A detailed Game Design Document intended to introduce you to the Social City Game After the Fall Offline.

This document will introduce the game's story, goals/objectives and provide detailed information needed to better understand, prepare and implement After the Fall Offline. Additionally, this document contains the necessary physical and print materials needed to implement this game.

Created by ExploreIT on behalf of the Game Changer Project
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- connects on-line with off-line
- game mechanics
- important information
1 Game overview

*After the Fall* is a team-based tactical game that aims to utilize reenactment experience in order to facilitate social change in participants. Throughout this document, there is all the information necessary to set up, play and evaluate the game, even with moderate previous experience with this medium. The primary goal of this game is to focus participants’ attention on the devastating effects of radicalisation that climate change can bring.

The narrative sets participants on an exploration of devastated facility created to mitigate the dramatic effect of migration crisis that occurred in the late 2040 as the sea levels begin to rise. They will wander through the remnants of barricades and destroyed science facilities to recover the last project of the scientists working in this facility, that was never completed. During their exploration, they will witness a terrifying story of our species in a form of artifacts from before the fall of civilisation.

The main premise of the game is to put participants in a situation, where they will have to aid and support each other to reach a common goal while their movement is restrained and they are under time pressure. And in these circumstances, they will face numerous tasks scattered around the area, such as crossing the obstacles, breaking cyphers, avoiding hostile entities, and document all their actions with a videolog.

As this is heavily narrative experience actions were taken as to trigger the sense of *realness* such as costumes, fabricated documents and real physical obstacles. Participants will be moving in the darkness (sensory deprivation), bonded by a ‘lifeline’, which will be a real physical rope (movement impediment), and face adversity that can be overcome only if squads coordinate their actions. It is meant to focus their attention on:

- **Value of teamwork** that is necessary to act against social trends leading to radicalisation
- **Keeping track of a bigger picture** instead of focusing only on one perspective
- **Courageous facing the opposition**

Bear in mind, those are not the goals of the game, but the effects of mechanics used in the game reinforcing the achievement of the goals properly.

Participants will navigate their way through the labyrinth, gathering scraps of information necessary to complete their quest. They will work together to avoid adversity or open the way to the vital location. They will have to rely on their senses, wits, and speed.

There is no definitive ending of the game. The person conducting this endeavour should treat it as a drill for the participants, and evaluate them (or coach them) appropriately.
2 Goals

The abovementioned idea was translated into the following goals:

**PRIMARY GOAL**

Achieving particular emotion and transforming it into desired feelings and moods > Focused on self > Self-reflection / Contemplation

**DEFINITION**
Self-reflection / contemplation defined as a heightened consciousness of one’s inner mental activity and behavior. Focused on a specific area that is relevant to the game maker’s social objectives.

**SPECIFIC GOAL**
Involvement of participants and evoking the emotion of apprehension adhering to the effects of radical behavior.

**SECONDARY GOALS**

Group-based work > With the help of the group > Flashmob

**DEFINITION**
Flashmob defined as spontaneously occurring simultaneous action of participants aimed to involve as many non-affiliated people as possible, as to raise their awareness of a specific subject.

**SPECIFIC GOAL**
Create an activity that would allow game organizers to involve outsiders in their social campaign.

Group-based work > With the help of the group > Content creation

**DEFINITION**
Content creation defined as producing printed, painted, recorded, or otherwise the permanently storable and reusable text of culture that is about to be used in further activities or campaigns.

**SPECIFIC GOAL**
Create content that could be used in game organizers’ online campaign.
**Work with skills and abilities > Knowledge > Humanistic**

**DEFINITION**
Humanistic defined as referring to activity and inner workings of humankind in all its shapes and forms.

**SPECIFIC GOAL**
Showing the effects that climate change will have upon society.

### 3 Implementation requirements

**LOCATION**

The area of the game should comprise a building or a complex of structures. Preferably with floors because a stairwell provides additional suspense and a natural chokepoint.

The game requires four rooms inside the building. The rooms should be at least 20m². Rooms have to be arranged according to the challenges.

The games require corridors of the buildings or between them as there should always be multiple ways to approach the classrooms mentioned above. The routes of access should not be too spacious to facilitate the building of access blockers.

Access to furniture (such as tables and chairs) – the more of that asset, the better. It is necessary to build all of the infrastructure crucial to the game.

This game is unsuited for small areas or outdoor locations. Conducting it in the aforementioned is discouraged.

Also, the game requires GSM coverage. If there is no possibility of providing such coverage, the mobile aspect of the game will be impossible to conduct. This doesn't prevent the game from happening, but removes one of its components.

**STAFF / FACILITATOR**

The person implementing the game (facilitator), needs no previous experience in social games (although one would be appropriate). Needs to possess high social skills and knowledge about the staff to divide the tasks relevant to their capabilities. Needs to be experienced with organizing events and should have some form of pedagogical or social background. Experience with reenactment, life acting role-play games, or theater is welcomed.
The minimum staff of the game must consist of at least a crew of 7 people, but it will run better with a group of 10. The facilitator overviewing the entirety of a game is necessary to streamline communication between members of staff spread around the area of the game.

It is necessary to train well and well brief the staff, as this game relies on them. They should be a well-integrated group that has a well developed internal social structure and organization.

**TARGET GROUP**

The game is designed for participants that are from *Late adolescence* (14–17) and *Early adulthood* (19–29) age groups. It doesn’t require any previous gaming experience. It can work well for *Early adolescence* (10–13), provided that staff conducting the game are well trained, well organized, and supervised by a seasoned and competent facilitator, as well as at least moderate previous gaming experience at participants’ part. Like with everything, it strongly depends on the ability of the participants to coordinate, and self organize, so it is preferable to spend some time before the game on integration and team-building of the participants.

**PLAYERS COMPOSITION**

The game is meant to be played with from 8 to 21 participants.

The game is designed for squads of 3 participants, and it is balanced to that end. It is possible to increase the number of squads by two henceforth growing the total number of participants to 21 people. It is still possible to play this game with as few as 8 participants divided into four squads of 2.

**BUDGET**

The minimum budget for playing this game in Poland is: 450 PLN, excluding the cost of staff wages and location rent cost.

Time expenditure of the staff varies between the roles. Game organizer (facilitator) is needed for 16 hours of work. Rest of the staff needs 8 work-hours per person.
4 Social inclusion method

Participants will be bonded by the experience and forced to rely on each other despite their differences. They will have to work out a common way of communication as the external pressure will work in them. The sense of comradery would later be translated into involvement in the project and standing against radicalization.

