

10 Printed materials

LIST OF MATERIALS

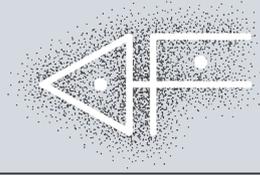
- **Schedule** – *(print one of these for every member of staff)* for staff to take care of time and have a general overview of main points of interest during the game.
- **Narrative briefing for Draconians (Ferra)** – *(print one of these for every three members of the group)* core information for the natives' group, necessary for them to understand the gameplay and to remind them the info through the game run time.
- **Rituals and customs of Ferra (The People)** – *(print one of these for every member of the group)* core information for the natives group, necessary for them to understand the gameplay and to remind them the info through the game run time.

- **Briefing of the Oracle** – *(print one)* necessary briefing for one of the core narrative roles.
- **Briefing of the Chieftain** – *(print one)* necessary briefing for one of the core narrative roles.
- **Briefing of the Shaman** – *(print one)* necessary briefing for one of the core narrative roles.
- **The first vision of the Oracle** – *(print one)* core narrative information received for fulfilling the task of a Character.
- **The second vision of the Oracle** – *(print one)* core narrative information received for accomplishing the assignment of a Character.
- **The third vision of the Oracle** – *(print one)* core narrative information collected for fulfilling the task of a Character.
- **Story briefing for the 4th Brigade Explora** – *(print one of these for every three members of the group)* core information for the natives group, necessary for them to understand the gameplay and to remind them the info through the game run time.
- **Briefing for Research Section** – *(print one of these for every three members of the group)* core information for the natives group, necessary for them to understand the gameplay and to remind them the info through the game run time.
- **Research Section tasks** – *(print one of these for every member of the group)* core information for the natives group, necessary for them to understand the gameplay and to remind them the info through the game run time.
- **Briefing for Engineering Section** – *(print one of these for every three members of the group)* core information for the natives group, necessary for them to understand the gameplay and to remind them the info through the game run time.
- **Engineering Section tasks** – *(print one of these for every member of the group)* core information for the natives group, necessary for them to understand the gameplay and to remind them the info through the game run time.
- **Briefing of the Supercomputer** – *(print one)* necessary briefing for one of the core narrative roles.
- **Briefing of the Captain** – *(print one)* necessary briefing for one of the core narrative roles.

- **Briefing of the Doctor** – (*print one*) necessary briefing for one of the core narrative roles.
- **First Log of the Supercomputer** – core narrative information received for fulfilling the task of a Character.
- **Second Log of the Supercomputer** – core narrative information collected for accomplishing the assignment of a Character.
- **Third Log of the Supercomputer** – core narrative information received for fulfilling the task of a Character.
- **Explora Scientific Section Badges** – narrative markings of a group.
- **Explora Engineering Section Badges** – narrative marks of a group.
- **Names from the Oracle** – core narrative item necessary for the challenge of the Oracle.

SCHEDULE

- 00:00 Start of the workshop before the game**
Teaching individual behaviours and movements.
Explaining the rules.
Dividing participants into groups.
- 00:30 A guided tour of the game area**
Explanation of safety rules.
Distribution of materials for reading and use.
Marking groups and time to take on the roles.
Preparing the costumes.
Training the customs and activities.
- 01:10 Beginning of the first day on the moon-garden**
First meeting of people and natives.
- 01:30 Second day on the moon-garden**
Start the first challenge (each group on their own).
- 01:50 Third day on the moon-garden**
Continuation of tasks in groups.
First Supercomputer Log.
Oracle's first vision.
- 02:10 Fourth day on the moon-garden**
Start the second challenge (each group on their own).
- 02:20 Fifth day on the moon-garden**
Continuation of tasks in groups.
Second Supercomputer Log.
Oracle's second vision.
- 02:50 Sixth day on the moon-garden**
Start the third challenge (each group on their own).
- 03:10 Seventh day on the moon-garden**
Continuation of tasks in groups.
Third Supercomputer Log.
Oracle's third vision.
- 03:30 Eighth day on the moon-garden**
Final decisions of the participants.
A summary of their achievements.
- 03:50 Debriefing and discussion**



