

GLITCH SQUAD

Instructions

Learn to play at
GlitchSquadGame.com/how-to-play



STORY

Dear forensic investigators of the Glitch Squad,



You have each been assigned a crime scene to analyze! Unfortunately, the office cat—**Glitch**—has accidentally changed the passwords to your team's evidence lockers.

Give your colleagues clues to figure out which pieces of evidence are in their lockers, and eventually guess your locker's password.

Be warned, though! **Glitch** always wants to ~~destroy your career~~ nap on your keyboard and play with your mouse. Some of the clues you send your teammates will get **glitched**.

GOAL

Glitch Squad is a game for 2 teams. Your team wins when each member has guessed the Password to their evidence locker. Passwords are one word objects, for example: "Pickle."



Evidence

Each round, a teammate will write 3 Clues to help you guess a piece of Evidence from your crime scene: the location, the weapon, the victim's hobby, or their profession.



Password

When you guess the Evidence correctly, you'll reveal a letter in your Password.

But be careful! Before you guess, an opponent will take on the role of **Glitch** the cat, and change one of the Clues to confuse you. If you can't guess your Evidence, that opponent reveals a letter in their Password, and each letter gets them closer to winning.

COMPONENTS



13 Forensics Cards



8 Markers
with Erasers



80 Password Cards



9* Password
Sleeves



Glitch
Token



124 Evidence Cards
- 31 Location
- 31 Profession
- 31 Hobby
- 31 Weapon



8 Clue Boards
(erasable)

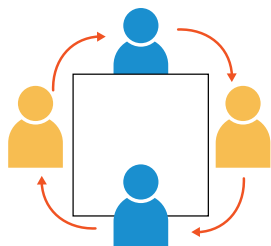


20-Second Timer

*Not pictured: 1 black Password sleeve for the 5 and 7 player variant. (See page 9)

SETUP

1. Glitch Squad is a game for 4, 6, or 8 players.
If you have 3, 5, or 7 players, see the **Variant** sections (page 9)
2. Split into 2 teams: yellow and blue. Sit around the table alternating teams: yellow, blue, yellow, blue
3. Each player takes a Clue board of their team's color and a marker
4. Shuffle the Forensics deck and each of the 4 decks of Evidence cards.
Flip over the top Forensics card
5. Randomly choose a player to be the first player and give them the Glitch token
6. Take a Password card from the box. **You can look at the card, but don't let anyone else see either side of the card**
 - Under the table, slide the card into a Password sleeve of the other team's color with the numbers poking out.
 - Pass the sleeved card face down to your left. **Nobody can look at their own Password**
7. Collectively pick a number between 1 and 6. This game, all of the Evidence and Passwords will be that numbered word on the cards
 - Example: if you choose "2," everyone's Evidence will be the 2nd word on their Evidence card, and everyone's Password will be the 2nd word on their Password card
8. You're ready to begin!



GAMEPLAY

Each round, each player does 3 things:

1. **WRITE CLUES**
2. **GLITCH CLUES**
3. **GUESS EVIDENCE**

Then you start the next round.



1. WRITE CLUES (simultaneously)

- a. Each player draws an Evidence card based on the round (below).
Look at the card but don't let anyone else see it

Round 1	Round 2	Round 3	Round 4	Round 5	...
Location	Profession	Hobby	Weapon	Location	...

- b. On your Clue board, secretly write the Evidence from your card into the Evidence box

- c. Then secretly write 3 Clues about the Evidence. Clues must...

- Be **one word**
- Be real words, and not proper nouns
- Be entirely different words from the Evidence
- Be entirely different words from each other
- The third clue must start with the **letter printed on the Clue board**

- d. When everyone is done writing Clues, fold your Clue board and pass it to the opponent on your left, glitched computer side up

Don't let anyone see what you're writing.