5 Story

SETTING

Post-apocalyptic

The setting itself assumes that due to some catastrophe world as we know, it ceases to exist. The main social framework has been destroyed or rendered nonfunctional. The landscape is filled with the remains of war, disorder, and destruction. Empty structures loom over abandoned streets, and empty wracks of cities' skylines are abandoned and menacing. As common law and order do not exist, multiple splintered organizations, gangs and syndicates try to scavenge among the rubble for resources and artifacts of a bygone age.

NARRATIVE

Due to the carelessness of humankind and slow reaction to the changes in the climate created by the rampant emission of greenhouse gasses into the atmosphere, the weather patterns, and the ecosystem collapse. Migrants from the sun ravaged or submerged areas of the continents flocked to areas that still had any food production capabilities.

Tensions on racial, societal, and religious grounds reached their peak, as human concentration went beyond its critical mass. Governments tried to put a halt to the increasing radicalization of the society, but ultimately they failed. The entire world plunged into anarchy, civil unrest, and war for dwindling resources.

Participants of the game are a part of an elite recon group consisting of those born after the fall of civilization. Their unit was tasked with exploring the remnants of HQ of 74 IEP District and retrieving data about infrastructure and hidden warehouses of equipment that might have survived the unrest.

During their mission, they will find logs and notes that will paint the horrible story that took place barely a generation ago. They will see the effects of misplaced
ideas, short-sightedness, and radical behavior that ultimately lead to the downfall of humanity.

Throughout the game, participants will reenact members of the elite recon unit. They will act in small squads comprising of Leader, Technician, and Comms specialist. Each role will have an impact on the overall efficiency of the team.

To provide support, advice, and technical background, their unit created a forward base of operations from now referred to as Field Headquarters (hq), staffed by specialists. The staff of HQ will protect the rear of the operations, take care of supplies and data gathered by the squads.

As the area of the game is a devastated scientific and administrative facility, it is no wonder that while traversing it, squads will encounter creatures that were used to run this place. G.H.O.S.T. is an acronym standing for Gestalt Headquarters Operational Servitor Technician, and it refers to artificial intelligence that was given a physical body to carry out tasks in a very narrow yet demanding field of expertise. They are entirely dependant on the ground energy supply line, and altho may appear judicious, they are restricted by a host of fail-safes and blocking programs. They are not human, but as they were created by them, they will still obey directives to a certain degree.

Unfortunately, there is one more type of creature that dwells within this area. Ghous. What they are is unclear, but they are inevitably hostile towards everything that enters their vicinity. Impervious to all but the heaviest of arms, they are best to be avoided. Luckily it seems they are incredibly dumb and so easy to get baited.

### 6 Gameplay (actions)

**OVERVIEW**

The participants will play in squads within which they will be connected by a rope (life support system), which they can never untie while in the field. In the area of the school, they will encounter multiple obstacles (barricades, trip ropes, and so on) and challenges (manned by the Ghosts).

Through the corridors, there will be a multitude of short quests of single-use and logs that they are about to retrieve. Each task is crucial to fulfilling the final quest, and squads will have to coordinate their efforts working under the constraint of time (efficiency of their life support systems).

The game will be played during twilight, so the additional challenge will be navigating their way using a single flashlight. To coordinate their actions, the participants will
mark their findings on the map in the HQ. All participants are on the same team and they will struggle against time and environmental obstacles.

RULES

Below there are base rules for the game that are applicable over the entire endeavor and shape the experience:

Squads

Participants will be divided into squads of 3. The preferable number of squads is 5. Every participant will be marked with a reflective vest to distinguish them from ghoul and ghost.

The division of participants may be done by random, although the Instructor or other staff should be able to identify the most influential personalities in the initial group of participants. Those participants should be extracted and be in the role of leaders. The groups should be formed around these leaders.

Bonding

Participants will be connected by a rope. Every squad will be assigned 10 meters of it.

MECHANICS USED
connection

Marking

Every squad will be given squad badges to represent their affiliation and increase their sense of comradery. Within every badge, participants will write down the number of their squad. Badges will be worn on the right arm and chest.

MECHANICS USED
drawing, disguise

Opposing forces

Presence of hostile, non-player entities traversing the area of the game (see Ghouls).
Roles

Squad leader
In every squad, there will be designated squad leader tasked with coordinating the efforts of a team with other squads, and the HQ. Squad leaders will gather the artifacts (for more about the Artifacts, see below). He will be given directives by the HQ and will be responsible for preparing his squad to leave the outpost (for more about that, see Decontamination procedure below). He will also participate in the creation of exploration plans as a peer with other squad leaders. He also needs to keep track of the time to not run out of oxygen.

Squad technician
This participant will be equipped with the entirety of specialistic equipment granted to the squad. He will be wearing a protective suit (see below), and both flashlights (LED and UV).

Squad comss
This participant will be the link between HQ and his squad. He will be using his cell phone to pose reports on the closed group on Facebook, which will be the log of the entire exploration. He will also be tasked with acquiring photos of locations of high importance and uploading them on to the mainframe in the HQ.

Mechanics used
disguise, connection

Artifacts
Throughout the area of the game, there will be many scraps of logs dated before the fall. Recovering them will be assigned as tasks to squads. The ultimate success of the exploration is measured by the number of artifacts recovered. The main objective of the participants is to recover a database containing detailed data about the hidden resources and infrastructure from before the fall of civilization.

There will be seven types of Artifacts:

1. 3 × General Data (log) – they will be located nearest to the HQ, as they are vital to reboot the ghost of the Records Office.

2. 13 × Dossier of delegates for the sectors (log) – they can be found on every floor, and some may be a prize for completing ghosts challenge. They are vital to reboot the ghost of the Laboratory.

3. 13 × Scraps of memoirs (log) – they can be found on every floor, and some may be a prize for completing ghosts challenge. They are vital to reboot the ghost of the Armoury.
4. **2 × Reports (log)** – they will be located nearest to the HQ, as they are essential to reboot the ghost of the Records Office.

5. **4 × Medkits** – they will be owned by the ghost stationed in the Records Office. Two of them can be obtained by completing the challenge.

6. **4 × Oxygen tanks** – they will be owned by the ghost stationed in the Armoury. Two of them can be obtained by completing the challenge.

7. **1 × Database** – it will be owned by the ghost stationed in the Laboratory. Obtaining this Item ends the game.

**MECHANICS USED**

- **treasure hunt**

**Resources**

**Medkits**
Every squad is assigned **two** medkits. They will be stored in the HQ, and should the squad be badly mauled by a ghoul or poison themselves with toxic fumes in the field, the medkit will allow them to carry on with their mission. If the medkits run out, the squad is out of the game.

