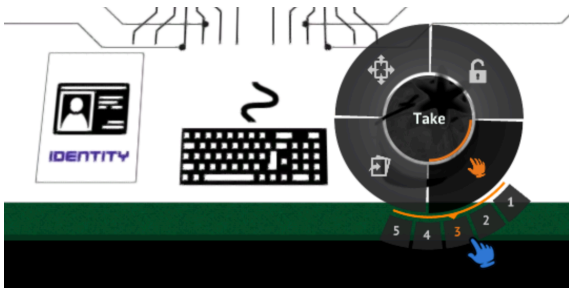
5. When all bids are ready, players reveal them at the same time. Count down and *click* the amount you'd like to bid. The player with the highest bid gains control of the BELIEF card and can either PROGRAM or DELETE it. If the player chooses to PROGRAM the belief, leave it on the table. It becomes a part of our A.I. mind and can only be removed by an appropriate ALGORITHM or LIFE card. If the belief is DELETED, discard it and continue play.
Either way, the player with the highest bid spends the CHIPS they bid into the bank (black pouch), while the other players have their CHIPS returned to their individual pouches.
In the event of a TIE, the belief is deleted. Discard the BELIEF CARD, but the bids of the players who tied are spent.

BIAS EFFECT

Previously programmed beliefs affect future beliefs and make it easier to acquire beliefs of the same type.

When the BIDS are calculated, every programmed LEFT BELIEF grants a bonus of +3 to the LEFT and FAR-LEFT player. While every programmed RIGHT BELIEF grants a bonus of +3 to the RIGHT and FAR-RIGHT player.

IMPORTANT: MODERATES benefit from whichever bonus is higher.

THIRD PHASE

6. Draw and resolve a LIFE card. Resolve only the effect that matches the current state of the A.I. mind. Resolve the RED effect if the A.I. is RIGHT-LEANING, BLUE if LEFT-LEANING, and BLACK if neutral.

FOURTH PHASE

7. Starting with the bid-winner and proceeding clockwise, players may now play an ALGORITHM CARD from their hand. Resolve the effect and discard.
8. This ends the round. Advance the AUTONOMY COUNTER ahead one space and return to **PHASE 1**.
Play continues until the AUTONOMY COUNTER reaches the last space. At that point, gameplay ends and the player who satisfied their win condition wins the game.

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