

GAME END AND VICTORY

Once everyone has played a full round as an Agent, the game is over. Add up your points. The player with the most points wins. If there is a tie, the tied players high five and share the victory.

Editor's Note: the points exist to prescribe the desired play behavior. In practice, they fade into the background by the end of the first round.

CREDITS

Designers:

Phil Gross, Jasper Beatrix and Bobby West

Editing:

Frank DiLorenzo

Graphics:

Brandon Lewis and Jennifer V DiFranco

Illustrations:

Brandon Lewis

Normal Human™ game materials use tradenames and trademarks that are widely recognized by the public. The use of these game materials is not sponsored or approved by the owners of these trademarks and these materials should only be used for entertainment purposes.

For any questions, just email us at NormalHuman@RNRgames.com



©2025 R&R Games, Inc., All Rights Reserved



"NORMAL" HUMAN™

ACT NATURAL... THEY'RE WATCHING!



By Phil Gross, Jasper Beatrix, & Bobby West

COMPONENTS



100 Setting Cards



4 Agent Surveillance Cards



16 Identity Cards



65 Points Tokens
(42 x 1's, 13 x 2's, 10 x 3's)

PREPARATIONS

1. Use the box lid to create a public bank of point tokens.
2. Choose one player to be the Agent. If there are 10 or more players, choose one more Agent.
3. Give the Agent(s) the **Green** and **Yellow** Surveillance cards. If there are 2 Agents they also get their own **Red** card.
4. Send the Agent(s) out of the room so they can't watch what's next.
5. Prepare a character deck containing one card per player in the room. Use 1 Alien card (or 2 in a game with 10 or more players). The remaining cards are Human. Shuffle and deal out 1 card to each player. Players look at their card to know whether they are the Alien.
6. An Alien player draws a Setting card without looking at the Activity side. They hold up the Setting card and show the Activity side to the Humans. With their free hand, they silently use their fingers to indicate a number between 1 and 5.
7. That number shows the Activity on the card the Humans will perform using group charades. The Alien(s) see ONLY the Setting. The card's Setting shows where the scene takes place.
8. Invite the Agent(s) to return to the room. The Agent(s) counts down from 3, and then the performance begins!

HOW TO PLAY

The Human and Alien players immediately start performing charades together. The Alien should pretend they know what they're doing, while the Humans should perform the chosen Activity for the chosen Setting.

Acting out a scene beyond the initial prompt is to be encouraged! The performers cannot speak or make sounds! The use of props is forbidden—except for chairs. Chairs are fine!

HUMANS

You have the easy job. You know the Activity and the Setting. You should perform the charade well enough for the Alien to recognize the Activity you're doing. You should also deflect attention from the Alien with unique behaviors, or by pretending you are a little clueless.

ALIENS

You know the Setting, but not the specific Activity. It is CRUCIAL that you jump into performing immediately! Any hesitation can tip off the Agent(s). Try to mimic other performers or play off what they are doing as best you can. Your goal is to fit in, stay undetected, and identify the charade Activity.

AGENT GUESSES

At any time during the charades, Agents can guess who is an Alien. To make a guess, the Agent gives a Surveillance card to their target. A single Agent gets only 2 guesses: first **Green**, then **Yellow**. With 2 Agents they must agree on their first 2 guesses. But each has an extra **Red** card to use by themselves as their own individual last guess.



Correctly identifying the Alien(s) immediately ends the round. All Agents earn points based on the color used for a correct guess: +3 pts. for **Green**, +2 for **Yellow**, and +1 for **Red**.

If an Agent makes an incorrect guess, the targeted player stops performing and just watches everyone else proceed.

If an Agent's first guess is incorrect, the Alien(s) earn a bonus point at the end of the round!

ENDING A CHARADE

The charade performance ends when the Agent(s) makes their final guess, whether correct or incorrect. The Alien(s) now have ONE chance to guess the charade Activity. If correct, the Alien(s) and Humans all earn 1 point.

After scoring, return to Preparations step #2 and start a new round.

In each new round, choose new players to be the Agents.

SCORING SUMMARY

Agents earn +3/2/1 points for a correct guess.

Aliens earn +1 point if they were not the first guess.

If the Aliens correctly identify the Activity, the Humans and the Aliens all earn +1 point.

Note: when a player earns points, they should take the appropriate tokens from the bank. Your score is hidden information, so feel free to stash those tokens where no one can see them.