**Oxygen**
When in the field (not in the HQ), squads will be using up oxygen. Every squad has designated 75 minutes of oxygen for the entire mission, but they may **carry** only 15 minutes of it at any given time. To streamline the calculations, it is assumed that every squad has (only!) 5 canisters of oxygen, 15 minutes of oxygen each. Also, should the squad return to HQ after their 15 minutes have expired, they are considered poisoned, which effects in using up one of the medkits and another of their canisters of oxygen. It also prohibits that squad from taking part in another venture – they need to recover.

**DISCLAIMER**
The squads can exchange items at any point, provided that both squads are currently in HQ.
Locations

There will be four crucial, staffed locations scattered throughout the area of the game:

**Field Headquarters (HQ)**

**LOCATION SPECIFICATION**
This area should be in the most confined area of the game location. Preferably in the basement. The room itself should be long and narrow, or some furniture should be put in place to provide space for **Decontamination chamber** which will consist of plastic drop cloth hanged from a jute twine.

**LOCATION FUNCTION**
Here is the center of operations for all the squads. They will organize their work here, resupply, and contact with command staff. This place is safe. No enemy may enter the vicinity of this area, and oxygen is not used up within here (for more on oxygen, see above).

**Records Office**

**LOCATION SPECIFICATION**
This location should be the closest one to the HQ. The room itself should be filled with furniture that obstructs the vision, which will allow the challenge (see below) to take its full effect. All around the room, there should be memory markers put to have their symbols covered.

**LOCATION FUNCTION**
This is a place where one of the main plotline points takes place.

**Laboratory**

**LOCATION SPECIFICATION**
This area should have a corridor built from tables put upside down (preferably six tables, three on each side). Between the legs of the tables, there will be strings of twine that will create a labyrinth similar to tripwire defense (see below) but more prominent and denser. At the end of the room, there should be placed a security terminal marker.

**LOCATION FUNCTION**
This is a place where one of the main plotline points takes place.

**Armory**

**LOCATION SPECIFICATION**
This area should be cleared of all furniture with only two chairs remaining (sturdy ones at that). At the end of the room, there should be a table with the database (see below).
**LOCATION FUNCTION**
This is a place where one of the main plotline points takes place.

**Unmanned locations**

Aside from manned location, there will be 7 to 15 obstacles scattered throughout the area of the game, which will obstruct the access to areas of the school. None of them needs any staff in place during the game. Crossing them will not require any supervision.

Remember that a higher number of participants should result in a higher amount of obstacles.

There will be three types of those obstacles: barricade, compromised decontamination post, tripwire defense. Traversing each of them will be one of the tasks for the participants. Specifics are described later in the tasks section.

**TASKS**

These are the specific tasks that will be undertaken by the squads at various stages of the game, most of them on multiple occasions.

**Updating the Map**

The HQ will be provided with a map of the entire area (each floor printed on an A3 sheet of paper), which will initially be devoid of detail. As the squads progress in their exploration, they will acquire more info about landmarks within the area and the location of crucial facilities. They will then update the map for all to see.

**MECHANICS USED**

- drawing

**Online activity**

An essential aspect of the game will be a closed group on Facebook to which all the participants will log in at the beginning of the game. This group will be facilitated with threads associated with every Squad. While in the field, those threads will be the only way to communicate with the HQ and other squads.
Terrain obstacles

There will be three types of terrain obstacles found throughout the area of the game (create as many as resources allow – the more, the better). Squads of participants are not allowed to remove or displace any of the obstacles.

1. **Barricade.** A pile of furniture stack upon one another. Sometimes the way goes above, sometimes below, but it will always be a challenge when a person is tied to two other people.

2. **Compromised decontamination post.** Construction created using furniture, twine, paper tape, and stretch wrap shaped as two adjacent entry points. This should be located near the stairwell or in the narrowest part of a hallway. Preferably in two places. It provides a site blocker and an additional choke point impeding the movement of squads. It is also intended as a ghoul ambush point.

3. **Tripwire defense.** Dangerous and important trap, using paper tape and twine; a large section of the corridor is blocked off by crisscrossing strings. The squad must traverse this area without breaking the strings. If any string is broken, the ghouls will become increasingly more aggressive. The strings should be marked by straps of white paper hanging from them, that will be easily visible in the uv light.

**MECHANICS USED**
balance, crossing obstacles, connection, temporality, labyrinth

Ciphers on the Artifacts

As there are four types of logs, every one of them will be inscribed with three letters, that when combined (within a kind of log), will give away the password to reboot one of the ghosts. Furthermore, every password will be encrypted with Caesar's cipher. The ghosts will be giving clues as to the value of the Key for their respective cipher.

1. **General Data** – 3 pieces of the cipher. The order in which they will be written down is irrelevant, as it is so short that participants should not have a problem connecting the dots.
   **Encoded message:** TBM WBU JPO
   **Translation:** SAL VAT ION
   **The Key:** <Shift 1 (A is B)>

2. **Dossier of delegates for the sectors** – 13 pieces of the cipher. The order in which they will be written down is consistent with numbers of districts.
   **Encoded message:** MXM WJI EVX LEX VEH MGE PMD IWG SQQ YRM XMI WSJ QER
3. Scraps of memoirs – 13 pieces of the cipher. The order in which they will be written down is consistent with the timeline of events (some of them do not have a set date, and therefore must be inferred in comparison with the rest of the text).

**Encoded message:** DEZ AES TDS LEP XLO YPD DHP LCP ESP DLX PLW WZQ XPY
**Translation:** STO PTH ISH ATE MAD NES SWE ARE THE SAME EAL LOF MEN

**The Key:** Shift 4 (A is E)

4. Reports – 2 pieces of the cipher. The order in which they will be written down is irrelevant, as it is so short that participants should not have a problem connecting the dots.

**Encoded message:** DQI WJO
**Translation:** HUM ANS

**The Key:** Shift 11 (A is L)

**MACHANICS USED**
- puzzle, treasure hunt, collection

**Decontamination procedure**

In the preconstructed chamber, every squad must detach their harnesses from the main rope. Only one squad can be in the decontamination chamber at the time. The faster they do it, the quicker they may enter HQ, and others may go in or out.

**MACHANICS USED**
- temporality, disguise, connection

**Ghost of the Records Office Challenge**

This one is guarding large storage of data scattered around the room. It will grant squads answers if they help to organize the data in an orderly fashion. Squads have to play a game of memory, but sheets containing the symbols for the game are spread through the entirety of the room, and only two symbols may be active (symbol up) all the time, and everything is in the darkness. Only comms specialists may touch the symbols.

**MACHANICS USED**
- memory, connection, temporality, disguise
Ghost of the Armoury Challenge

This one is guarding the terminal to the defense system of the facility. It will disarm all the tripwire defenses and give squads the answers they need if they can get to the control terminal. This will prove a difficult challenge; however, as the terminal is hidden somewhere in the room, that itself is filled with a tripwire. At least one squad needs to reach the symbol and show it to the ghost without touching the tripwire. If the tripwire is touched, then the squad must go back to the beginning of the challenge and start all over again.

