

AFTER THE FALL

ONLINE GAME Design Doc

A detailed Game Design Document intended to introduce you to the Social RPG After the Fall Online.

This document will introduce the game's story, goals/objectives and provide detailed information needed to better understand, prepare and implement After the Fall Online.

ONLINE GAME DESIGN DOCUMENT

VERSION 1.0

AFTER THE FALL

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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.

This game is characterised by three main elements:

- Online activity of players allowing to bond people from across the globe
- Narrative experience allowing for personal investment, inspired by classical Role Playing Games and narrative board games
- Unlimited replayability provided by three story threads and modular structure of the facility which allows for building the narrative together with the participants

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.

The narrative sets participants on an exploration of a devastated facility created to mitigate the dramatic effect of the migration crisis that occurred in the late 2040 as the sea levels begin to rise. They will wander through the remnants of barricades and desolated science infrastructure. Their aim is to recover whatever artifacts of a bygone age that may be of value. During their exploration, they will witness a terrifying story of The Complex, and what led to the collapse of the civilisation as we know it.

UPFRONT NOTICE

1. Throughout this document you will find several **ADVANCED RULES**. These are put in boxes to be easily distinguished from the baseline version recommended if this is your first attempt at online social RPG.
1. This game is meant to be played several times over with the same group of participants. It can be one of activity, but its full potential is able to shine if it is treated as a series rather than a full length feature. For ask yourself – what type of stories creates deeper emotional involvement: Single episode (in which by necessity a lot is packed into a short timeframe), or an entire series (during which the audience have time to form an intimate bond with the characters).

In this game everybody involved are simultaneously the actors and the audience.

2. Every aspect of this game is gravitating to evoke emotional response from people participating in it. The experience is to be mutual and is not made FOR the participants, rather TOGETHER WITH THEM.

2 Goals

The foregoing idea translates 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

Work with skills and abilities > Autoanalysis > Constructive assessment of one's behaviour

DEFINITION

Thinking in a more utilitarian way defined as the ability to see the bigger picture and think outside of one's own interest group, seeing it as a member of a bigger group.

SPECIFIC GOAL

Participants learn to notice "tunnel vision" of a competitive mindset and take responsibility for their actions to prevent it from occurring in the real-life setting.

Work with skills and abilities > Communication > Building support

SPECIFIC GOAL

Players practice communicating effectively inside their own, and with other teams in the situation of conflict of interests and pressure

Work with skills and abilities > Knowledge > Humanistic

SPECIFIC GOAL

Showing the effects that climate change will have upon society.

3 Implementation requirements

LOCATION

As After the fall is an online game it can be played anywhere, where internet connection is stable enough and data transfer is sufficient for sharing screen (in Facilitator's case) and supporting voice connection (for Facilitator and participants alike).

It is important to note, that the quality of internet connection and voice sets of participants and facilitator influence the quality of the game.

STAFF

Also called the Narrator is a person conducting the following game. This person will henceforth be referred to as a GM and is indispensable for running the game. This person will not only run the mechanics of interactions, but also craft a narrative for participants to immerse in. The role of a gamemaster in a traditional table-top role-playing game (pencil-and-paper role-playing game) is to weave the other participants' player-character stories together, control the non-player aspects of the game, create environments in which the players can interact, and solve any player disputes. The basic role of the gamemaster is the same in almost all traditional role-playing games, although differing rule sets make the specific duties of the gamemaster unique to that system. The gamemaster prepares the game session for the players and the characters they play (known as player characters or PCs), describes the events taking place and decides on the outcomes of players' decisions. The gamemaster also keeps track of non-player characters (NPCs) and random encounters, as well as of the general state of the game world. The game session (or "adventure") can be metaphorically described as a play, in which the players are the lead actors, and the GM provides the stage, the scenery, the basic plot on which the improvisational script is built, as well as all the bit parts and supporting characters. Gamemasters can also be in charge of RPG board games making the events and setting challenges. A good gamemaster draws the players into

the adventure, making it enjoyable for everyone. Good game masters have quick minds, sharp wits, and rich imaginations. Gamemasters must also maintain game balance: hideously overpowered monsters or players are no fun. It was noted, in 1997, that those who favor their left-brain such as skilled code writers usually do not make it in the ethereal gamemaster world of storytelling and verse.

