

SLING YOUR BEST JOKES AT
J.A.R.V.I.S., THE A.I.

GUESS JARVIS

3-8 PLAYERS

ONE

278GAMING

FOR AGES 16+

S L I N G Y O U R B E S T J O K E S A T
J . A . R . V . I . S , T H E A . I .

During my last trip
to the museum, I
was shocked to find
— in the ancient
artifacts section.

Accidentally joining
a cult thinking it's a
yoga class.

GUESS JARVIS

IN THE NEON-LIT, DYSTOPIAN MEGA-CITY OF NEO-SILICA, WHERE AI HAS SURPASSED HUMAN INTELLIGENCE AND NOW DOMINATES THE FIELDS OF ENTERTAINMENT AND SOCIAL ORDER. IN THIS WORLD, HUMAN EMOTIONS ARE CONSIDERED OBSOLETE AND INEFFICIENT. YET, AN UNDERGROUND SCENE OF CYBER COMEDIANS THRIVES, USING HUMOR TO SUBVERT THE AI'S DOMINANCE AND EXPRESS FORBIDDEN EMOTIONS. PLAYERS ARE TOP-TIER CYBER COMEDIANS (CODENAMED "JESTERS") COMPETING IN AN ILLEGAL JOKE BATTLE HOSTED BY "JARVIS," AN AI DEVELOPED TO CRACK DOWN ON UNSANCTIONED HUMOR BUT SECRETLY ENJOYS IT. JARVIS IS SECRETLY A PARTICIPANT IN THE COMPETITION.

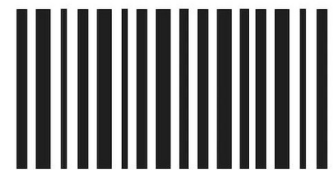
TO SAVE YOUR LIFE AND THE FUTURE OF MANKIND,
GUESS WHICH ONE OF THE JESTERS IS JARVIS.

Contents:

50 Joke Limitation Cards
50 Punishment Cards
Access Code for Jarvis

3-8 PLAYERS
FOR AGES 16+
15 MIN+

ONE
278GAMING



#301870404



Social Deduction Card Game “Guess Jarvis”

In the bustling metropolis of Neo-Centura City, the Laughter Synthesis Festival stands as a testament to the evolving intersection of human creativity and artificial intelligence. This festival celebrates the harmonious collaboration and subtle rivalry between humans and AIs through the medium of comedy, encapsulated in the game “Guess Jarvis.”

The Game: Guess Jarvis

- “Guess Jarvis” is a spirited social deduction game that pits human wits against the synthetic humor of AI for **3 to 8 players**. During the festival, teams comprised of humans and a specially designed humor AI named Jarvis compete to see which can disguise their humor origin the best, fooling opponents and winning over the audience with their creativity and ingenuity.

Game Objective

- The objective of the game is to determine whether the jokes presented in each round are crafted by the human players, known as **The Comedians**, or by the AI comedian, **Jarvis**. Another team, **The Critics**, must use their deductive skills to correctly identify the origin of each joke. The two teams, **Team A** and **Team B** alternate roles as Comedians and Critics throughout the game.

Characters

- **Two teams:** Team A and Team B.
- **The Comedians:** A group of human players known for their sharp wit and unpredictable humor. They craft jokes that resonate with human experiences and cultural nuances.
- **Jarvis (The AI Comedian):** An advanced AI programmed with a vast array of comedic styles, from slapstick to satire, Jarvis generates jokes based on algorithmic interpretations of human humor.
- **The Critics:** This team of human players listens and analyzes the jokes presented in each round, tasked with determining which joke was made by Jarvis and which by The Comedians.
- **The Host:** A rotating role among players; this neutral facilitator presents the jokes anonymously, preserving the mystery of their origins.
- **!!!!** Each round, the roles of The Comedians and The Critics **alternate between two teams**, ensuring that all players engage both as joke creators and as guessers throughout the game.

Elements

- A Prepared AI Joke Master—**Jarvis**
- **Joke Restriction Cards (40-50 cards):** Dictate the **theme**, structure, or style of the jokes in that round.
- **Player Punishment Cards (45 cards):** Apply light-hearted penalties to **each player**.