**MECHANICS USED**
- treasure hunt, temporality, labyrinth, connection

Ghost of the Laboratory Challenge

This one is guarding the final prize, a database of all the vital information that the squads came here to retrieve! He will grant it if he is successfully rebooted, and at least one squad completes the challenge. The database is on the other side of the room that is filled to the brim with toxic chemicals. To get to it, the entire squad must get to the other side using only two chairs (they may not stand on the floor). Everybody may stand on the chair, but only technicians in hazmat suits may touch or move the chairs. Technicians may stand on the floor.

**MECHANICS USED**
- connection, disguise, crossing obstacles, temporality

Documentation of the environment

It is essential that the squad share information about the environment and coordinate efforts accordingly! Comms specialists should record entire travel to the field and back and then upload that film onto the mainframe in the HQ.

**MECHANICS USED**
- a collection

Data storage

Within the HQ, there will be a laptop that represents the command post and access to the outer world. Upon it, squads will upload gathered data – photos and artifacts.

**MECHANICS USED**
- a collection
Negotiating the exploration path

The decision about how to go about the challenges should be made by Leaders of all squads together.

7 Characters

In the game, staff will play as three types of characters:

**THE COMMAND STAFF OF THE RECON UNIT**

They will be tasked with dispatching the squads into the hazardous zone, and decontamination procedures. The HQ staff will be marked with a squad marker bearing HQ designation. Markers will be worn on the right arm and chest.

Minimum assigned staff required: 3

Potential for additional staff: 1–2
Should you have participants with no experience with the game or young it might be advisable to assign more staff to run the HQ.

Specification of tasks:

- **Custody over the tactical map.** The map of the area will be devoid of up to date intel about the current situation. One person from the Command Staff will organize a gathering of the information from returning squads and updating the map. That person will also be responsible for downloading photos and recordings obtained by the squads, and organizing them into folders (for more info, please look up appendix A).

- **Dispatching the squads.** As there will be a limited time for every venture, there is a need to animate the discussion of the squads about which route they will be assigned next. That game organizer should should also be the one to keep track of remaining oxygen tanks and assign resources to specific squads based on their exploration plans. (Also! Do bear in mind that this person is explicitly responsible for keeping track of squads arrival, as it translates directly to the amount of oxygen remaining).

- **“Decontamination” of the squads.** Every squad will be bonded with a rope, and one of the members will be equipped with a protective suit. They will also be granted two flashlights (LED and UV). That’s a lot of stuff to be handled, especially if they need to put it on every time they go into the field and take it off
every time they come back. Hence one of the Command Staff should be trained in tying BOWLINE and HANDCUFF knots (see appendix E.1 Safety Advice) and put in charge of Decontamination Procedure (see part 4. Actions).

**GHOSTS**

The shadows of the former world scattered throughout the facility. Semi-conscious artificial intelligence with corrupted software that will be keepers of challenges for the squads.

**Minimum assigned staff required:** 3

**Potential for additional staff:** 0

**Specifications of tasks:**

- Ghosts must wander in a designated area
- They must make sure that no more than two squads are interacting with them at the same time.
- They do not drop their act (an exception being an immediate off-game danger to them or participants). They don’t give info about the rules of the game, only about their particular challenge.
- They give hints as to where squads can find hidden logs (Artifacts, for more info see part 4. Actions), provided that they were successfully rebooted (for more info see part 4. Actions).
- Every ghost will require a complete password to reboot its functions. Completing the challenge given by a respective ghost will provide participants with specifications as to how they should find the password.
- Every ghost will possess a reward for their challenge.
**GHOULS**

Violent raiders scavenging for resources and posing an immediate danger to the squads.

**Minimum assigned staff required:** 1

**Potential for additional staff:** 1–5

Additional ghouls are necessary in games on a larger area, with more participants, or when you want to raise the difficulty level of the game.

**Specifications of tasks:**

- Roam the entirety of the area of the game blocking access to the entry points and corridors.

- React to the light of LED flashlight, and slowly approach it.

- If the squad approaches them to the distance of 3 meters, ghouls start running towards the squad screaming. As they can not be defeated in any way, they just need to catch one of the members of the squad to eliminate that squad.

- When a Ghoul catches a squad, he drops his act and escorts a captured squad back to **HQ**.
8 Evaluation methods

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<th>SUCCESS INDICATOR</th>
<th>SUCCESS CONDITION</th>
<th>EVALUATION TOOL</th>
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<tr>
<td>Create an activity that would allow game organizers to involve outsiders in their social campaign</td>
<td>Share of participants that are not game organizers declaring the will to take part in future activities</td>
<td>&gt; 50%</td>
<td>Questionnaire</td>
</tr>
<tr>
<td>Create content that could be used in game organizers’ online campaign</td>
<td>Photos and videos from the game</td>
<td>Every squad captured at least one photo or video from the game.</td>
<td>Artifacts</td>
</tr>
<tr>
<td>Involvement of participants and evoking emotion of apprehension adhering to the effects of radical behavior</td>
<td>Participants will declare the feeling of apprehension during the debriefing</td>
<td>At least 50% of participants stated that he/she felt apprehension</td>
<td>Discussion summary</td>
</tr>
<tr>
<td>Showing the effects that climate change will have upon society.</td>
<td>The average score gained by the participants in the knowledge test after the game.</td>
<td>&gt; 50% of correct answers</td>
<td>Questionnaire</td>
</tr>
</tbody>
</table>

**QUESTIONNAIRE**

1. On the scale from 1 to 7 gage your experience with this game.

2. On the scale from 1 to 7 gage your understanding of the rules of this game.

3. On the scale from 1 to 7 gage the difficulty level of this game.

4. On the scale from 1 to 7 gage your contingency to the outcome of this game.

5. Would you take part in another activity like this game?

6. Do you have any personal comments that would help us improve?

7. Describe in your own words the social effect that climate change might have on society.

8. Describe with your own words the most devastating effects of climate change.

9. Describe with your own words the emotions you felt during the game.
DISCUSSION SUMMARY

1. **Subjects that are crucial to discuss:**
   - Value of teamwork. It was impossible to achieve complete success without squads relying upon each other.
   - World impact that such cooperation can have.
   - Our mutual responsibility for the planet.
   - Value of planning one’s actions.
   - Dangers of short sightedness typical to mankind.
   - How dangerous radicalisation is.

2. **Expectations towards the counselor:**
   - Charisma necessary to engage participants in the discussion.
   - Knowledge on their performance during the game and being able to point out crucial moments during the gameplay.
   - Knowledge about biological and psychological foundation of short sightedness.
   - Conveying the relation between our ancient thought patterns deriving from our evolutionary ancestors and modern requirements of civilisation nearing stage 1 on the Kardashev scale.
   - Utilisation of accumulated hype of participants towards achieving a sense of awe and comradery.