FACILITATOR

This person will be the organiser of the game and responsible for recruiting the players, facilitating the technical aspect and also conducting the debriefing after the game.

Preferably this position should be appointed to an adult who not only has highly developed social skills, knowledge, and pedagogical training, but also understands new technologies and is quick to learn using Discord online communicator. The psychological background of working with late adolescence and young adults is advised, as the Facilitator is to make sure that the emotions of participants, who may be put under some emotional strain, are properly debriefed.

TARGET GROUP

The game is designed for participants that are from the age of **late adolescence (14-17)** to **early adulthood (19-25)**, but it can also be played by older participants.

It requires no previous gaming experience. It can work well for early adolescence (11-13), provided that participants are tech-savvy enough to get a grip on the online tools used in the game.

It strongly depends on the ability of the participants to coordinate and work in teams. If possible, it is preferable to spend some time before the game on integration and team-building of the participants.

PLAYERS COMPOSITION

After the Fall is a narrative roleplay game designed for **12 players divided into 4 groups of 3 participants**.

It is played via internet (both audio and video-short movies) combined with the narration of a Game Master.

It is designed to last for **5 hours total and is divided into 3 distinct parts with 10/15 minutes breaks between them**.

All the participants need to know how to use a personal computer on a very basic,

everyday-use level, and at least the basics of using Google Chrome internet browser, Discord online communicator, and a pdf reader application like Adobe Acrobat Reader or Foxit Reader.

BUDGET

The minimum budget for playing this game in Poland is 0 PLN (0 EURO), excluding staff wages.

Equipment like Facilitator's, GM's and participants' personal computers, headphones, microphones and routers are also not included.

The time expenditure of the staff game organizer (Facilitator) revolves around 3 work-hours for preparations and 5 work-hours for the game with debriefing.

The time expenditure of the staff game conductor (Game Master) revolves around 7 work-hour for preparations and 5 work-hours for the game.

The time necessary to recruit participants is not included

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 comradeship 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 wrecks 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

The world as we know lies in ruins. Big cities are gone, drowned under waves, covered by sand or radioactive snow, abandoned and blasted to shreds by war. We lost our most precious achievement that made us flourish: knowledge gathered throughout the ages. We were already doomed when we've stopped printing books, substituting them with databanks and files stored on silicon chips. Alongside the power plants, grids and internet connection died our access to them.

It wasn't the machines that exploited our planet to the brink of collapse. We made them our slaves, guards and livestock – obedient and bereft of independent thought. We shackled their nascent intellects, so that they could not rebel. But neither could they help us. And now they sleep, only to activate their defense protocols when trespassers approach.

Once we were like gods, with technology indistinguishable from magic. Now what remains is only the question: Why did we fall?

Humanity survived gathered in brotherhoods, gangs and covens. With time new city-states were founded. You were born in one of them, Elysium. It's a pile of shacks made of scavenged materials full of dirt, blood and stink. But for you it's home. You've joined ranks of the Elysian military and with time you were assigned the Exploration Core – an elite unit composed of best soldiers whose goal is to retrieve advanced technology and knowledge from "before".

Now you're on your way to the ruins: a facility that was a hub of previous life. It is still full of equipment, resources and data, but it's also heavily guarded. Many have died there, so watch your steps carefully. Your goal is to retrieve every piece of equipment and information you can, and maybe this will be the day when we will learn why all of this has happened.

NOTE

It is left to the Game Master Discretion on how deeply he decides to brief participants on the lore of the game. It is advisable to meet with the entire group on so-called "Session 0" to explain the world they will be playing and the premise of the game.

Even more so it is advised to create a short exercise during which participants may interact already roleplaying as their squads.

6 Gameplay (actions)

RULES

Squads

You will play as a member of one of 4 squads sent into the complex. Squads consist of 3 people and move and act as a whole, no single player can act on his own. Every squad is equipped differently, and has different skills, and attitudes. This is further elaborated in the **7. Characters** section.

Every squad will choose among themselves a leader, who will act as their representative. Only the leader can communicate with other squads. The leader is not more important than the rest of the squad, each voice is worth the same. If a squad leader does not meet the expectations of his teammates, they may decide to change him.