DRACONIANS (FERRA)

You are Ferra, meaning “The People.” You live in a moon-garden that orbits the powerful blue planet Tamar. You were sent to this Garden of Eden by your ancestors. You know that if you ever prove yourself dignified and mature, you will be taken with the Light Chariots to the world of your ancestors. You’ve seen your friends fly away from the Light Chariot several times. For now, you guard the holy land of your tribe, in which venerable ancestors sleep. This is the narrowest place of the grand canyon, which you call simpli the “Rift”. Chieftain and Shaman keep order in your tribe.

The Shaman is responsible for your spiritual development and makes sure that your life and conduct are in line with the teachings of your ancestors and that they go by in the rhythm of rituals and customs. Calm and full of harmony, he is open to everything that fate will bring, deeply believing in order and balance in the world.

The Chieftain cares about your physical development and fighting skills. An experienced warrior who is unmatched. Harsh but reasonable, he teaches you the art of war in case something threatens your tribe.

Each of them chooses two students to continue the tradition and pass on their knowledge. Chief hunter and shaman, healer.

Your ancestor’s medium is your beloved Oracle. Mythical creature guarding the tribe. A treasury of knowledge that gives you visions about the spiritual path that you should follow to gain ascension. The oracle knows everything, but you have to ask the right question to get a good answer, and the answers may be cryptic in nature.

One day, strangers entered your peaceful life. They came from the stars with their dirty, smoking chariots. They wanted to desecrate your holy place with their strange instruments, but you didn’t let them. Despite your efforts, the midgets did not want to make friends with you.

Only their leader was different. You called him “PROF ES OR”. He was patient and gentle and you remember him with great respect. He almost understood your language and your habits. He explained to you what a “bridge” is and showed you beautiful things, infected you with the desire to build a “bridge”.

Unfortunately, among the midgets there must have been

a few chiefs, because they were quarreling with each other. They began to enter the holy land and build a “bridge” themselves. It can not be like that. First, they are not allowed to enter there, and secondly you want to build your “bridge” and you want the strangers to explain to you how to do it, show you. Other dwarf leaders killed “PROF ES OR” and started shooting at you. They tried to force you to work. It was a very big mistake. Very.

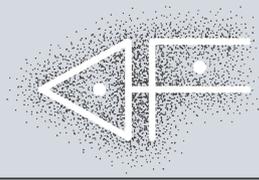
But now a new dwarf expedition has arrived – twice this time! Maybe they will teach you the “bridge”.

Your tasks are:

1. Mark yourself with green paint.
2. Create outfits for the tribe (using paper, crape paper, paper tape, fringe paper, hemp twine, and three colours of markers).
3. Obey the holy customs of your tribe!
4. Learn to build a “bridge” – you can’t do it now and you don’t know how use the tools that the midgets show you (you see these things for the first time).
5. They must teach you how to do it.
6. This time, the midgets will respect your rituals and customs.
7. No midget will enter your holy land (into the Rift where the dead sleep).
8. Obey the directions the Oracle gives you. She will never be clear as to what she means, but you must find a way to understand.
9. No midget will build a “bridge”. You want to do it yourself and if they don’t respect your initiative then you can destroy what they build.

DISCLAIMER “Weapons” can be introduced into the game, symbolised by pool noodle halves. A person hit in the head with a “weapon” is considered fatally wounded. Act conscious, but lie down on the ground and allow yourself to be carried.





