SAFETY ADVICE

This is a game! Make sure that every person involved has full awareness of that. During such experience, emotions play a significant role in our behaviour.

Inform players about the safety measures. Remind them in the beginning that this is a game. Remind them that they will play beyond other people, and they always should respect their safe space and quiet. Also, it's essential to treat every location with proper esteem as a public property.

The game could refer to real emotions of players; also, scenario contains topics of death in the family (marginally), amnesia and abandonment – in extreme cases it could affect players as a close to home themes. In that incident, separate the player from his team and help him with supporting conversation (there's no need to discuss the topic of his/her panic / fear / sadness) and something to eat / drink. Let the player go back to his team if they would like to continue.

Players should be made aware that despite their affection and intense emotions, they should be reasonable and remember about the traffic. It is especially crucial during the task where players will be blindfolded.

10 Printed materials

DISCLAIMER
As the sheets of paper with keys printed on them will, in the end, be joined to create one single key, make sure that when you print them, they fit each other.

LIST OF MATERIALS

- Game organizer schedule
- Staff briefing: Taal
- Staff briefing: Mentor
- The first fragment of R. Locke's journal (print one for each group + 1 spare)
- The second fragment of R. Locke's journal (print one for each group + 1 spare)
- Third fragment of R. Locke's journal (print one for each group + 1 spare)
- Fourth fragment of R. Locke's journal (print one for each group + 1 spare)
- **Fifth fragment of R. Locke’s journal** *(print one for each group + 1 spare)*

- **The first key** *(add it to the artifact of the same name)*

- **Second key** *(add it to the artifact of the same name)*

- **Third key** *(add it to the artifact of the same name)*

- **Fourth key** *(add it to the artifact of the same name)*
Briefing and workshop for participants.
Duration: 30 minutes
* Exercises opening participants for the experience
* Explanation of the setting, story, rules of the game and important timestamps
* Organising participants into 4 man squads
* Creation of the photographs of the squads (made by participants)
* Participants place their photos on the prepared Facebook group. Each photo is a single thread.
* Distribution of the handout “First fragment of R. Locke journal”.

1. First Act
Duration: 30 minutes
* Participants execute the task of Double Photo Log, described in the “First fragment of R. Locke journal”
* Squads that made it receive the “First Key Fragment” and “Second fragment of R. Locke journal”.
* Those who didn't make it in time must give away one of their “Soul Shard” and only then receive the “First Key Fragment” and “Second fragment of R. Locke journal”.
* Squads vote on the Key Fragment Bearers

2. Second Act
Duration: 30 minutes
* Participants execute the task of Book Video Log, described in the “Second fragment of R. Locke journal”
* Squads that made it receive the “Second Key Fragment” and “Third fragment of R. Locke journal”. If a Squad have lost any of their “Soul Shards” they regain one of them.
* Those who didn't make it in time must give away one of their “Soul Shard” and only then receive the “Second Key Fragment” and “Third fragment of R. Locke journal”.
* Squads vote on the Key Fragment Bearers

3. Third Act
Duration: 30 minutes
* Participants execute the task of Argument Video Log, described in the “Third fragment of R. Locke journal”
* Squads that made it received the “Second Key Fragment” and “Third fragment of R. Locke journal”. If a Squad loses any of their “Soul Shards” they regain one of them.
* Those who didn't make it in time must give away one of their “Soul Shard” and only then receive the “Second Key Fragment” and “Third fragment of R. Locke journal”.
* Squads vote on the Key Fragment Bearers

4. Fourth Act
Duration: 30 minutes
* Participants execute the task of Trust Video Log, described in the “Fourth fragment of R. Locke journal”
* Squads that made it received the “Fourth Key Fragment” If a Squad lost any of their “Soul Shards” they regained one of them.
* Those who didn't make it in time must give away one of their “Soul Shard” and only then receives the “Fourth Key Fragment”.
* Squads with at least one “Soul Shard” receive the “Fifth fragment of R. Locke journal”
* Squads that lost their last Soul Shard are out of the game and wait for the end.
* Squads vote on the Key Fragment Bearers
* Staff member acting the role of Thaal takes one squad member from every squad as described in his briefing.