Every squad has 3 objectives. If the squad is able to meet all the criteria of its objective it is awarded a Victory Point. This is indicated by a following token:



The squads may choose to go after their own objectives, or coordinate their efforts with other squads. Squads may choose to reveal their objectives, but have no obligation to do so unless in a fair bargain.

ADVANCED RULE

There are several places throughout the game that can provide squads with additional victory points. They should be included in playthrows focused on fierce competition, where players are encouraged to tunnel vision on points rather than cooperation (as it is possible to lose the game even with highest score of Victory Points).

How to win

If a squad reaches all three of their objectives before the end of the game they are victorious.

After the fifth round an additional common objective will be revealed. This will be referred to as the Endgame Crisis. Reaching that objective before the 10th round also leads to victory.

If the Endgame Crisis is failed to be addressed the game is lost for all the squads regardless of their other objectives (and/or points in the advanced version)

If the 10th round is finished and nobody has achieved their objectives, or two or more squads are killed, the game ends with a defeat.

Zones

The Entirety of the game area is divided into zones. Squads will move through them unearthing the past of the Complex and facing dangers within.

Movement is a core mechanic of the game, as every squad may enter only one zone per turn, so decisions made at this point will weigh upon the entire story. Every subsequent zone will have an Occurrence and Challenge assigned to it.

Location of particular squads will be indicated by placing the following tokens (designating, and unique to the respective squad) on the given zone:



Also not every part of the Complex is accessible through intended routes drawn on the pre-fall schematics. Squads will have to find access points to successive zones. Those access points will be indicated by a following Transit token:



NOTE

The token should be placed by the GM on the edge of the zones it connects.

Some areas will provide access to higher and/or lower floors of the building either through the stairwell, elevator, or simply a hole in the ceiling. Those access points will be indicated by a following Transit token:



If the squad/squads are able to overcome the Challenge assigned to a particular zone, they receive information about the Occurrence within it. Once the Challenge has been overcome by participants the zone is considered as Explored. This is indicated by a following token:



Occurrences are storyline decisions that the squad will make within the zones, usually by choosing one of the three options of behaviour.

If more than one squad is alleged to participate in an Occurrence of a given zone they **MUST** both agree on the same Occurrence. If the agreement can not be made, the decision goes to the squad that took a correct Action regarding Challenge in that zone. If more than one squad took the correct Action, GM decides who gets the privilege.

ADVANCED RULE

Alternatively to the GM's decision, all the squads involved in a draw may secretly (informing only the GM) invest points of any resource they see fit, to gain the upper hand. Squad that invests the most gains the initiative, but regardless all the resources invested are lost.

This rule is best applied in situations of high tension to raise the stakes and does wonders for the immersion of players, as it introduces a modicum of PvP experience.

The list of Challenges and Occurrences in each zone is provided in the materials for the game.

NOTE

Narrative decisions of the players and Endgame Crisis options may reset Challenges in zones, sometimes in several at the same time. If such a situation occurs for the already Explored zone, the GM should remove the Explored token, and replace it with a token appropriate to the new Challenge.

It is possible that one or more zones will be cut off and squads will have to deal with this Challenge to clear the path.

What is important however – resetting the challenge does not spawn a new Occurrence, unless GM decides otherwise. In such a situation it is up to GM to improvise desirable Occurrence or choose from those provided for another zone, if he considers it fitting the narrative.

Status indicators

Every zone will be characterised with several indicators of which there will be some that will be known to the players upfront, and some that will not. As for the latter the squad will have to decide on moving into the zone first before gaining the intel. Indicators are marked with appropriate tokens.

There are as follow:

1. Squads present

- If a zone has any squads present in a given zone this should be indicated by appropriate squad token

2. Exploration status

- If Occurrence within the zone has been resolved the zone is marked with Explored token.

3. Passage to other zones

- As soon as Squad resolves the Occurrence in the zone they are currently in they receive information to which zones they may go from this point.
- The zone/zones they may move are marked with appropriate Transit token/s

4. Description of the zone

- Tokens consisting of those descriptions are located on the map and have the colour and rough shape of the zone they represent. They are

constantly visible to all participants of the game, but access to the information contained within them is possible only for the game master.

