

TIME SCHEDULE

00:00 Start of the workshop before the game

- Teaching knots.
- Explaining rules.
- Organizing squads.

00:40 First excursion into the game area

- Inform the squads that this is a drill, they do not gather anything. It's a cohesion and system check.
- Squads should focus on their immediate surroundings in a loose formation.
- No ghouls should approach the squads although they should be vocal and scary.

00:55 First assessment and council

- It should be noted how well the squads did do with the decontamination procedure, if they were all able to come back in time and so on.
- While leaders converse on the next excursion plan Comms upload their findings on the mainframe while Technicians confer on marking obstacles on the map.
- Squads prepare to leave hq.

01:10 Second excursion

- Squads are gathering whatever logs they can find.
- They realise their exploration plan gathering as much data as possible.
- First encounters with ghouls and possibly ghosts.

01:25 Second assesment and council

From now on the game plan may vary radically as to different exploration plans and ingame occurrence.

03:15 Curtain call

All squads are informed that they have only 15 minutes left and they must return to HQ.

03:30 Game summary and Debriefing



SQUADS BRIEFING



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 organising them into folders.
- 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. 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 bear 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.



THE GHOST OF RECORDS OFFICE

BRIEFING



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 ruse 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.



THE GHOST OF ARMOURY

BRIEFING



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 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 ghouls 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.



THE GHOST OF LABORATORY

BRIEFING



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 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.



GHOUL BRIEFING



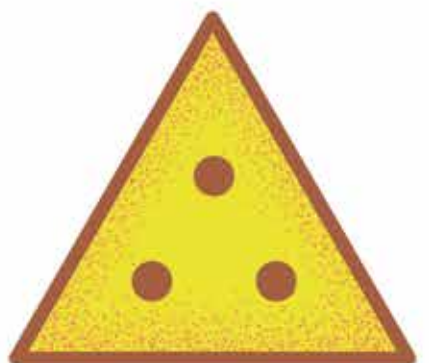
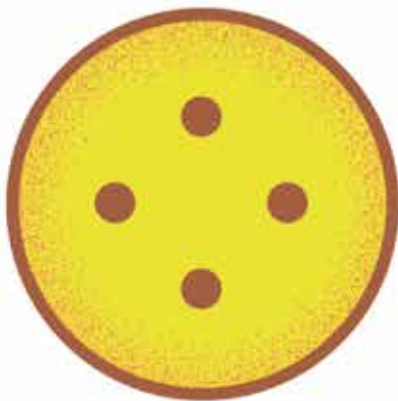
You are a creepy-crawly creature of unspecified origin and agenda. You sound spooky, you look weird, and that's what you do spook participants. You are not a hunter, you are a spook!

