

HUMAN ERA

Premise

Human Era is a 4-10 player social deduction game where you and your crew are aboard the last time machine to save space and time from the chaos unleashed by the haphazard time traveling of humans. However, among your crew are machines and cyborgs disguised as humans with their own goals in mind. Achieve your goal of repairing or destroying the space-time continuum before fuel runs out!

Story

Immediately following humans' discovery of time travel, the space-time continuum began to fall apart along with the rest of civilization (great job!). You are all aboard the last time machine, but you are a mixed crew. Most of you are humans, set on repairing the damage your meddling has caused. However, two other races have disguised themselves as humans to sneak aboard your ship to accomplish their own sinister goals. The machines from the horrific future are bent on chaos to preserve their existence. The cyborgs from the near future, half-human half-machine, play both sides of order and chaos to achieve their own goals.

Since the time machine was invented by humans, it is unsurprisingly experiencing technical difficulties- notably the main controls. Landing in one of six eras, the crew needs to democratically decide which members are best equipped to repair spacetime by returning beings to their appropriate eras.

Set Up

First, shuffle the deck and place 10 cards into 2 rows of 5 face down off to the side. These cards will be used to track the rounds throughout the game.

Next, reveal cards one at a time until you have 4 unique beings. Shuffle any duplicates back into the deck. Locate the era that each card belongs in by checking the printed being on the board. Then place each being in the era FURTHEST AWAY from where it belongs (either 3 eras to the right or 3 eras to the left) and orient the card sideways. Sideways orientation indicates that the era is incorrect, in that the being in the era does not match the being printed on the board. For example, place a Neanderthal where a Machine belongs and orient it sideways. Once you have each of the 4 beings placed sideways in eras that they do not belong in, you're ready to deal out the secret identity cards and starting hands.

Deal out the appropriate number of identities and starting hand sizes according to the table below. You may look at your identity and starting hand right away, but do not reveal them to other players.

# of Players	Humans	Cyborgs	Machines	Cards in Hand	Team size
4	2	1	1	3	2
5	3	1	1	3	3
6	3	1	2	3	3
7	4	1	2	3	3
8	4	2	2	2	4
9	5	2	2	2	4
10	5	2	3	2	4

Place the score tracker at 2. The score tracker simply indicates the number of correct eras, as determined by the top being card in that era. ***Eras with no cards in them default to correct.***

How to Play

Democratically decide which player will be the pilot first and give them the pilot tracker and the die.

On the first round, roll the die to determine which era is being travelled to. Before the pilot nominates which players will travel to that era, all players may choose to discard and draw one card (discarded cards are placed face down in the discard pile off the board). Any amount of table talk is allowed including discussing which cards you have. You may not REVEAL any cards in your hand or your show identity card.

Next, the pilot nominates a team of 2-4 players (see table above for player counts). The pilot may nominate themselves in addition to other players. The group then votes simultaneously with a thumbs up or down to approve the team. A tie counts as a fail.

If the vote fails...

Reveal the top card from the deck and place it in the designated era.

If the vote passes...

Each player selected passes one card from their hand face down to the pilot. Once all cards have been submitted, the pilot shuffles them and places them face up in the designated era one at a time, stacking the cards on top of each other such that the name of each card is still visible.

Resolving Paradoxes, Chain Reactions and The Score

Once all cards have been placed in an era (either from the top of the deck or from the team), check the top card in each era.

A paradox occurs if two of the same beings are ever the top card in more than one era. If a paradox occurs, the top card placed stays and the older card is removed. If a new card is revealed by removing a card, that card may create a new paradox (aka a chain reaction). Revealed cards are treated as 'new' and remove any other top card of the same being (even if it was the top card played during that round!).

Ending the Round

To end the round, adjust the score to reflect the number of correct eras. Eras are determined to be correct or incorrect by checking the top card in that era and seeing if it matches the printed being on the board in that era. Orient incorrect cards sideways to help determine which eras are incorrect at a glance. *Eras with no cards in them default to correct.* If you submitted a card this round, draw a new card.

Lastly, determine if a round tracker card is removed:

If the pilot's team was upvoted, remove one round tracker card and place it into the discard pile (start with the left-most card in the first row, removing one card at the end of each round from left to right until the first row is gone, then start with left-most card in the remaining row).

If the pilot's team was downvoted, remove one round tracker card if the top deck card created a paradox. *Do not* remove a round tracker card if the top deck card *did not* create a paradox.

Begin the next round with a new pilot, rotating clockwise from the previous pilot (even if the pilot's team was voted down).

Sabotage

For the remainder of the game, start every round (other than the first) with *Sabotage*. *Sabotage* is the machine's sinister attempt to restore chaos to the space-time continuum. Roll the die to determine which era will be sabotaged. Once the era is determined, place the top card from the deck in that era, resolve any paradoxes, and adjust the score.

Next, roll the die to determine which era the pilot will be travelling to. Continue the remainder of the round.

A Round

A round consists of the following:

1. Sabotage (except for the first turn)
2. Era Selection
3. Discussion / Discard and Draw / Nomination
4. Vote
5. Resolution

How to Win

The game is over when the tenth and final round tracker card is removed (at the end of that round).

Winning Scores at the End of the Game:

Humans: 4, 5, 6

Cyborgs: 3, 4, 5

Machines: 0, 1, 2

Special Win Conditions

-If the score is 6 at the end of any round, the Humans win right away.

-If the score is 0 at the end of any round, the Machines win right away.

-The Cyborgs are unique because of their changing allegiance. If the score is 0 at the end of a round where there are 6 or more round tracker cards, they share a win with the Machines. If at the end of the round there are only 5 round tracker cards remaining, the Cyborgs win if the score is 3. If there are 4 or fewer round tracker cards, the Cyborgs can only win when the final round tracker card is removed.

Additional Rules

-Discarded cards, cards removed by paradoxes, and discarded round tracker cards are placed face down in the discard pile off of the board.

-Reshuffle the discard pile if the deck runs out.

-The game cannot end due to Sabotage (even if it brings the score to 0 or 6). After Sabotage, always resume the round.

Contents

- 66 being cards
- 10 secret identity cards (5 Humans, 2 Cyborgs, 3 Machines)
- 1 board
- 1 die
- 1 score tracker
- 1 pilot tracker