5. Fifth Act
Duration: 30 minutes
* Participants execute the task of Preparing the Argumentation, described in the “Fifth fragment of R. Locke journal”
* At the same time participants taken away by Taal are briefed and trained to act as Taal, as they will be the ones to confront their squadmates in the final showdown.
* Squads negotiate with the “possessed” squadmate trying to get him back, but also retrieve the memories of Alex and Robin
* Should squads meet the winning conditions Taal is defeated enacting appropriate scenes.
* If squads fail, Taal triumphs and enacts appropriate scene.

Debriefing.
Duration: 30 minutes
It is advisable that the staff member acting as Taal briefs himself with the entire gameplay beforehand, so as to better understand the Character he is enacting, and present him to the participants in the most realistic manner possible.

Who are you playing as?
Your Character is Taal, demon pretending to be a human, to obtain the Keys of Whispersteel. It is cunning and self-confident. The gender of the demon, as well as its age, is not important for the gameplay so you can improvise.

What’s Taal’s motivation?
Taal knows that in order to obtain the Keys it cannot act by himself. Demons are unable to pick up the Keys nor their fragments with their own hands and are forbidden to take them from anyone by force. Thus Taal waits for the squads to collect all the fragments and bind them into Keys, when he will possess few of them, forcing the rest to give back the complete Keys willingly.

What is Taal’s connection to the plot?
Demon Hunter Robin Locke summoned Taal in a forbidden ritual. They made a bargain where Robin sacrificed “the most treasured of memories” in exchange for lifting the course binding Robin and Alex with a sinister Book that was draining them of life and soul. Taal agreed to sever the connection of the Book with the demon hunters duo, but in exchange took their shared memories, as they were “the most treasured ones”. Demon Hunters were left senseless and Taal gained free reign over the area utilizing the situation to his benefit, luring other demon hunters to regain the rest to give back the complete Keys willingly.

Tasks:
* Until the end of the Fourth Act, you pretend to be a demon hunter concerned with the loss of memories of your colleagues.
* You help out the squads if they are stuck with any challenge.
* You are actively supportive and kind to the players.
* At the end of the Fourth Act, you possess one participant out of every squad (take the one that had been chosen as the bearer of the Key Fragment most of the time).
* Then reveal your true intentions informing the participants about the story written above.
* The act of “possession” may be allegorical. For instance, touch the forehead of a participant and say “from now on you obey me and you follow me. Now come!”
* You conduct a short workshop for the “possessed” participants preparing them to act as Taal in the Fifth Act.
* During the Fifth Act helping out players that have problems enacting that role. Just remember, you do not act instead of them. Make it so that you whisper advice in their ear or act as a looming shadow over others.
* The final scene of the game depends heavily on you; you need to inform participants (in character) what is the outcome of their collective effort. If the majority of participants chose to rescue their comrade instead of keeping the key Taal is defeated. Make it flashy! If not you mock them and inform of Taal’s success and their short-sightedness.

How to conduct the briefing?
During the showdown, participants will speak with the demon played by... well, one of their own, a “possessed” (by Taal) participant. Your task is to prepare him to play that role, as the demon “controls” his body keeping that “pure soul” as a hostage to his whim. The participant may:

1. Allow the rest of his squad to keep the final Key (composed of Four Fragments), and thus succeed in their mission of retrieving the memories of Alex and Robin. In that scenario, the “possessed one” is kept in demonic possession.
2. Acquire the Key, and thus stopping them from fulfilling the mission. In that scenario, however, the possessed participant is returned to sanity and the squad is whole again.

In both scenarios, it is all about making the participants talk and use the arguments made up earlier. They need to really show they care about that participant and want him back. Encourage the acting participant to improvise and go with the flow, as long as they keep their eyes on the objective.

DISCLAIMERS!
1. Do not fear that they won’t try to save their colleague. The choice they have is, in fact, an illusion, as that person is already established in their minds as important throughout the game. Besides, human consciousness tends towards attaching to things and people that are more familiar. And that participant is certainly more familiar than imagined heroes of the story. Thus it is really unlikely that they won’t try to get him back.
2. A lot depends on your acting, as the world of the game will come alive only if you convey it with conviction and determination. Don’t fear to improvise and make things at the spot. As long as you understand the story and objectives of the game you will be golden.
3. If participants are hooked by narration and roleplay try to invite them to as many scenes as possible. Make it their world as well. If not, stick to the script and do not hesitate. The message will already be planted in their heads even if they are not ready to act upon it.
It is advisable that the staff member acting as Taalbriefs himself with the entire gameplay beforehand, so as to better understand the Character he is enacting, and present him to the participants in the most realistic manner possible.

