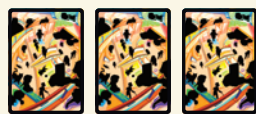


OBJECTIVE +

- ▶▶ Play various **Trait Cards** and analyse the scan results to identify your family members. First to locate all family members wins!

SET UP +

- ▶▶ 1. Choose a Difficulty, then pick the **Hint Cards** according to the number of players.
- 2. Select the **Character Cards** as shown on the **Hint Card**, then shuffle & deal equally to each player. Return the rest to the box. Do the same for the **Family Cards**.
- 3. All players secretly check their dealt **Character Cards**. If any player has 3 or more **Character Cards** of their Family, re-shuffle and re-deal all **Character Cards**.
- 4. Place your **Family Card** and all **Character Cards** from your own **Family** face-up in a row in front of you (Player Area), then place the remaining **Character Cards** face-down in another row above it (Mall Area).
- 5. Shuffle & deal each player 7 **Chip Cards**. Place the rest face-down as a draw pile.
- 6. Discard 1 **Chip Card** of your choice for every face-up **Character Card** in front of you.
- 7. Player with the least **Chip Cards** (and on the rightmost) starts the game.



Mall Area



Your Player Area



Your Hand

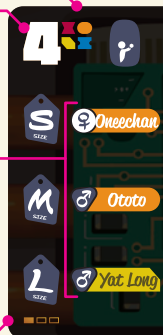
e.g. You have 1 member from your Family at Set Up, so you start the game with only 6 **Chip Cards**.

Required Family Cards

Number of Players

Required Character Cards

Game Difficulty
6 Hint Cards per Level.
Use the ones according to the No. of players.



TURN ACTIONS +

- ▶▶ Each turn, you must do 1 or more of the following actions in any order. You may repeat the same action but must not skip a turn.

A Scan a Specific Target

Play a **Specific Chip Card** next to a face-down **Character Card** in another player's Mall Area. He/she checks that particular **Character Card**, then place your **Specific Chip Card** next to it horizontally if 1 or both Traits matches the Traits of the **Character Card**; otherwise place it vertically.

B Scan a Group of Targets

Play a **Ranged Chip Card** to a player. He/she then checks all **Character Cards** in his/her Mall Area, then place your **Ranged Chip Card** horizontally next to 1 of his/her **Character Cards** that matches the Trait; otherwise place it vertically to the side of the entire row.

C Identify a Target

Discard 1 **Chip Card** from your Hand, then reveal 1 **Character Card**.

- ▶ If it is from your Family, move it to your Player Area and discard all **Chip Cards** next to it. You then draw a new **Chip Card** as a reward.
- ▶ If it is not from your Family, move it to its correct Player Area and discard all **Chip Cards** next to it. Your turn must end immediately.

At the end of your turn, draw a new **Chip Card**. Turn then goes to your left.

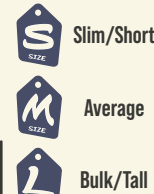
Character Traits

GENDER



Male
Female

BUILD



Slim/Short
Average
Bulk/Tall

AGE



Child
Adolescent
Middle Age
Senior

EXAMPLE +



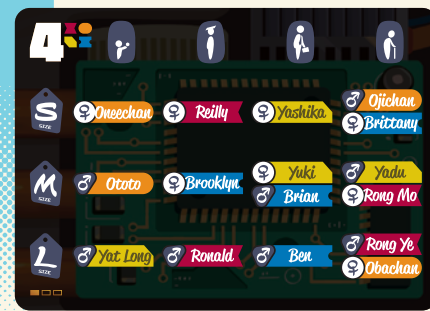
Red's Player Area
Red's Mall Area

+ Horizontal Specific Chip Card:
The Character Card matches 1 or both Traits.

- Vertical Specific Chip Card:
The Character Card matches none of these Traits.

+ Vertical Ranged Chip Card:
None of these Character Cards in the Mall Area matches this Trait.

+ Horizontal Ranged Chip Card:
Out of these 4 Character Cards in the Mall Area, this one matches the Trait.



With the **Hint Card** on the left and the information above, could you identify the rightmost **Character Card**?