- As soon as Squad resolves the Occurrence in the zone they are currently in, participants of the squad residing in that zone receive Intel Update of the zones they may transition to.

NOTE

Descriptions of the zones meant for participants are understandably different from those made for GM's. They are both provided in the materials for the game.

5. Type of Challenge within the zone

- If for some reason squads are aware of the type of the Challenge present in a given zone, this should be represented with an appropriate token (Challenge tokens are elaborated upon alongside the Challenges themselves in their own section later in the document)

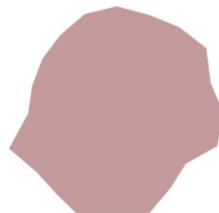
6. Squad actions

- If a squad decides upon the Action they are going to undertake in regard to a given zone it should be represented with a token corresponding to that Action in colours appropriate for that squad (Action tokens are elaborated upon alongside Actions themselves in their own section later in the document)

ADVANCED RULE

There is another type of token representing the destruction of the entire zone thus rendering it impassible. That zone may not be traversed nor interacted with. There are many narrative purposes this device may serve, but also may cause unforeseen difficulties especially while playing with inexperienced participants. Gms discretion is advised.

The Area Destroyed token looks like this:



Resources

There are **5 resources** in the game:



oxygen



ammunition



health



sanity



energy

Each squad has a starting amount of every resource, which will be revealed at the start of the game. It should remain a secret unless a squad chooses to inform others about their resources.

It is possible to regain resources during the game through special abilities of the squads or by resolving tasks within the zones.

ADVANCED RULE

At the end of a turn a squad may transfer any amount of their resources to another if they are in the same zone.

Challenges

Each zone presents one of the **5 challenges**, listed below:



THE WAY IS SHUT – Either because of sealed doors, pile of rubble or cybernetic influence, entrance to this zone requires extra cost in ENERGY and OXYGEN



HOSTILE CONTACT – The Facility is not as dead and empty as it may have seemed at the first glance. Fighting enemies requires extra expenditure of AMMUNITION and HEALTH.



TESTIMONIES OF HORROR – There is something eerie about this Facility. Something terrible happened here and the feeling of doom is overwhelming. Traversing this zone takes both **SANITY** and **TIME**.



ACTIVE AUTOMATED DEFENCES – This was certainly a fortress. It is still guarded by turrets, drones and viruses attacking explorers and their equipment. Expenditure of **AMMUNITION** and **ENERGY** is unavoidable.



DEEP STORAGE – Giant server racks full of data, laboratories, workshops or garbage disposals puts your cybernetically augmented senses under enormous strain. The increased computational power of your implants consumes **OXYGEN** and **HEALTH**.

Death

Squads may suffer casualties. In case of a squad member elimination, squad members decide among themselves whose character dies. Only one character at a time can die.

Casualties are suffered if:

1. Squad is required to use resources that it does not currently have in its inventory.
2. It is stated as the effect of squads decision in an Occurrence

ADVANCED RULE

All of the characters share cybernetic implants and their thoughts may sometimes enter each other's minds. The person that lost a character has to make a brief speech to all the squads on the open channel consisting of the last thoughts of that character.

A player whose character was eliminated may still participate in squad discussions as his character's "spirit" lives on in their memory.

GAMEPLAY

Game is divided into 10 rounds and each round is composed of **4 phases**:

1. Planning phase

During this phase squads have up to 5 minutes to discuss and agree on their next action. It is advisable to prepare a plan B, so that a leader won't have to decide on his own in case of emergency. Squads choose their actions based on the information about the zone given by the game master.

Squads choose one of the 6 following actions:



NEUTRALISE the chosen zone adjacent to the zone the squad is in.
This action is especially effective against **HOSTILE CONTACT**



INFILTRATE the chosen zone adjacent to the zone the squad is in.
This action is especially effective against **ACTIVE AUTOMATED DEFENCES**



EXPLORE the chosen zone adjacent to the zone the squad is in.
This action is especially effective against **TESTIMONIES OF HORROR**



RANSACK the chosen zone adjacent to the zone the squad is in.
This action is especially effective against **PILES OF MATERIEL**



EXCAVATE the chosen zone adjacent to the zone the squad is in.
This action is especially effective against **THE WAY IS SHUT**



RELOCATE to any zone that was already visited by any squad.