3. **Effects we are trying to achieve:**
   - Sense of dread and apprehension concerning environmental change and the radical behaviour it will bring.
   - Hype about being able to work together towards greater good.
   - Realisation of the value of coordinated efforts, and that every little help matters if its well organised.
9 Game database and advice

SUGGESTIONS FOR ORGANIZER

This is a game! Make sure that every person involved is fully aware of that. During such experience, emotions play a significant role in our behavior. Although methods presented in this scenario were tested multiple times to excellent effect, one should always proceed with caution!

If, therefore, you are not confident about your participants, or chose to play the game with a younger audience, remove the obstacles entirely and do not use the stairwell. That way, the game will be safer by a mile, albeit easier and shorter.

SAFETY ADVICE

There are several aspects in the game, that if handled incorrectly, may pose a threat to the participants. Henceforth do bear in mind the following precautions:

Tie the knots properly!
The ropes binding the participants will not be connected by a harness, so they need to be tied to them. It is hazardous to tie these ropes directly to the body of a participant, as when pulled, the rope can squeeze tighter and harm the participant. Therefore the ropes themselves must be prepared appropriately. Also, separate pieces of the rope must be fashioned into separate harnesses that can be attached to the main rope throughout the entire game.

- **Rope preparation.** On the rope, you should beforehand tie as many **handcuff** knots as there are participants in the squad. Make sure they are tied at regular intervals.

- **Harness appropriation.** Make sure that harness is tied with a **bowline** knot, as it will not tighten under strain (if tied properly!). Also, there must be about 20 cm of loose rope left, to facilitate connection with the main rope.

![handcuff knot](image1)
![bowline knot](image2)
Build the obstacles properly!
Make sure that there are no pointy ends facing towards the main direction of movement! They pose a real threat to the participants and staff if they walk into the darkness! Make sure no barricade is higher than the height of one chair, and do not stack many chairs upon each other! The same goes for the tripwire trap – jute twine should be attached with paper tape because it breaks easily when impacted and won’t hurt anyone.

Inform players about the safety measures!
Remind them in the beginning that this is a game. Remind them that the only real danger is their panic and falling off the stairs or running straight into a barricade! The ghouls will chase them only in the open in short bursts, so they don’t need to risk it and cross obstacles in a hasty manner.

Flashlights hurt sight!
Remind participants equipped with flashlights, that they should never direct them towards faces of any person! Not only is it unpleasant, but in a situation when, for the most part, everybody needs to navigate in low lighting conditions, it may lead to accidents!

Content Organisation Advice

- The ciphers must be inscribed manually. Caesar’s cipher is a type of substitution cipher in which each letter in the original message is replaced by a letter some fixed number of positions down the alphabet. For example, with a left shift of 3, D would be replaced by A, E would become B, and so on. The method is named after Julius Cesar, who used it in his private correspondence. Remember that you need to write down essential code phrases on the logs with UV markers ahead of time, as it is an arduous task that requires concentration.

- Be sure to state clearly what alphabet you are using. The default version of the game uses the a b c d e f g h i j k l m n o p q r s t u v w x y z version of the alphabet, and in this assumption, all the messages will be encrypted. Should there be a need to use a different alphabet or otherwise change, the message below is an open-source tool for encryption and decryption of multiple ciphers. Decoder: https://cryptii.com/
CHECKLIST

Necessary equipment

Necessary equipment to take for a game prepared for 15 participants.

- One laptop computer for the staff in the HQ with a charger and internet connection,
- USB cables:
  - USB micro,
  - USB type C,
  - Lightning cable,
- 5 × UV flashlight,
- 3 × UV marker,
- 3 × color marker,
- 5 × LED flashlight,
- 60m of rope (that can be cut into 10m parts),
- 15 × reflective vest ,
- a ream of A4 paper,
- 10 × paper tape,
- 3 × jute twine,
- a packet of A4 paper covers,
- 3 × large blanket,
- stretch wrap,
- 3 × plastic drop cloth,
- 10 × single-use protective suit (dark blue preferably),
- pendrive or external disc,
- printed map of the area; each floor on A3 paper.
10 Printed materials

Disclaimer
The materials are divided into frames. Each frame is to be fit on no more than a single sheet of paper!

List of Materials

- **Time schedule** – *print one of these for every member of staff* for staff to take care of time and have a general overview of main points of interest during the game.

- **Squads briefing** – *print one of these for every squad* core information for the squads, necessary for them to understand the gameplay and used to remind them the info through the game run time.

- **Squads primer** – *print one of these for every squad* core information for the squads, necessary for them to understand the gameplay and used to remind them the info through the game run time.

- **The Ghost of Records Office** – *print one* necessary briefing for one of the core narrative roles.

- **The Ghost of Armoury** – *print one* necessary briefing for one of the core narrative roles.

- **The Ghost of Laboratory** – *print one* necessary briefing for one of the core narrative roles.

- **Ghoul** – *print one of these for every ghoul* necessary briefing for one of the core narrative roles.

- **Ghost Memory Symbols** – *print every symbol twice on a sheet of paper A4 format* elements used in the Ghost of Records Office challenge.

- **Ghost Security Terminal Number** – *print one on a sheet of paper A4 format* elements used in the Ghost of Armoury challenge.

- **Squad badge** – *print two of these for every member of squad and HQ staff* standard-issue element necessary for the squads and HQ staff.

- **Oxygen marker** – *print five of these for every squad + four to be found in the Ghost of Armoury Challenge* standard-issue element necessary for the squads.
- **Medkit marker** – *(print two of these for every squad + four to be found in the Ghost of Records Office Challenge)* standard-issue element necessary for the squads.

- **General Data template** – *(print three of these; you can multiply the standard version or fill it with the input of your choosing related to your game)* - artifact (log) that can be found in the area of the game related to the challenge.

- **Dossier of delegates for the sectors template** – *(print thirteen of these; you can multiply the standard version or fill it with the input of your choosing related to your game; should you choose the template, remember that the numbers of the sectors should vary! Write them down manually before the game!)* artifact (log) that can be found in the area of the game related to the challenge.

- **Scraps of memoirs template** – *(print thirteen of these; you can multiply the standard version or fill it with the input of your choosing related to your game; should you choose the template, remember that the dates should vary! Write them down manually before the game!)* artifact (log) that can be found in the area of the game related to the challenge.