Your Character is the Mentor, you are the supervisor and teacher of young demon hunters. Recently you were notified about terrible occurrences and the loss of memory suffered by your colleagues Robin Locke and Alex. As both of them were renowned for their abilities their current state and its implications are a cause for great concern to you. As the participants (your students) will investigate the case, they will find fragments of Keys from Whispersteel items of immense worth, They should collect them as they may be the key (pun intended) to unraveling this mystery.

You rendezvoused with Taal, another demon hunter investigating the case and claiming to be Locke’s friend. You haven’t met him before and you cannot overcome your suspicions toward him, but you need any help you can get.

Tasks:
* You play as a human really concerned about the state of affairs in the area.
* You help out the squads if they are stuck with any challenge.
* You are actively supportive and kind to the players.
* You convey the rules to the participants.
* You take away the “Soul Shards” should a squad fail a challenge (they have four in total), and give them back (one at the time) for successful challenges.
* You hand out to the players the items they obtain after completing the tasks.
* Reenact a scene at the end of the Fourth Act, when Taal reveals his true identity it hurts you with his power, and you know that the resolution of the conflict is in the hands of participants.
* You assist them in the Fifth Act in their task.

World rules:
* The memories are to be collected one at the time. To gain another part a squad needs to meet up with the Mentor after succeeding in their task.
* The task is considered successful if its effects are visible on the FB post related to the respective squad.
* Squads have no more than 30 minutes for the entirety of a particular task. They must return to the Mentor before that time runs out. Should they fail to do it, or fail in their task, they receive the next fragment of R. Locke’s journal and next Key Fragment but lose one of their Soul Shards.
* The Key is entrusted to one of your squad in a vote. No one may vote on himself. The vote is conducted in the following manner:
  • Stand in a circle
  • Close your eyes
  • Count down together loudly from ten to one
  • During the count point one of your colleagues with an open hand, palm upwards.
  • When the countdown ends open your eyes and count the votes
  • In case of a tie repeat the procedure.
* The person entrusted with the Key Fragment MUST NOT lose it, or allow it to be lost!
* You vote for the person to carry a Key Fragment after EVERY chapter, meaning that the same Key Fragment may be given to different people at different stages of the game, should you consider another person to be more appropriate as a Key Fragment Carrier.
* One person may carry only One Key Fragment at the time!!
First fragment of R. Locke's journal

5th October.

I'm still not convinced that coming from England to this strange and clearly different country was a sensible move. I don't have time for a pointless vacation, and this whole issue might be nothing more than a false lead... However, the presence of another demon hunter, Alex, in the area convinces me that it is not the case. It's someone I don't know much about, but who I know from experience not to underestimate. We first encountered each other on Facebook, in one of the artifact-related groups. I have to admit that this Alex knows her stuff. I don't know though if I should be worried or happy that I can learn something new.

Today we're supposed to meet in person. You could say we already did that online, but I always think that social media makes it too easy to create yourself to trust the image they show you. Sure, I can see pictures, I can see post history, but still, I only know as much about the person as they want me to. It's probably why I'm so stressed about this. I don't know what to expect, not really, and I have such big expectations anyway...

We set a meeting on a plaza in the city center.

Second fragment of R. Locke's journal

8th October.

We just can't talk enough. I know I came here to find the Book and avenge my family, but instead, I wander with Alex through flea markets, cafés and bookshops, talking more about each other than about keys and the Book. I don't think it's about distracting me from my work. Although Alex also wants to acquire the artifact, we agreed to work together. After all, in theory our goal is the same: to rid our world of demons.

She's the kind of person I expected. Full of energy, lively, laughing every time I say something that sounds - as she calls it - "typical for every hunter". Well, maybe I am more sullen, or maybe it's my English upbringing. I like when Alex laughs, she does so loudly and she is not in the slightest bothered by my presence. And she has pretty eyes. Alex is okay.