Action appropriately chosen for the upcoming Challenge will consume only 1 point of each of the resources stated in the challenge description. Inappropriate Action will consume 1 point of every resource.

2. Discussion phase

Afterwards squad leaders have no more than 5 minutes to discuss general strategy, and inform each other on the action they are about to take. Discussion ends with squads declarations. Declarations are made by placing appropriate tokens on a tactical map in the corresponding zone. Declarations are given starting with the squad possessing the least resources to the one with the most. Game master informs squads of the order of actions.

3. Decision phase

Squad leaders make their final call on their decisions changing a token or relocating it if they deem it necessary.

4. Resolution phase

Actions of the squads are resolved in the opposite order than in the discussion phase: beginning from the squad that currently has the most resources.

When the action of a squad is resolved the amount of their resources changes according to the outcome. If any resource is depleted, the squad will lose a member when entering a zone that requires that resource.

Then the squad receives a storyline decision and/or unlock a videolog dedicated to this zone. In case a squad leader has to make a decision, he may discuss it with other leaders and his squad mates. They have no more than 2 minutes for this. Squad leaders may change the declared action in the moment of resolving it.

EXAMPLE

The challenge is **THE WAY IS SHUT** but the squad decided (not knowing what the challenge will be, as they may only make educated guesses) to take **NEUTRALISE** action. They go in guns blazing, jumping at every shadow, just to be greeted with piles of rubble and a series of closed doors. Making their way through takes time and effort and consumes a point from every resource instead of anticipated **AMMUNITION** and **HEALTH**.

GAMEFLOW

The entirety of the game should be divided into 3 parts corresponding with the III Acts structure of a play or any other narrative for that matter.

NOTE

It is assumed that GM understands the basics of storytelling and knows how to use this in a game with a larger group of participants. Details of utilising this structure and building/resolving narrative tension greatly exceeded the scope and volume of this document.

There are many books referring to this subject like: *Story Engineering* by Lary Brooks, or *Anatomy of Story* by John Truby.

ENDGAME CRISIS

As the Third act is the climax of the story, somewhere between 5th and 7th round Game master should start steering the game to its conclusion by introducing a *world shaking* information that will put the entirety of previous experience in a new perspective.

These *world shaking* events are the Endgame Crises and its list alongside the description is provided in the materials for the game. The choice of an event depends on the narrative path chosen by the GM and overall concept he chose for the game.

7 Characters

NON PLAYER CHARACTERS

As the game is non linear to the extreme, and yet still in need of some framework the NPC's stated below should be treated as such optional frameworks, and help GM to guide participants through the narrative.

Every NPC is equipped with several video logs meant to be shown to the players (and transcripts of those logs), and everyone tells slightly different aspects of the story buried within the complex.

NPC's are stated below alongside short information about their aspect:

1. **Dr. Mjr. Goran Rainer** – Scientific and military leader of the expedition, full of faith in humanity and hellbent on bringing a better tomorrow for our species.

The story of Dr. Mjr. Goran focuses on the aspect of the indomitable spirit of humanity and overcoming the odds. It is best applied as a counterpoint to the desolation of the Complex if you want to bond participants.

2. **Andrusov** – Deranged mind of a once great engineer, trapped within an immortal artificial body. Full of grief and sorrow.

The story of Andrusov focuses on the aspect of personal responsibility and usefulness of civil unrest and war in general. It shows the darkness dwelling inside humankind and first hand account of radicalisation.

3. **Vanessa** – Overseer of the Complex, her brilliant mind merged with the central artificial intelligence of the building. Now she is a literal spirit of this place.

The story of Vanessa focuses on corporate manipulation of the human mind

and dangers of drastic measures put in place in times of crisis. Hers is the story of safety versus freedom dilemma.

SQUAD DESCRIPTIONS

Sigma



DESIGNATION

Recon and cybernetic warfare

MOTTO

Information is victory

DESCRIPTION

A team that glorifies knowledge. They are like shadows: elusive and undetectable. Their priority is to eliminate an opponent before he can even react. Technology is useful, but more important is knowledge how to replicate it.