- **Reports template** – *(print three of these; you can multiply the standard version or fill it with the input of your choosing related to your game)* artifact (log) that can be found in the area of the game related to the challenge.
## TIME SCHEDULE

<table>
<thead>
<tr>
<th>Time</th>
<th>Event Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>00:00</td>
<td><strong>Start of the workshop before the game</strong></td>
</tr>
<tr>
<td></td>
<td>- Teaching knots.</td>
</tr>
<tr>
<td></td>
<td>- Explaining rules.</td>
</tr>
<tr>
<td></td>
<td>- Organizing squads.</td>
</tr>
<tr>
<td>00:40</td>
<td><strong>First excursion into the game area</strong></td>
</tr>
<tr>
<td></td>
<td>- Inform the squads that this is a drill, they <strong>DO NOT</strong> gather anything.</td>
</tr>
<tr>
<td></td>
<td>It's a cohesion and system check.</td>
</tr>
<tr>
<td></td>
<td>- Squads should focus on their immediate surroundings in a loose formation.</td>
</tr>
<tr>
<td></td>
<td>- No ghouls should approach the squads although they should be vocal and scary.</td>
</tr>
<tr>
<td>00:55</td>
<td><strong>First assessment and council</strong></td>
</tr>
<tr>
<td></td>
<td>- It should be noted how well the squads did do with the decontamination procedure,</td>
</tr>
<tr>
<td></td>
<td>if they were all able to come back in time and so on.</td>
</tr>
<tr>
<td></td>
<td>- While leaders converse on the next excursion plan Comms upload their findings</td>
</tr>
<tr>
<td></td>
<td>on the mainframe while Technicians confer on marking obstacles on the map.</td>
</tr>
<tr>
<td></td>
<td>- Squads prepare to leave HQ.</td>
</tr>
<tr>
<td>01:10</td>
<td><strong>Second excursion</strong></td>
</tr>
<tr>
<td></td>
<td>- Squads are gathering whatever logs they can find.</td>
</tr>
<tr>
<td></td>
<td>- They realise their exploration plan gathering as much data as possible.</td>
</tr>
<tr>
<td></td>
<td>- First encounters with ghouls and possibly ghosts.</td>
</tr>
<tr>
<td>01:25</td>
<td><strong>Second assessment and council</strong></td>
</tr>
<tr>
<td></td>
<td>From now on the game plan may vary radically as to different exploration plans and</td>
</tr>
<tr>
<td></td>
<td>ingame occurrence.</td>
</tr>
<tr>
<td>03:15</td>
<td><strong>Curtain call</strong></td>
</tr>
<tr>
<td></td>
<td>All squads are informed that they have only 15 minutes left and they must return to</td>
</tr>
<tr>
<td></td>
<td>HQ.</td>
</tr>
<tr>
<td>03:30</td>
<td><strong>Game summary and Debriefing</strong></td>
</tr>
</tbody>
</table>
Due to the carelessness of mankind and slow reaction to the changes in the climate created by the rampant emission of greenhouse gasses into the atmosphere, the weather patterns and the ecosystem collapse. Migrants from the sun ravaged or submerged areas of the continents flocked to areas that still had any food production capabilities. Tensions on racial, societal and religious grounds reached their peak, as human concentration went beyond its critical mass. Governments tried to put a halt to the increasing radicalisation of the society, but ultimately they failed. Entire world plunged into anarchy, civil unrest and war for dwindling resources.

Participants of the game are a part of an elite recon group consisting of those born after the fall of civilisation. Their unit was tasked with exploring the remnants of HQ of 74 IEP District, and retrieving data about infrastructure and hidden warehouses of materiel that might have survived the unrest. During their mission they will find logs and notes that will paint the horrible story that took place barely a generation ago. They will see the effects of misplaced ideas, short sightedness and radical behaviour that ultimately lead to the downfall of humanity.

1. Main objective
   - Recover database containing vital information about infrastructure and supplies that may have survived the fall.

2. Secondary objective
   - Recover all available data (logs – sheets of A4 paper).
   - Reboot Ghosts – artificial intelligences located in the area (in the classrooms).
   - Avoid all contact with hostile entities that may be present in the area. Ghouls cannot be killed or fought with. If they approach you at the distance of 3 meters they will charge. If caught, do not resist.

3. Standard equipment
   - Harness – rope around your waist. Never to be removed.
   - Lifeline – rope connecting harnesses of the entire squad. Never to be removed in the field. Remove only in the Decontamination Chamber.
   - Oxygen tank – allows for 15 minutes of exploration. You need to return to HQ before it runs out. Each squad is assigned 5 of them. May be found somewhere in the facility.
   - Medkit – standard issue pack of medical supply and stimulants, allow you to recover from injury. Each squad is assigned 2 of them. May be found somewhere in the facility.
**SQUADS PRIMER**

**REMEMBER!** The fate of our world is in your hands! Hence you must be vigilant, determined and effective! No man can win this on his own. Respect your Squad mates and their respective specialisations, as you must coordinate for the greater good of us all!

1. **Squad Leader**
   - Coordinate with HQ. Respond to the directives.
   - Gather the artifacts.
   - You are responsible for preparing the squad to leave the outpost.
   - You are responsible for the Decontamination procedure.
   - With leaders of other squads create exploration plans and updating the map.
   - Keep track of the time, so as to not run out of oxygen.

2. **Squad Technician**
   - Only you will be equipped with a protective suit, that protects against chemicals.
   - Only you will carry an LED scanner (flashlight). **Warning: it attracts the ghouls.** Use wisely.
   - Only you will carry a UV scanner (flashlight) – it reveals hidden traps and data.

3. **Squad Comms**
   - You carry communication equipment (your cell phone).
   - You will log to the communication group. It is the only way to communicate between the squads and with HQ.
   - You will record every exploration and upload it to the main frame.
   - You are not allowed to use flashlight in the cell phone.
   - You should take photos of locations of importance and potential hostiles.
THE COMMAND STAFF OF THE RECON UNIT BRIEFING

· You are tasked with dispatching the squads into the hazardous zone, and decontamination procedures.
· HQ staff will be marked with a squad marker bearing "HQ" designation. Markers will be worn on the right arm and chest.

Specification of tasks
· Custody over the tactical map. The map of the area will be devoid of up-to-date intel about current situation. One person from the Command Staff will organize gathering of the information from returning squads and updating the map. This person will be also responsible for downloading photos and recordings obtained by the squads, and organizing them into folders.
· Dispatching the squads. As there will be a limited time for every adventure, there is a need to animate the discussion of the squads about which route they will be assigned next. This Staff member should also be the one to keep track of remaining oxygen tanks and assign resources to specific squads based on their exploration plans. (Also! Do bare in mind that this person is EXPLICITLY responsible for keeping the track of squads arrival, as it translates directly to the amount of oxygen remaining).
· "Decontamination" of the squads. Every squad will be bonded with a rope, and one of the members will be equipped with a protective suit. They will also be granted 2 flashlights (LED and UV). That's a lot of stuff to be handled, especially if they need to put it on every time they go into the field, and take it off every time they come back. Hence one of the Command Staff should be trained in tying BOWLINE and HANDCUFF knots, and put in charge of Decontamination Procedure, overseeing it and collecting gear afterwards.