Yesterday we spent a wonderful afternoon in a place full of books. We were supposed to look for tips for finding the Book, but we ended up stuck somewhere between the popular fiction, fantasy and children section. I forgot how much I liked to read. As a kid, I devoured books one after another, no matter the contents. There was something endearing about the moment when Alex helped me find old editions of books that my mother read to me when I was little. Alex says that books are the mirrors of the soul because they tell more about us than we expect. And I swear, when she said that, it really didn't sound as cliché as it does when I write it now.
Third fragment of R. Locke's journal

20th October.
Okay, I knew this would come to light eventually. I just didn’t expect it to hit me so hard. And that I will feel this bad about it. Yesterday I couldn’t sleep, even though I went to bed early. I couldn’t calm down my thoughts. I feel like I’m never going to calm them down again.

Is this really that big of a sin to want to keep my matters to myself? Yes, Alex did storm into my life, with her contagious laugh and witty retorts to everything, but that doesn’t give her the right to get involved. How someone like her could understand someone like me? We are from two different countries, we have different values, we had completely different things happen to us in life. I can like Alex, but that doesn’t mean she will ever truly get me. More than that, sometimes I feel like no one can go through what I went through and keep a positive outlook. Did I want to admit that demons drove my family to ruin? That I had to grow up quicker than any child should? That if Alex really got to know me, she would change her opinion about who I am? That she would no longer like me the way I am?

She wouldn’t understand. I don’t have to ask her to know she wouldn’t. Alex desires knowledge, but above all, she is a good person, and she faces demons for the good of humanity. Who am I compared to her? I couldn’t admit to my desire for revenge, nor that I only want the Book so I can murder demons like they murdered my family. Alex would cease the search if she learned that the Book latches on to their finder like a parasite, sucking the life out of them day after day. That I wanted to sacrifice myself in the name of revenge? I HAVE THE RIGHT TO DO IT! And I never wanted Alex to even touch the book. I just wanted her to help me find it, and get destroying another demon out of it.

Now everything got more complicated. We both touched the Book, so we both have to face the consequences. The Book is sucking the life out of me, and I was prepared for it. I can accept my own death in the name of revenge. But Alex? This shouldn’t involve Alex. And although I’m furious, I do understand her anger at me, too. After all, she feels cheated. Not only she got into big trouble because of the Book, but I also hid the threat from her (she wouldn’t let me take the risk otherwise!) and now she suffers because of my foolishness. I wouldn’t care as much if it was anyone else, but I started to care about this stupid hunt. I just didn’t think she cared about me too...

I still feel guilty because of the Book, and the fact it devours her life day after day...

Your task:
- You have 30 minutes to complete this task.
- Create and carry a trust exercise in your team. It should entail following a designated route, where each of you will be blindfolded, one at a time, and the rest will lead them just by conversation. It's not allowed to lead by touch. Make an audio recording from this exercise, so it can serve as a fragment of Alex and Robin's recreated memories.

After completing the task, post the audio recording in your team's Facebook thread. Then go back to the checkpoint to receive your Third Key and the next fragment of R. Locke's journal.

Fourth fragment of R. Locke's journal

22nd October.
We had a fight, but afterward - surprisingly - I feel better. I feel lighter. Alex is smarter than me and although she's still upset with me, she said she understands. And I don’t just “know” she says that, I can also feel it’s true. I’ve never met someone like Alex and although our meetings caused a big risk from the Book, I don’t regret meeting her, or that we are so close.

Alex suggested we rebuild our trust. I have no idea what it means and it unsettles me since it sounds like some crazy idea, but I don’t have a right to express doubts, considering it was me who messed up. She told me to take something I can use as a blindfold, and I already know I don’t really like this concept and that I would never let anyone do this but Alex.

I still feel guilty because of the Book, and the fact it devours her life day after day...
1st November.

I've never liked All Saints Day. It used to remind me of Halloween and monsters under the bed, then of the family I lost, and now of Alex, who I am yet to lose. Because I will. The Book still sucks the life out of her, just as it does with me. We are both dying and although it's not visible yet, we will soon start to fade. All because of my foolishness.

Shame. This is the feeling that overtakes me now. Great, all-encompassing shame that I failed someone I care for. It doesn't matter that Alex forgives me, it doesn't undo what I have done.