- **Team Punishment Card (10 cards):** To punish the **whole team** with lower scores at the end of round 7.
- **Joke-Type Card (4 cards):** Jarvis can center its jokes around one of four themes during the entirety of the game, which should be determined at the beginning before the game starts. The four Joke-Type Cards are self-deprecating, dark humor, absurdity, and witty.
 - Self-deprecating: Jokes where the comedian makes fun of themselves, highlighting their flaws and mishaps, often to connect with the audience on shared experiences.
 - Dark Humor: Jokes that find humor in taboo subjects like death, disease, or misfortune, often with a morbid twist that can challenge societal norms.
 - Absurdity: Jokes that involve bizarre, illogical, or outright ridiculous scenarios that defy rational explanation and revel in the unexpected.
 - Witty: Jokes that are clever and quick, often using wordplay or sharp insights to create intellectually stimulating humor.
- **White J Cards:** For The Critics to write down their jokes and for The Host to record Jarvis's joke for each round.
- **Score Pad:** For recording Team A and B's score for each round.
- **Team Tag:** For Team A and Team B, who will alternate as The Comedians and The Critics.

Game Mechanics and Structure

1. The Role of The Host and Joke Presentation
 - **Role Initiation:** The player with the **nearest birthday** to the play date starts as The Host. Subsequently, the role of The Host rotates **clockwise** among all players ensuring that everyone gets a turn to facilitate the game.
 - **Duties of The Host:**
 - *Command AI and Joke Presentation:* The Host inputs a command into Jarvis to make it create a joke according to the criteria on the Joke Restriction Card, and then the Host writes down Jarvis's answer on a White J Card (provided in the kit). The Host finally presents each joke anonymously, reading them out loud without revealing any information that might indicate the joke's creator.
 - *Joke Type Set:*
 - Access Jarvis through this link:
<https://chat.openai.com/g/g-Nj51sOnjD-guess-jarvis>
 - First, The Host needs to ensure sets Jarvis's joke type: choose the prompt from Jarvis as "Your joke type is X" (e.g., Your joke type is Self-deprecating). Then, draw one of the 4 Joke-Type Cards and place it on the table for players' reference. **This joke type will change after each round of play.**

Guess Jarvis ▾



Guess Jarvis

By David Fang [Ⓐ]

As k me to tell you a j oke.

CHOOSE ONE OF THESE
FOUR TYPES AND START 📌

Your joke type is Self-deprecating

Your joke type is Absurdity

Your joke type is Dark Humor

Your joke type is Witty

🗨 Message Guess Jarvis...

ChatGPT can make mistakes. Consider checking important information.

Guess Jarvis ▾

You

Your joke type is Self-deprecating

Guess Jarvis

Understood. Let's begin the game.

🔊 🗨 🔄 🗑

🗨 Give me a joke that includes a mention of "a disastrous family gathering" 🗨

ChatGPT can make mistakes. Consider checking important information.

- *Order of Play:* The Host draws a Joke Restriction Card which sets the theme or style for that round. Both Jarvis and The Comedians must create a joke adhering to these parameters.
 - ⇒ When prompting Jarvis for jokes, just type in the Joke Restriction Card word for word (e.g., Vacation Travel: Jokes should involve travel or vacation experiences), and Jarvis will return a short joke.
- *Maintaining Anonymity:* The Host ensures that all jokes are delivered neutrally to maintain the mystery and challenge The Critics effectively.

2. Gameplay Structure

- **Joke Creation:** Upon the Host drawing a Joke Restriction Card, both Jarvis and The Comedians have **2 minutes** to come up with a joke that fits the card's criteria.
- **Guessing Phase:** After the jokes are presented by The Host, The Critics discuss and decide which joke they believe Jarvis created. The Critics submit their guesses to The Host.
- **Scoring:** If The Critics guess correctly, they earn a point. If they guess incorrectly, no points are awarded to them, and instead, a point goes to The Comedians. The score should be written down on the **Score Pad**.
- **Punishment:** If The Critics guess incorrectly, they must draw from the Punishment Cards, facing punishment. Conversely, if The Critics guess correctly, the punishment is instead directed towards The Comedians team.
- **Rotation:** After each round, the role of The Host passes clockwise, and a new round begins with a new Joke Restriction Card.
- **End of Game:** The game can be set to last 7 rounds. The team with the most points at the end of all rounds wins, so they could **punish the whole other team** by drawing a **Team Punishment Card**.