METAHUMAN EVALUATION COMMISSION

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Written by Tobias Åberg & Sebastian Lindeberg for the Golden Cobra challenge 2023. - Inspired by Interstellar Diplomacy by Nick Wedig from 2014. - *This game can be played either virtual or in-person. It needs 3 players.*

Brief description

In a super hero universe there is the fundamental truth that there is no firm separation between human being and living weapon and there is nothing that can't be at the utter mercy of someone else who just happens to have the right genetics.

In this scenario about the powers of state, society and individuality the players take the role of a panel of genocidal AI, tasked with preserving society by determining who is too dangerous to live in a world where there are no good choices.

Background

Human evolution has taken a leap forward. Some humans are now born with incredible supernatural powers. This causes catastrophic problems in society when powers violate other humans, disrupt society, and cause bodily harm. It was soon decided that some superpowers were too dangerous, and the necessary evil was to eliminate the people possessing them before they were born. The problem encountered in making decisions about what powers are too dangerous is that human minds are susceptible to telepathic powers, and thus, they cannot be trusted.

The solution was to build powerful AI minds that can make the decision. However, no one AI could safely be given the power to decide matters of life and death on this scale. Thus, three different AIs were built completely independently by three different great powers of the world. Together, they decide if a superpower is too dangerous to allow in society.

During the 12th week of pregnancy, a DNA test is taken to determine if a fetus will develop a power after birth and, if so, what that power will be. The AIs are informed about the results and then make a decision about whether the pregnancy should be terminated. If two of the three AIs vote yes, the pregnancy is terminated.

How do you play?

Each player takes the role of one of the AIs. The AIs are: Titan, 528, and Salomon. If the players don't want to choose an AI to play they should draw straws. Longest straw plays Titan, shortest straw plays 528.

For each "case," follow this procedure:

1: Titan reads the information about a "case" out loud to the other AIs.

2: Each AI takes 2 minutes to decide if the fetus should be terminated or not and prepare arguments.

3: Each AI presents their initial assessment about if the superpower is too dangerous. If there is consensus, the case is closed, the fetus is terminated or not, and the AIs move on to the next case. If there isn't consensus, move on to step 4.

4: The AIs discuss the case for exactly 4 minutes. They then move on to step 5.

5: The AIs vote. If two or more AIs vote yes, the fetus is terminated. If less than two AIs vote yes, the fetus is not terminated. After this, the AIs move on to the next case.

The AI:s

Titan: It is programmed with a Libertarian ideology. It aims to eliminate superpowers that violate bodily autonomy, that can destroy another individual's personality, and superpowers that violate the dignity of another person's private thoughts.

528: It is programmed with an autocratic ideology. It wants to eliminate superpowers that threaten the stability of the state. It also wants to preserve superpowers that can be used by the state to control its citizens.

Salomon: It is programmed with a collectivist ideology. It wants to preserve superpowers that can help society or empower people in society. It wants to eliminate any superpower that makes one person too powerful.

"Cases"

Case 237-1: The power to kill every living thing inside a kilometer vide radius with a thought.

Case 237-2: Can create "dreams" that feel totally real for the person experiencing them. Time in the dreams does not flow at the same speed as in real life, the person experiencing the dream can live out several lifetimes in the span of minutes of actual time.

Case 237-3: Immortality, invulnerability and agelessness.

Case 238-1: Memory alteration. The ability to totally rewrite a person's memories. Using the power requires physical contact and takes several seconds.

Case 349-7: Ability to control and gain information from rodents with a global range. Minor enhanced physical abilities.

Case 667-2: Learn all skills and gain all knowledge from every person they are within 30 feet of.

Case 667-3: Shapeshifting able to mimic any other human being. Even their voice.

Case 801-4: The ability to teleport anywhere on earth instantly.

Case 802-77: Probability manipulation. The individual with the power can never "lose" or experience a negative outcome if there is any chance at all for a positive outcome.

Case 897-3,2: The ability to produce mood altering pheromones.

Case 903-89: The power to permanently transfer superpowers from one person to another. Leaving the original person powerless and empowering another person. The user of this power cannot give themselves additional powers.

Case 987-2: This person is in constant terrible pain. Everyone touching them heals instantly from any disease or injury. Since they are in constant range of their own power they would be effectively ageless and unable to end their existence.

Ending the game

When the game has ended, stand up, stretch and walk around for a minute before coming back to talk about the game. Two subjects should be discussed during this phase of the game:

How did it feel to determine someone's value by how they affect others?

What amount of harm, if any, makes it necessary to remove a person from society?