MATTER OF IMPORTANCE
1. You animate the discussion, not decide for the participants. Let them be creative and make their own mistakes in the beginning.
2. You need to know the briefs for the squads as well.
3. Advise them to work in pairs of squads. Nearly all the tasks exempt from collecting the logs are better done in coordination with another squad. For example, a Ghoul can be baited and drawn away by one squad to open the way for another.
4. Know the Caesar cipher. You will have to convey knowledge about it to participants. Do not solve the puzzle for them, however. Also, it may be advisable if for example one of the squads should not go for the exploration and focus on cracking the code instead, while being fed with information from the field. If they get stuck, you may suggest that option.
5. Dwindling resources:
   · Medkits. Every squad is assigned 2 medkits. They will be stored in the HQ, and should the squad be badly mauled by a ghoul, or poison themselves with toxic fumes in the field, the medkit will allow them to carry on with their mission. If the medkits run out the squad is out of the game.
   · Oxygen. When in the field (not in the HQ), squads will use up oxygen. Every squad has designated 75 minutes of oxygen for the entire mission, but they may "carry" only 15 minutes of it at any given time. To streamline the math, it is assumed that every squad has (only!) 5 canisters of oxygen, 15 minutes of oxygen each. Also, should the squad return to HQ after their 15 minutes have expired, they are considered poisoned, which effects in using up one of the medkits and another of their canisters of oxygen. It also prohibits that squad from taking part in another venture – they need to recover.
As the area of the game is a devastated scientific and administrative facility, it is no wonder that while traversing it, squads will encounter creatures that were used to rune this place. G.H.O.S.T. is an acronym standing for Gestalt Headquarters Operational Servitor Technician, and it refers to artificial intelligence that was given a physical body to carry out tasks in a very narrow yet demanding field of expertise. They are entirely dependant on the ground energy supply line, and although they may appear sapient, they are restricted by a host of fail-safes and blocking programs. They are not human, but as they were created by them, they will still obey directives. To a certain degree.

You are a corrupted artificial intelligence, one of three governing this place. You are the main plotline of the game. Your particular task was to oversee a vast database of multiple records within the facility. You are cordial and friendly, albeit a clumsy fellow.

You honestly wish to help the squads. You perceive humanity and their actions as misguided, but you firmly believe that it is in humanity's power to be its salvation. Affirm participants of the importance of their role in rebuilding what was lost due to the mistakes of previous generations.

- You wander around the nearest vicinity of the Records Office.
- When noticing participants, you call them confidentiality and invite them inside.
- You must make sure that no more than two squads are interacting with you at the same time.
- Do not drop your act (the exception being an immediate off-game danger to you or participants). Don’t give info about the rules of the game, only about your particular challenge.
- You wish to be rebooted so that you can help squads in their task.
- To reboot, your squads must give the password that sounds “SALVATION HUMANS.” Only this combination will do. If they don’t know the password yet, tell them that they need to find Records Logs and General Informations Logs.
- Also, tell them that they need Caesars cipher, and the keys to your passwords are
  <Shift 1 (A is B)> and <Shift 22 (A is W)>, but you don’t remember which is which due to your data corruption.
- If they don’t know the password, they may still take part in the challenge, but they will not reboot you.
- Furthermore, they must complete your challenge: guarding massive storage of data scattered around the room. You will grant squads answers if they help to organize the data in an orderly fashion. Squads have to play a game of memory, but sheets containing the symbols for the game are spread through the entirety of the room, and only two symbols may be active (symbol up) all the time, and everything is in the darkness. Only comms specialists may touch the symbols.
- If they manage to succeed, you give them 2 MedKits, 1 Dossier of delegates for the sectors, and 1 Scrap of Memoir.
- If they also know the right password, you inform them that the Ghost of armory can help them get rid of the ghouls that plague the halls.
- They can do the challenge the second time, granting them 2 more Med Kits, 1 Dossier of delegates for the sectors, and 1 Scrap of Memoir.
As the area of the game is a devastated scientific and administrative facility, it is no wonder that while traversing it, squads will encounter creatures that were used to run this place. G.H.O.S.T. is an acronym standing for Gestalt Headquarters Operational Servitor Technician, and it refers to artificial intelligence that was given a physical body to carry out tasks in a very narrow yet demanding field of expertise. They are entirely dependent on the ground energy supply line, and although they may appear sapient, they are restricted by a host of fail-safes and blocking programs. They are not human, but as they were created by them, they will still obey directives. To a certain degree.

You are corrupted artificial intelligence, one of three governing this place. You are the main plotline of the game. Your particular task was to oversee the storage of military hardware within the facility, and also coordinate the automated defense systems. You are a cranky and stiff individual that is always on duty and still grumpy.

You do not care about the squads, but as a good soldier that you are, you value their courage. You perceive humanity and their actions as chaotic rabble that killed their world and did not understand how such feeble creatures could create such technological marvels in the first place. Try to keep the squads always on edge.

- You wander around the nearest vicinity of the Armoury.
- When noticing participants, you do not interact with them unless specifically addressed. When they tell you who they are, you reluctantly let them into the armory claiming that previous owners took most of the toys before they left.
- You must make sure that no more than two squads are interacting with you at the same time.
- Do not drop your act (the exception being an immediate off-game danger to you or participants). Don't give info about the rules of the game, only about your respective challenge.
- You wish to be rebooted so that you can manage those pesky ghouls in the facility.
- To reboot, your squads must give the password that sounds "IT IS FEAR THAT RADICALIZES COMMUNITIES OF MAN." Only this combination will do. If they don't know the password yet, tell them that they need to find a Dossier of delegates for the sectors Logs.
- Also, tell them that the key to your passwords is <Shift 4 (A is E)> and that you will eliminate the ghouls in the area if they successfully reboot you.
- If they don't know the password, they may still take part in the challenge, but they will not reboot you.
- Furthermore, they must complete your challenge: guarding the terminal to the defense system of the facility. You will disarm all the Tripwire defenses and give squads the answers they need if they can get to the control terminal. This will prove a difficult challenge; however, as the terminal is hidden somewhere in the room, that itself is filled with a tripwire. At least one squad needs to reach the symbol and show it to you without touching the tripwire. If the tripwire is touched, then the squad must go back to the beginning of the challenge and start all over again.
- If they manage to succeed, you give them 2 Oxygen tanks, and 2 Scrap of Memoir.
- If they also know the right password, you inform them that the Key to rebooting Ghost of the Laboratory is <Shift 11 (A is L)> and that he owns the database they are looking for. Then you wander off informing the ghoul staff that they are free to go (you should make a scene out of this, like combat or exorcism), and destroy all the tripwire traps.
- They can do the challenge the second time, granting them 2 Oxygen tanks, and 2 Scrap of Memoir.
As the area of the game is a devastated scientific and administrative facility, it is no wonder that while traversing it, squads will encounter creatures that were used to rune this place. G.H.O.S.T. is an acronym standing for Gestalt Headquarters Operational Servitor Technician, and it refers to artificial intelligence that was given a physical body to carry out tasks in a very narrow yet demanding field of expertise. They are entirely dependant on the ground energy supply line, and although they may appear sapient, they are restricted by a host of fail-safes and blocking programs. They are not human, but as they were created by them, they will still obey directives. To a certain degree.