For more examples of permitted Clues, visit GlitchSquadGame.com/FAQ

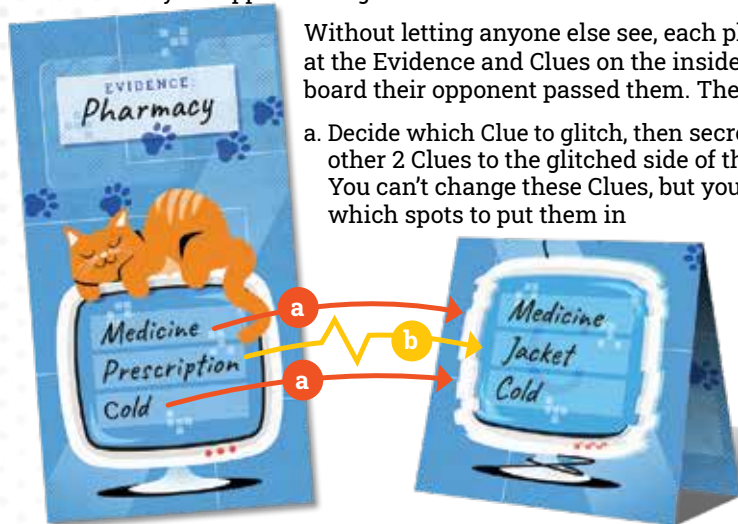


2. GLITCH CLUES (simultaneously)

Now you're playing the role of Glitch, walking across the keyboard and garbling the Clues before they are sent. Your goal is to make the Evidence hard for your opponent to guess.

Without letting anyone else see, each player peeks at the Evidence and Clues on the inside of the Clue board their opponent passed them. Then:

- Decide which Clue to glitch, then secretly copy the other 2 Clues to the glitched side of the Clue board. You can't change these Clues, but you can choose which spots to put them in



- In the remaining spot, glitch a Clue!

Write any word in that spot. Try to mislead your opponent so they can't guess the Evidence!

- If you glitch the third Clue, your word can start with any letter
- Other than that, your word has to follow the normal rules for Clues*

- When all players finish glitching their Clues, place the folded Clue board cat-side up in front of the opponent to guess



Careful: don't let anyone see inside the Clue board, or what you're writing.

*Your glitched Clue also cannot be used to help your team guess your Evidence

3. GUESS EVIDENCE (one player at a time)

Taking turns, each player will have 20 seconds to guess their Evidence. Start with the first player, then proceed clockwise. When it's your turn:

- Flip over the timer
- Flip the Clue board over to the glitched side and read the 3 Clues aloud

Make sure to **flip over** the folded Clue board. **Do not open it.**

- As fast as you can, shout out what you think the Evidence is. Keep guessing until the timer runs out – remember, one of the Clues can't be trusted!
- If your teammate who wrote the Clues hears the right answer, they say "You got it!"

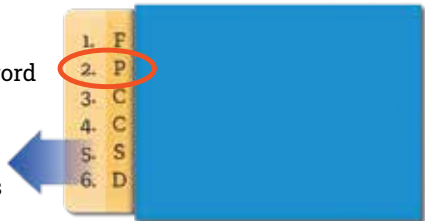
Evidence is always a one or two word phrase. Word order and parts of speech don't matter. Example: "Stamp Collector" works for "Collecting Stamps"

IF YOU GUESS YOUR EVIDENCE RIGHT

- Open your Clue board to confirm the right answer
- Slide out the next letter in your Password

IF TIME RUNS OUT

- Glitch (the opponent to your right) has stumped you! They slide out the next letter in their Password
- Follow the instructions on the revealed Forensics card to investigate which of your Clues was glitched
- You take one final guess
- Open your Clue board to reveal the answer
- If you guessed the Evidence correctly, slide out the next letter in your Password. Otherwise, don't slide out any new letters. Your turn is over



Slide out a letter in your Password

GUESS PASSWORDS (one player at a time)

After everyone has attempted to guess their Evidence, each player may try to guess their Password once. If you want to guess, say what you think your Password is. The opponent to your right looks at the back of your card, where the sleeve is clear and tells you if you're right or wrong.

Passwords are single-word, common objects between 5 and 9 letters long.

IF YOU GUESS YOUR PASSWORD RIGHT

- Flip over your Password card
- For the rest of the game, whenever you would slide out a letter in your Password, choose one of your teammates. That player slides out a letter in **their** Password instead

IF YOU GUESS YOUR PASSWORD WRONG

- You don't get to use the Forensics card next round. Oops!

Once all players have been given a chance to guess their Password, if any team has correctly guessed all of their Passwords, that team wins! If both teams have guessed correctly, both teams win!

ENDING THE ROUND

Finally, get everyone ready for the next round:

1. Discard the Evidence cards
2. Flip over the next round's Forensics card
3. Pass the Glitch token to the left; they become first player
4. Everyone erases their Clue board



THREE PLAYER VARIANT

The yellow team has 2 players and plays as normal. The blue team only has 1 player. The blue player **Glitches Clues** for both of the yellow team players, but doesn't draw Evidence cards, **Write Clues**, or **Guess Evidence**.

1. Yellow team players **Write Clues** as normal
2. Yellow team players hand their Clue boards to the blue player
3. Blue player **Glitches Clues** for both yellow team players
4. Blue player hands each Clue board to the other yellow team player
5. Yellow team players **Guess Evidence** as normal

The teams win as normal. The players slide out letters in their Passwords as normal—except the blue player can slide out up to 2 letters per round (1 letter per yellow team player who is stumped by the glitch).

