After the Fall

**offline game**

Game organisation training
What will you learn?

- Structure of the game - What is this game all about?
- Technical preparation for the game - What you need to prepare for the game?
- Debriefing for the game - How to sum up the game with your participants?
A word about our beloved design document
Structure of the game
OVERVIEW

What is this game really about?

- Working as an entire group to achieve a difficult goal
- Overcoming fear and hardship
- Immersing in devastation that is caused by radicalisation
- Learning more about the difficulty of actually seeing the “bigger picture”
This game is about CONSCIOUSNESS

PRIMARY GOAL
What do we want to achieve using this game?

SPECIFIC GOAL
Make the participants realise how difficult it is for a group of people to coordinate any effort, and how easy it is to fall into chaos.
More straightforward?

We want participants to:

- Immerse in a certain mood / emotional state
- Overcome their fear and limitations
- Overcome inconveniences and hardships
- Encourage to see past the limited view of personal agenda
- Have some fun!
SECONDARY GOALS

What do we want to achieve using this game (as well:P)?

- Achieve a “movie like” immersion of participants
- Record their progress so as to acquire promotional materials for later use
- Introduce knowledge about end result of large scale civil unrest
Structure of the game

Narrative

What you will tell players this game is about?
Lore of the story

- The apocalypse
Lore of the story

- E.P.C.C.C
  European Pact for Combating the Climate Change
Lore of the story

- The Facilities
Lore of the story

- The Ghosts, Ghouls and the "Database"
Lore of the story

- ELIZIUM, the city of survivors
Lore of the story

- Ariadna Troops
The Story

1. The E.P.C.C.C Complex is localised in the wastelands
2. Elizium assembles Ariadna Squads to explore the ruins in search of the “Database”
3. Forward HQ is established
4. Several squads go missing
5. Hostile entities are confirmed within the facility
6. Resources are running low
# Structure of the game

## The NPCs

**Ghouls**

1. 1 to 6 (depending on the amount of players and the area of the game)
2. Hostile and mobile (patrolling the corridors)
3. Must be avoided or tricked
4. Simple workforce and security automatons gone rogue

**Ghosts**

1. 3 in total (Ghost of Records Office, Ghost of Armoury, Ghost of Laboratory)
2. Docile and stationary (confined to an area)
3. Must be found and communicated with
4. AI’s of higher sort/holographic projections
Specialties

Ariadna troops have 3 types of specialties which will be reenacted by participants:

1. Leader
2. Coms
3. Technician

They will be explained in detail later.
HQ staff

3 to 5 NPC’s should be assigned to the HQ
The Artefacts

There are several items scattered around the area of the game:

1. Oxygen marker
2. Medkit marker
3. General Data template
4. Dossier of delegates for the sectors template
5. Scraps of memoirs template
6. Reports template
The starting point

- The players are Eliziums elite Ariadna Troops
- They are divided in three man squads bonded by experience and Ariadna system
- They know they have a limited time to find the “Database”
- They need to investigate the ruined facility avoiding hostile Ghouls and reach all the Ghosts that can grant them access to the “Database”
DISCLAIMER!

The game is designed to be played with 4/5 squads of 3 participants. This value can vary either:

- By adding more squads (up to 21 participants in total)
- Or by reducing the amount of people in a squad to 2 participants (NOT RECOMMENDED)
- Or by reducing the amount of squads down to 3 (9 participants in total)
DISCLAIMER!

The game is made in such a way, that the NPC’s role can be given to a second (different) set of participants, thus raising the total maximum amount of participants involved up to 30 people.

Participants acting as NPC’s must be properly trained beforehand and it is recommended that the game organiser has some established previous relationship with them.
Structure of the game

Gameplay

• Briefing + Workshop
• Four to five Excursions into the Complex
• Two to three Assessments and Councils intertwined between Excursions
• Debriefing = where the magic happens
DISCLAIMER!

The game is supposed to be a fast paced challenging experience where failure is not only possible but very likely.

However!

You may make it easier for your participants depending on their (and your) proficiency in these kind of games.

Hints on how to do it will be provided accordingly.
Structure of the game

Briefing

1. Introduction
2. Rules – general
3. Squads
4. Rules – squad details
5. Knots
6. Tasks
First Excursion

1. Cohesion and system check
2. Initial reconnaissance
3. Finding Ghost’s (if possible)
4. Avoid Ghouls (low hostility)
5. Decontamination procedure check (optional)

(explain easy option)
First Assessment and Council

1. (If you decided to include decontamination procedure it is evaluated at this point)
2. Spent oxygen bottles are collected.
3. Technicians mark obstacles on the map
4. Coms upload findings onto mainframe
5. Leaders coordinate the strategy
Second Excursion

1. Gathering data
2. First challenges (if possible)
3. Ghouls become more aggressive
The following gameplay

It is advised that players stick to the pattern of excursions followed by assessment and council, but as they gather more intel, and also are attacked by ghouls their cohesion may break.

They may to decide on utterly different approaches to tasks with every gameplay.

However they should have last council before the curtain call, which occurs 15 minutes before the end of the game.
Structure of the game

Debriefing

More on that later.
The Rules

- Bonding of the squad members (Ariadna system)
  - Rope
  - Group badges
- Squad roles
- Resources
- Opposing forces
- Decontamination (optional)
Bonding of the squad members (Ariadna system)
Structure of the game

Squad Roles

Engineer

Comms

Leader
Structure of the game

Resources

[Images of medical supplies and oxygen tank]
Structure of the game

Opposing forces
Structure of the game

Decontamination

This is an advanced rule
Structure of the game

Tasks

- HQ
- Cypher
- Records Office
- Armoury
- Laboratory
Structure of the game

HQ
Structure of the game

HQ
Structure of the game

Cypher
Structure of the game

Records Office
Structure of the game

Armoury
Structure of the game

Laboratory
Technical preparations for the game
Preparations

1. Choose a place to organise the game (preferably about 5 to 6 weeks prior)

2. Choose actors that will reenact the NPC’s in the game and train them (preferably about a month prior)

3. Inform the players about the game – you can already start the facebook group you will be using during the game to communicate with them and hype them (preferably about 2 to 3 weeks prior)

4. Print all the materials and prepare all the items, remind participants about the game and especially its place and time (preferably 1 week prior)

5. Remind about place and time of the game to the participants again, intensify the hype! (1 day prior)

6. Prepare the game area (preferably 1 day prior)
Debriefing for the game
Debriefing for the game

HYPE

Relieving the best moments of the game with the group and instigating common feeling of mutually beneficial experience

“What moved you during the game?”

“What was the hardest part?”
FEEDBACK

Time when every participant has an option to vocalise their opinion about the game and their experience

“What is your opinion about rules of the game” (ask about every one of them separately)

“What do you think you could do better now that you know more?”
INCEPTION

Integrating wider context for the players intended to instigate a discussion on social matters

“Do you imagine similar situations in real life?”

“How do you think the conflicting views of people would influence their capabilities in a critical situation like this?”
DISCUSSION

Interactions between participants moderated by the facilitator
roll credits!
Thank you for your attention

Do you have any questions?
camp@techsoup.org

www.gamechangereu.org