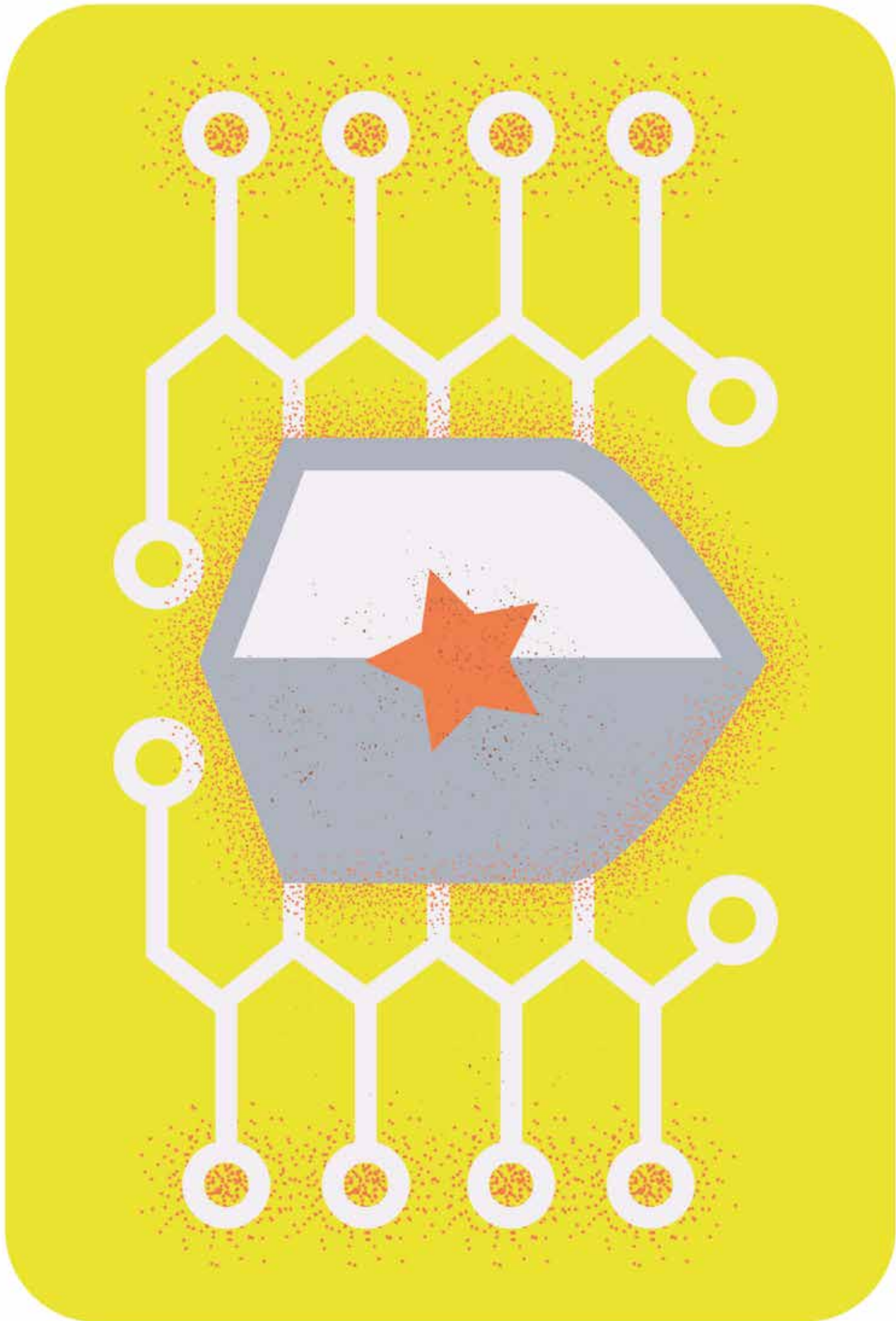
- **Roam the entirety of the area of the game blocking access to the entry points and corridors. Move often, but if you see participants trying to access some location hang around till they figure a way around you.**
- **You should do some random screams and scary voices sometimes, that would echo around 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.





МАРКИРОВКА НА ТЕРМИНАЛА ЗА ПРОВЕРКА НА ДУХОВЕ



ЗНАЧКА НА ОТРЯДИТЕ



ЗНАЧКА НА ОТРЯДИТЕ

MEDKIT MARKER



MEDKIT MARKER



MEDKIT MARKER



OXYGEN MARKER



OXYGEN MARKER



General Data



E. P. C. C. C.

**EUROPEAN PACT FOR COMBATTING
THE CLIMATE CHANGE**

DATA TYPE:

**Coordinational
data**

SUBJECT:

Resource allocation

VERIFIED

CREDENTIALS:

FGH/122-THETA

WE STAND AS ONE, LAST WE PERISH ALONE

Dossier of delegates for the sectors



E. P. C. C. C.

EUROPEAN PACT FOR COMBATTING
THE CLIMATE CHANGE

DATA TYPE:
Sector Delegate
Dossier

SECTOR NUMBER:

**VERIFIED
CREDENTIALS:**
FGR/23-ALPHA

WE STAND AS ONE, LAST WE PERISH ALONE

Scraps 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

Reports



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

DATA TYPE:

Report

SUBJECT:

Executive Council
Meeting Abstract

VERIFIED

CREDENTIALS:

FGT-S/55788-RO

WE STAND AS ONE, LAST WE PERISH ALONE

Scraps of memoirs [example]



E. P. C. C. C.

EUROPEAN PACT FOR COMBATTING
THE CLIMATE CHANGE

DATA TYPE:
Personal Log

DATE:
27.08.2070

AUTHOR'S ID:
JR/RE/7754

**VERIFIED
CREDENTIALS:**
FGR/2245-PI

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.

WE STAND AS ONE, LAST WE PERISH ALONE