Guessing the Password: If the blue player guesses their Password wrong, they only get to glitch one of the yellow team players' Clues next round instead of both. The blue player looks at both yellow Clue boards, but only glitches one of them (the yellow team won't know which one is glitched).

ODD PLAYER VARIANT (5+)

Choose 1 player to be the **Private Investigator (PI)**. They are working on their own to win, and get to write a special "Trap Evidence." The PI doesn't **Write Clues**. **The PI glitches the first player's clues, instead of the player to the first player's left.** Everyone else plays as normal.

1. After **Glitching Clues**, the PI also secretly writes down a Trap Evidence on a spare Clue board. The Trap Evidence is a word that the PI wants the guesser to guess while **Guessing Evidence**
2. The PI slides out a letter in their Password if the player with their glitched Clues doesn't guess the correct Evidence in 20 seconds
3. After the timer runs out, the PI also slides out a letter in their Password if the guessing player said the Trap Evidence

Guessing the Password: The PI uses the black Password sleeve. The PI may guess their Password at the end of the round. If they guess correctly, they win. If they guess wrong, they don't get to write a Trap Evidence next round.

CREDITS

Glitch Squad was created in collaboration between Resonym, LabX at the National Academy of Sciences, and Tiltfactor laboratory at Dartmouth College.

The National Academy of Sciences is a private, nonprofit institution that provides expert advice on some of the most pressing challenges facing the USA and the world.

LabX is a public engagement testbed at the National Academy of Sciences that boldly experiments with a variety of creative – sometimes even unorthodox – approaches designed to spark an interest in science.

Founded by Dr. Mary Flanagan, Tiltfactor is a game research and development laboratory at Dartmouth College. Tiltfactor's mission is to create and study games that can make the world a better place.

Game Design: Mary Flanagan and Max Seidman; **Game Concept:** Rick Thomas; **Writing:** Resonym and LabX; **Illustration:** Ann-Sophie De Steur; **Graphic Design:** Spring Yu and Parla Creative; **Additional Design:** Rachel Billings; **Logistics:** Danielle Taylor and Sukie Punjasthitkul; **Community Management:** Jazz Foster; **In-House Playtesting:** Rachel Billings, Josh Po, Momoka Schmidt, and Ainsley Carter; **Videos:** Charlie Laud and Michael Sciortino; **Scientific Advisor:** Tom Albright; **NAS Team:** Mattie Cohan, Ann Merchant, Keri Stoevers, Kate Sutter, and Rick Thomas

FORENSICS

Prosecutors and defense attorneys rely on a wide range of evidence in court, but not all evidence is equally reliable. The truth (if you can handle it) is that certain forensic techniques are much more subject to human bias and error than others, a key piece of information that doesn't always make its way into the courtroom. Glitch Squad's Forensics cards feature some of the most common forensic techniques used around the world; most are there to help solve the case, but they are no substitute for a critical eye!

When she's not causing mayhem in the lab, Glitch can be found roaming the halls of the National Academy of Sciences in Washington DC. It's here where she rubs ankles with the nation's leading forensic experts whose work informed the science behind Glitch Squad.



When using a Forensics card, Glitch (the opponent who glitched the Clues) reveals new information about what they changed.



Forensic Genotyping

Glitch says which Clue they removed.



Toxicology

Glitch points to which Clue they added.

These techniques are scientifically sound with a low risk of human bias.



Fingerprint Analysis



Shoe Print Identification



Ballistic Testing



Tire Track Identification



Toolmark Analysis



Forensic Odontology

You point to a Clue. Glitch says if they added it.

These techniques are judgment-based, and contentious due to lack of validation studies.



Hair Analysis

Glitch points to a Clue that they did not add.



Polygraph (Lie Detector)

Glitch points to a Clue, and claims they added it, but they don't need to tell the truth.

These techniques have largely been debunked by the scientific community.



GAMEPLAY SUMMARY

Each round, every player does 3 things.

1. Write Clues (page 5)

Every player draws an Evidence card and writes 3 Clues to help their teammate guess the Evidence.

Then every player passes their Clues to the opponent on their left.



2. Glitch Clues (page 6)

Every player glitches one of the Clues their opponent wrote, changing it to a new Clue.

Then every player passes the glitched Clues to the opponent on their left.



3. Guess Evidence (page 7)

Each player has 20 seconds to guess their Evidence based on the 3 Clues they were given, knowing that one was glitched.

Then every player can guess their Password.



Evidence marked with a **K** was contributed by backers on Kickstarter