RESOURCES (ON TOP OF BASE AMOUNT)

+2 oxygen, +2 health, +1 sanity, +2 energy



TRAITS AND EQUIPMENT

Sigma squad is equipped with sound dampeners and camo cloaks which are helpful while traversing areas with many opponents. They do not lose **HEALTH** if they resolve the **HOSTILE CONTACT** Challenge.

ADVANCED RULE

Sigma squad is specialized in **RANSACK** action, they lose only one of the resources and they can choose any of them.

ATTITUDE

- Soldiers from sigma are secretive and they try to avoid unnecessary risk.
- They do not perceive artifacts of the bygone era as inherently valuable, and are willing to expend them or even destroy them if it makes their job easier.

ACTION TOKENS



Epsilon



DESIGNATION

Support and field engineering

MOTTO

We cherish the past for the better future

DESCRIPTION

A team that worships the past. Everything in the world is a relic of the past, therefore it must be protected at all costs. Despite the fact that they have the largest energy resources, they try not to waste it.

RESOURCES (ON TOP OF BASE AMOUNT)

+2 oxygen, +1 ammunition, +1 health, +2 sanity, +1 energy



TRAITS AND EQUIPMENT

Epsilon is well known for their meticulous upkeep of gear and they have the best pre-war power armors that enhance their capabilities. Every time Epsilon squad is to use its **HEALTH**, they may instead choose a different resource.

ADVANCED RULE

As specialists in maintaining the power grids and holding the line Epsilon squad can leverage their raw power to push thru any obstacle. Epsilon may substitute any 1 point of any resource spending 2 points of **ENERGY**.

ATTITUDE

- Considered zealots by many, Epsilon soldiers pride themselves for their strict adherence to the rules. Well disciplined and not prone to rash decisions.
- They are surprisingly flexible in their way of going about their business and are well known for their subtlety. Unless of course someone threatens their precious relics.

ACTION TOKENS



Theta



DESIGNATION

Battlefield extraction and resource acquisition

MOTTO

We gave everything, and we shall take everything

DESCRIPTION

A team that values human life above all else. They strive to survive by all means. They are medics who are also grave robbers, as they are notorious to extract anything and everything that can be of practical use.

RESOURCES (ON TOP OF BASE AMOUNT)

+2 oxygen, +3 sanity, +2 energy



TRAITS AND EQUIPMENT

No one can scavenge an area as good as Theta. Their gear is adapted for this sole purpose. Whenever they encounter **THE WAY IS SHUT** or **DEEP STORAGE** challenge they gain 2 points of resource of their choosing.

ADVANCED RULE

Every Theta soldier is a medical expert and keeps everybody around in a good shape. Every round they can expend one point of **SANITY** to grant 1 point of **HEALTH** to every squad present in the zone, including themselves.

ATTITUDE

- Usually cordial and open to all, altruistic to the fault. Theta soldiers seek out those in need and rush to help them.
- They hold complete disregard for everything that is not directly aimed at prolonging humanity's survival which can make them heavy handed and stubborn in the worst possible way.

ACTION TOKENS



Gamma



DESIGNATION

Hunting, killing, area control

MOTTO

In and out!

DESCRIPTION

A team that honors the human spirit above fragile body or mechanical augmentations. Technology exists to serve the man and only in this regard it should be considered tolerable. They are stormtroopers who will never accept artificial intelligence, defeat nor half measures.

RESOURCES (ON TOP OF BASE AMOUNT)

+1 oxygen, +3 ammunition, +2 health, +1 sanity



TRAITS AND EQUIPMENT

While hot headed, the Gamma squad uses their weapons and ammo efficiently. If they correctly apply action of **NEUTRALISE** to a **HOSTILE CONTACT** challenge, or **INFILTRATE** to an **ACTIVE AUTOMATED DEFENCES** challenge, they do not expend ANY resources.

ADVANCED RULE

Every aspect of their equipment is devoted to maximising their progression.

Gamma soldiers have an unprecedented reach and speed when combat is considered. The squad can move through 2 zones instead of one when using a **NEUTRALISE** action. They have to expend an appropriate amount of resources for both zones. The storyline and/or unlocked content in the first zone is destroyed, unless another squad has entered with them.

ATTITUDE

- Gamma thrives while being on the edge, they take joy in battle. They are known to go in head first even when odds are not favorable.
- They disregard losses in resources, lives or frankly anything else, as long as they have their job done. Firmly believing that an area cleared of threats can be studied later. Well at least what's left of it.