Deduction: Given the horizontal Ranged Chip Card, we know the build of the Character is Slim. It is also not a Senior as indicated by the vertical Ranged Chip Card. But to continue we must first deduce the Character on its left. The horizontal Specific Chip Card shows that such Character is either a Child, a Male, or a Male Child; but the vertical Specific Chip Card below eliminates the possibility of it being a Male. Hence, the 2nd character on the right must be a Female Child, Oneechan, which means the Character on the far right must not be Oneechan. It is also not Reilly, otherwise it'd have been placed in the Red's Player Area during Set Up. Hence, the Character on the far right must be Yashika.

GAME END +

- ▶▶ Game ends immediately when any player has all Characters collected in his/her Player Area. That player is the winner!

TIPS +

- ▶ Player can check the **Character Cards** in his/her Mall Area anytime.
- ▶ When the draw pile is empty, shuffle all discarded **Chip Cards** to form a pile.
- ▶ Player cannot skip a turn. One must do at least 1 of the actions: A, B, or C.
- ▶ The no. of **Chip Cards** in your **Hand** only decreases or remains unchanged.
- ▶ If the **Character Card** you reveal in Action C is your Family Member, you may continue to do other actions. This means if the deduction continues to be correct, any player could catch up or even win the game in 1 round.
- ▶ You should first eliminate the Characters in your **Mall Area**. Take advantage of such unique and hidden information for your deduction.
- ▶ This Scientific Human Identification Tool is not able to identify the Gender of non-humans, so the scan on pets and objects will always return "Negative".
- ▶ Unable to draw certain **Chip Cards**? No worry, negative clues are still, clues! In fact, both positive and negative clues give about the same amount of information, but remember, sometimes for the Gender Traits, "not male" does not always mean "female"!
- ▶ If a player made a mistake on the orientation of a **Chip Card**, as a penalty he/she must choose to keep only 1 **Chip Card** in **Hand** and discard the rest. The player who discovered the mistake draw 2 **Chip Cards**. Game continues.



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joined our play-tests

Discussion +

- ▶▶ The background stories on the Family Cards are inspired by the recent history and cultural transformation of Hong Kong: from the British colonial domination to the Imperial Japan invasion; from the influx of Vietnam refugee to the waves of immigration from the mainland China; from interracial to interspecies romance! With the following discussion, we hope to initiate an open exchange on the boundaries and the manifestations of social inclusion.
- ▶ How many genders do humans have? Is gender a subjective opinion or an objective fact?
- ▶ If a stranger assumed your gender or other social labels, would you feel offended?
- ▶ Who is responsible for defining a person's social label? The individual or the people around?
- ▶ Who has the right to determine the political correctness of a label? What are the functions of social labels?
- ▶ Is social labelling a main cause of discrimination? What are the main causes of discrimination?
- ▶ Is the use of politically correct labels or banning it altogether an effective way to eliminate discrimination?
- ▶ Have you ever refrained from discussing certain sensitive topics to avoid being viewed as "Politically Incorrect"?
- ▶ What happens if sensitive social issues are turned into taboos because we are reluctant to talk about them?
- ▶ What happens if the progress of pursuing social inclusion contradicts with the traditional beliefs and the culture of the society? Is it inevitable? What are the possible precautions and remedies?
- ▶ As a member of the society, what actions YOU could take to make a progress towards social inclusion?

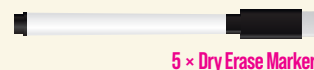
The vibrant and maximalist game art represents our wish for a diverse society, on the other hand, it also visualises the chaos and conflicts surrounding the topic of gender identification and the overcompensation of the pursuit of Political Correctness. We deliberately utilise Logical Deduction Puzzle as the game's core mechanics, hoping that during gameplay players could resonate with the message that: only through rational and open communication and logical judgement based on facts, could we look past the stereotypes of social labels to understand one's true self. If we could communicate openly and earn our respect, we would never need such Scientific Human Identification Tools in our speculative futures!



SCIENTIFIC HUMAN IDENTIFICATION TOOL



MANUAL

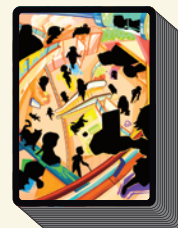


5 x Dry Erase Marker



35 x Specific Chip Card

18 x Ranged Chip Card



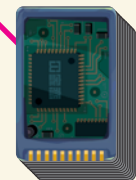
30 x Character Card



18 x Hint Card



6 x Family Card



53 x Chip Card



30 x Character Card + 18 x Hint Card + 6 x Family Card + 53 x Chip Card