You are a corrupted artificial intelligence, one of three governing this place. You are the main plotline of the game. Your particular task was to oversee the leading scientific center within the facility, that up until the very end, was conducting trials and experiments for the betterment of mankind. You are an inspired creature of unshakable purpose. The most human of all AI, you were designed to understand the nature of mankind, the better to find solutions to its problems.

In the squad, you see hope like you haven't seen since your creator has left you. You hope that they will be the ones to save the dying planet with the knowledge you possess. Alas, you do not take their good intentions for granted, and you always question their motives and try to gauge their devotion to the cause.

- You wander around the nearest vicinity of the Laboratory.
- When noticing participants, you approach them and try to have a closer look.
- You must make sure that no more than two squads are interacting with you at the same time.
- Do not drop your act (an exception being an immediate off-game danger to you or participants). Don't give info about the rules of the game, only about your particular challenge.
- You wish to be rebooted so that you can again use your knowledge for the betterment of humanity.
- To reboot your squads must give the password that sounds "STOP THIS HATE MADNESS WE ARE THE SAME ALL OF MEN." Only this combination will do. If they don't know the password yet tell them that they need to look for it, as you don't know where to find it.
- You do not remember the key to your rebooting protocols, nor do you know where to find it...
- If they don't know the password, they may not take part in the challenge.
- Your challenge: guarding the final prize, a database of all the vital information that the squads came here for! You will grant it if they successfully reboot you, and at least one squad completes the challenge. The database is on the other side of the room that is filled to the brim with toxic chemicals. To get to it, the entire squad must get to the other side using only two chairs (they may not stand on the floor). Everybody may stand on the chair, but only technicians in a hazmat suit may touch or move the chairs. Technicians may stand on the floor.
- If they manage to succeed, you take the database and put up an act when you download all the contents of your memory alongside your awareness to the database. You bid them farewell and tell them that you will meet again when they upload you to the mainframe. Then you march towards HQ. Your appearance in the HQ marks the successful finish of the game.
You are a creepy-crawly creature of unspecified origin and agenda. You sound spooky, you look weird, and that’s what you do spook participants. **You are not a hunter, you are a spook!**

- **Roam the entirety of the area of the game blocking access to the entry points and corridors.** Move often, but if you see participants trying to access some location hang around till they figure a way around you.
- **You should do some random screams and scary voices** sometimes, that would echo around an empty building to give that creepy feeling to the participants.
- **React to the light of the LED flashlight,** and slowly approach it. If they try to sneak past you in darkness, be scary, test their resolve by slowly approaching in their direction. If they panic – attack.
- If the squad approaches you to the distance of 3 meters, you start running towards the squad screaming. As you can not be defeated in any way, you just need to **catch one of the members** of the squad to eliminate that squad.
- Attack only in **short bursts!** Do not chase them all around the building! You are a deterrent, not a real threat! They will be afraid of you, no doubt.
- When you catch a squad, you act and escort them back to **HQ,** informing them that they were injured.
- Do not ambush participants ever!

**DISCLAIMER:** You must know where there is a tripwire and do not chase them in that direction! It is dangerous! Also, be extra cautious with the barricades! Do not cross them after the squad!

**DISCLAIMER:** Do not fight with participants, ever! If they get hostile to you, DROP THE ACT IMMEDIATELY! Remind them that this is a game!

Your role ends when a staff member that is playing the Ghost of the Armoury approaches you and informs you that you are expelled from the facility. You may want to prepare some fight scenes to make it more impactful.
GHOST MEMORY SYMBOLS
<table>
<thead>
<tr>
<th>General Data</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>DATA TYPE:</strong> Coordinational data</td>
</tr>
<tr>
<td><strong>SUBJECT:</strong> Resource allocation</td>
</tr>
<tr>
<td><strong>VERIFIED CREDENTIALS:</strong> FGH/122-THETA</td>
</tr>
</tbody>
</table>

**E.P.C.C.C.**
EUROPEAN PACT FOR COMBATTING THE CLIMATE CHANGE

WE STAND AS ONE, LAST WE PERISH ALONE
<table>
<thead>
<tr>
<th>Dossier of delegates for the sectors</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>E.P.C.C.C.</strong></td>
</tr>
<tr>
<td>EUROPEAN PACT FOR COMBATTING</td>
</tr>
<tr>
<td>THE CLIMATE CHANGE</td>
</tr>
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WE STAND AS ONE, LAST WE PERISH ALONE
Scrap of memoirs

E.P.C.C.C.
EUROPEAN PACT FOR COMBATTING THE CLIMATE CHANGE

DATA TYPE: Personal Log
DATE:

AUTHOR'S ID: JR/RE/7754
VERIFIED CREDENTIALS: FGR/2245-PI

WE STAND AS ONE, LAST WE PERISH ALONE
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| **E.P.C.C.C.**
EUROPEAN PACT FOR COMBATTING
THE CLIMATE CHANGE |

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*WE STAND AS ONE, LAST WE PERISH ALONE*
Yet another day in a concrete box full of desolated faces... I got to that bunker few days ago. They found me unconscious while scavenging for... well, basically anything that would keep me alive. Back then I was well beyond the point of braking. I woke up in their medical bay.

I don't know much about anyone here... It seems no one knows much about anyone as people just try to stick to whatever remnant of their previous life they have. There is not much talking... And the security does not inform us about anything. I have trouble discerning how long exactly I'm here.

Lucky that whole thing is buried underground... outside temperature melts plastic and kills within an hour of exposure...

They say its not temporary... They say we need to make our living here come no-one is coming for us. It's not salvation. It's a prison.
Game Changer project utilizes innovative technology and cutting-edge research to help promote tolerance and understanding among youth across Europe. We hope through the Game Changer Project, we can encourage young people to be the change in helping to build a more inclusive, open-minded, diverse, and peaceful Europe.