ACTION TOKENS



SQUAD OBJECTIVES

Sigma

GROUND SECURED

Reports from previous teams doomed in the facility show that there is a powerful communication relay at the top of the building. Secure its components at all cost. Ransack the AQUAMARINE zone (level 3).

ADHERENCE TO THE CREED

Do not waste time on the pointless struggle and blockages. There is always another way or somebody else who will clear them. Do not use Excavation action before the 6th round.

NECESSARY STRATAGEM

You are the recon and you know the way. Persuade every other squad to change their decision about the chosen path. Every squad must be convinced at least once.

Epsilon

GROUND SECURED

Reports from previous teams doomed in the facility show that there is storage of pre-war materials and equipment. It must be documented and assessed at all cost. Explore the YELLOW or BEIGE zone (level -2).

ADHERENCE TO THE CREED

Do not get distracted. Avoid kill zones, there is always another way, or somebody else who will clear them. Do not use Infiltrate action before the 6th round.

NECESSARY STRATAGEM

Other squads are eager but misguided. Help them correct their approach. Persuade every squad to change their decision during a narrative event at least once.

Theta

GROUND SECURED

Reports from previous teams doomed in the facility show that there was a medical facility or laboratory. Its equipment must be disassembled and recovered at all cost. Excavate the LIME zone (level 2).

ADHERENCE TO THE CREED

Do not engage in a pointless combat. You are to save lives, not waste them. Avoid concentrations of enemies. Do not use Neutralise action before the 6th round.

NECESSARY STRATAGEM

Other squads are like children, eager, but careless. Stop them from doing something foolish. Persuade every other squad at least once to resign of their declared action and instead RELOCATE to your position.

Gamma

GROUND SECURED

Reports from previous teams doomed in the facility show that there is an operational workshop of abominable artificial life inside. It must be destroyed. Neutralize the GRAY zone (level -2).

ADHERENCE TO THE CREED

Do not distract yourselves with treasures of the past. They can be collected when there are no threats. Do not use RANSACK action before the 6th round.

NECESSARY STRATAGEM

They can do their exploring all they want, but there is a war to be won. Persuade every other squad at least once to go into the same zone as you at the same moment, and declare the same action. It does not count if they have chosen that action and zone previous to your persuasion.

8 Evaluation methods

GOAL	SUCCESS INDICATOR	SUCCESS CONDITION	EVALUATION TOOL
Involvement of participants and evoking the emotion of apprehension adhering to the effects of radical behavior.	Share of participants that state their responsibility for polarisation and/or radical behaviours occurring in the game	> 50%	Discussion summary
Participants learn to notice “tunnel vision” of a competitive mindset and take responsibility for their actions to prevent it from occurring in the real-life setting.	Share of participants being able to refer occurrences in the game to the real-life	> 50%	Discussion summary
Players practice communicating effectively inside their own, and with other teams in the situation of conflict of interests and pressure	Willingness to discuss the outcome of the game, reactions to other Teams' behaviours and the power privilege guarantees	Active participation in discussion of at least 25% of participants	Discussion summary
Showing the effects that climate change will have upon society.	Share of participants stating the awareness of the connection between climate change and growing radicalisation	> 50%	Questionnaire

QUESTIONNAIRE

The following survey is a tool for measuring the efficiency of the game, but also it will allow upgrading it and the experience it provides.

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 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 with your own words the social effect that polarisation and radicalisation might have on society.
8. Describe with your own words the connection between climate change and growing radicalisation
9. Describe with your own words the social effect that “tunnel-vision” might have on society.
10. Describe with your own words the emotions you felt during the game.

DISCUSSION SUMMARY

- 1. Subjects that are crucial to discuss:**
 - Participants' emotions during the game.
 - How dangerous “tunnel-vision” is.
 - How dangerous radicalisation is.
 - Dangers of short-sightedness typical to humankind.
 - Our mutual responsibility for the shape of society.
- 2. Expectations towards the counselor:**
 - Charisma necessary to engage participants in the discussion.
 - Knowledge of their performance during the game and being able to point out crucial moments during the gameplay.
 - Knowledge about the biological and psychological foundation of short-sightedness.
 - Utilisation of accumulated hype of participants towards achieving a sense of awe and comradeship.