This morning I woke up next to her, thinking that I cannot let her die. That I have to come up with a way to break the Book's spell and fix the damage I've done. Alex is asleep, and I'm flipping through my notes on the occult, looking for a solution and the price I can pay to buy it. I know it won't be small, but I also know that if it's for Alex, it's worth the risk. Worth more risk that I've ever wanted to take for revenge.

The demon's name is Taal. He should have the power to break our bond with the Book. I've never made a pact before, as my father had taught me not to trust demons, but now I don't have a choice if I want Alex to live. That's why, in return for removing the curse, I will offer Taal the memories of what is most dear to me. I will probably no longer be a hunter afterward since I will forget all my secret knowledge, a memory of learning and my deceased loved ones. Well, it's worth it for Alex.

Your task:
* You have 30 minutes to complete this task.
* Fight Taal and get your teammate back. To prepare for the fight, make a list of unique, strong arguments why you cannot go on without the team member that was taken from you, referring to the moments you shared during the game.
“No one is dumb who is curious. The people who don’t ask questions remain clueless throughout their lives”

This Key Fragment represents what’s crucial in curiosity about another person and one’s inner world. It represents the bond of mutual interest. It will allow the bearer to unlock the drive to conquer anxiety.

Grant it to the person that in your collective opinion is the most curious and attentive among you.

The Key is entrusted to one of your squad in a vote. No one may vote on himself. The vote is conducted in the following manner:

* Stand in a circle
* Close your eyes
* Count down together loudly from ten to one
* During the count point one of your colleagues with an open hand, palm upwards.
* When the countdown ends open your eyes and count the votes
* In case of a tie repeat the procedure.

The person entrusted with the Key Fragment MUST NOT lose it, or allow it to be lost!

You vote for the person to carry a Key Fragment after EVERY chapter, meaning that the same Key Fragment may be given to different people at different stages of the game, should you consider another person to be more appropriate as a Key Fragment Carrier.

One person may carry only One Key Fragment at the time!!

“Caring about others, running the risk of feeling, and leaving an impact on people, brings happiness.”

This Key Fragment represents what’s crucial in acquiring sympathy from another person. It represents the bond of affection to another. It will allow the bearer to unlock the tenderness and care needed to conquer fear.

Grant it to the person that in your collective opinion is the most helpful and caring among you.

The Key is entrusted to one of your squad in a vote. No one may vote on himself. The vote is conducted in the following manner:

* Stand in a circle
* Close your eyes
* Count down together loudly from ten to one
* During the count point one of your colleagues with an open hand, palm upwards.
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One person may carry only One Key Fragment at the time!!
Third Key Fragment

“Peace cannot be kept by force; it can only be achieved through understanding.”

This Key Fragment represents what’s crucial in understanding another person. It represents the bond of foresight as to another’s actions. It will allow the bearer to unlock the cooperation needed to conquer anger.

Grant it to the person that in your collective opinion is the most attentive and understanding among you.

The Key is entrusted to one of your squad in a vote. No one may vote on himself. The vote is conducted in the following manner:

* Stand in a circle
* Close your eyes
* Count down together loudly from ten to one
* During the count point one of your colleagues with an open hand, palm upwards.
* When the countdown ends open your eyes and count the votes
* In case of a tie repeat the procedure.

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One person may carry only One Key Fragment at the time!!

Fourth Key Fragment

“The best way to find out if you can trust somebody is to trust them.”

This Key Fragment represents what’s crucial in trust and attachment to another person. It represents the bond of confidence in another. It will allow the bearer to unlock mutual self-esteem needed to conquer shame.

Grant it to the person that in your collective opinion is the most trustworthy.

The Key is entrusted to one of your squad in a vote. No one may vote on himself. The vote is conducted in the following manner:

* Stand in a circle
* Close your eyes
* Count down together loudly from ten to one
* During the count point one of your colleagues with an open hand, palm upwards.
* When the countdown ends open your eyes and count the votes
* In case of a tie repeat the procedure.

The person entrusted with the Key Fragment MUST NOT lose it, or allow it to be lost!

You vote for the person to carry a Key Fragment after EVERY chapter, meaning that the same Key Fragment may be given to different people at different stages of the game, should you consider another person to be more appropriate as a Key Fragment Carrier.

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