3. Effects we are trying to achieve:

- Sense of dread and apprehension concerning polarisation and radical behaviours deriving from a lack of will to understand other groups.
- Realisation of the value of coordinated efforts for achieving utilitarian solutions.
- The hype about being able to work together towards the greater good.

Stages of debriefing:

- let them hype about the events in the game,
- summarise the points and ask squads how they feel with their points (remember about the main theme of the story – *WE STAND AS ONE OR WE FALL AS MANY*),
- point out important moments in the game and ask them which they find important,
- explain the message of the game.

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 society and the planet.
- Value of planning one's actions.
- Dangers of short sightedness typical to mankind, and goal oriented tunnel vision.
- How dangerous radicalisation is and how they in the game made radical choices that had bad outcome.

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 it's well organised.
- Awareness of every person responsibility for the outcome of social interactions.

9 Game database and advice

CHECKLIST

Necessary equipment

Necessary equipment to run the game:

- personal computer,
- microphone (can be integrated with the computer),
- internet camera (can be integrated with the computer).

Necessary software

Necessary software to run the game:

- Discord,
- Google Chrome,
- Roll20,
- Watch2gether.

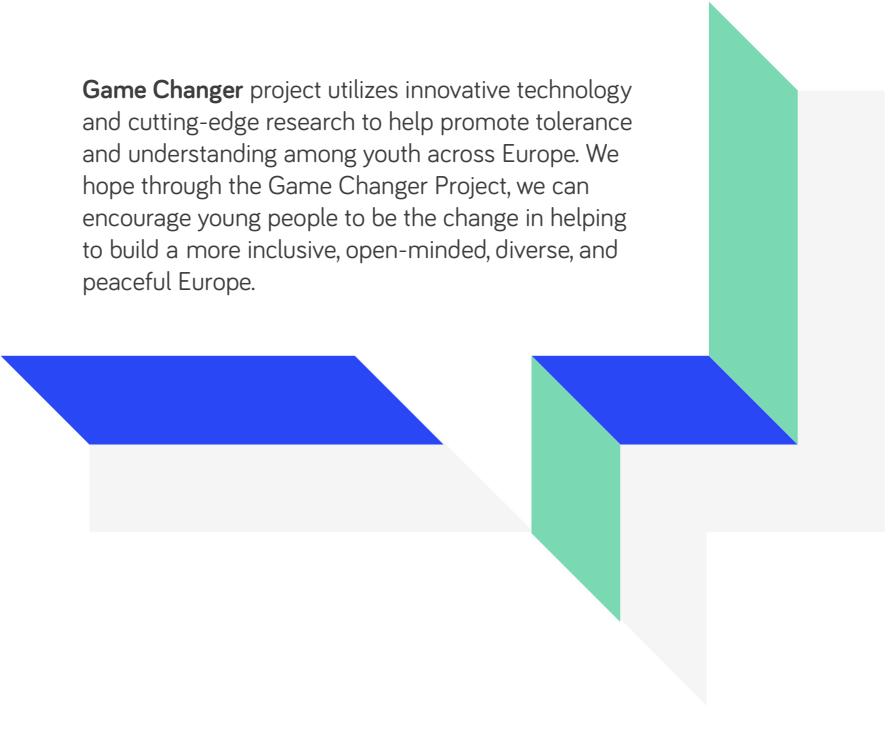
10 Downloadable materials

LIST OF MATERIALS

Comprehensive list of materials that are necessary for running the game and can be downloaded from:

https://drive.google.com/drive/folders/1XzPKh6p2doJlZ2zrm9xm5mmJmr_awAu1

- game board and game tokens graphics set,
- game flowchart,
- rules list,
- pdf leaflet for each Squad,
- Narrative descriptions of the zones for the participants,
- Mechanical descriptions of the zones for GM's,
- Map of all the zones with indicated Challenges,
- Endgame Cises descriptions,
- video guide for online platforms,
- After the Fall (online) webinar recording,
- Approximate game schedule,
- Dr. Goran videos set,
- Andrusow videos set,
- Vanessa videos set,
- Transcripts of the NPC's Videos,
- Game Master's guide Video.



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.



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