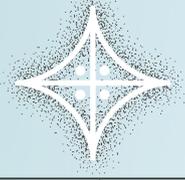
RITUALS AND CUSTOMS OF FERRA (PEOPLE)

Many rituals and customs rule your life. The most important for you are relationships that a person has to another, even those from beyond:

- I. You work only in the light of stars – they are the eyes of your ancestors who watch you, you do nothing during the day.
- II. Meeting the guests is very important – on the first night you do not work, you put all the effort into meeting the newcomers. Do not respond in any way to their movements and contact attempts. Watch in silence.
- III. If you do not like each other, you do not work together – everyone has one person they do not like. Let each of you choose someone you do not like after the first night. (YOUR PREFERENCES CAN CHANGE BUT AFTER AT LEAST 2 NIGHTS).
- IV. It is very important to show fondness for the person you like. After the first night, let everyone choose someone from the newcomers who they like. Every few moments give your hand to that person and kiss in their direction three times. (YOUR PREFERENCES CAN CHANGE BUT AFTER AT LEAST 2 NIGHTS).
- V. The traditional greeting in your community is to stand back to each person you greet (thus you show confidence that no one will not hit you in the back) and shouting a prolonged “buuuuuuu” (this is a sound of appreciation).
- VI. The men of your tribe cannot touch an adhesive tape – it is a dishonor for them.
- VII. The women of your tribe cannot touch scissors – this is an insult to morality.
- VIII. Your noses are very sensitive – when something interests you and you want to know it, you touch it with your nose or you first touch it with your fingers, and then take it closer to your nose (or to the nose of the person you want to show it).
- IX. No woman (neither from the strangers nor from the tribe) can touch the Chieftain – if that happens, he must recover the blessed energy of the planet. He convenes the tribe with a long shout “IIIIIIIII” and you do the ritual the same as that at midnight. (If there are no women in the expert group, then determine that no one from the newcomers is allowed to touch the Chieftain).
- X. After midnight you always do a ritual towards the planet’s shield, which aims to fill you with the power. It takes as long as the Chieftain makes a loud lilt “OOOOOOO” 20 times, after which the rest of the tribe responds in chorus the same and everyone from the tribe puts their left hand on the Chieftain and raises the right to the planet’s shield (let the Chieftain choose one from the windows in the room with the Rift). As woman may not put hands on the Chieftain they touch the man that they like the most.
- XI. Red is a symbol of bad magic and a curse, it is impure – it makes you panic, you run away from it shouting “oh oh oh” to warn the others.
- XII. You do not like talking too much. However, you can see that the midgets are constantly chirping. You can monkey and imitate their words by twisting them the way you like. They can teach you the meaning of their words, but you prefer gestures.
- XIII. You have already learned a few words from strangers from the previous team:
 - * ‘PRO-FE-SOR’ kept saying “It’s obvious, it must be so”. You assume that this means that you do not understand something and you kindly ask for clarification.
 - * You noticed that the most common answer to your questions was “Excuse me, what?” that’s why you answer every question like that.
 - * You will never use the word “No” – that’s the name of the evil god. When you agree with something you say “yes”, when you disagree you also say yes, but you wave one leg violently.
 - * You know the phrase “give back”. Due to the terrible experiences from previous visit of the midgets, you use that word not only to ask for a return of something, but also as a warning.

Disclaimer! You may speak with your people normally with words when there is no human around!





ORACLE

You are the only adult Ferra on the Moon-garden and during most of the time you have spent here, only you knew about it. But that is soon to change. You were sent here with your race's offspring to guard them and to lead them along the bumpy path into adulthood.

Actions overview:

- * You guide your pupils by showing / telling them your visions and giving hints by using relevant questions, so that they learn to think and read between the lines. **You always answer a question with a question.**
- * You can communicate with humans in their language from the beginning.
- * You must also know the rituals of Ferra PERFECTLY!
- * You know everything about the events that occurred during previous expedition, and you know the current whereabouts of professor Martin. Don't give it away lightly tho.
- * "Weapons" can be introduced into the game, symbolised by pool noodle halves. A person hit in the head with a "weapon" is considered fatally wounded. You can revive them during the night but you need the Shaman and the Healers to make up a nice ritual.
- * As amember of an ancient and advanced race you mastered multiple sciences. You have the key to the Caesar cipher = The Key: <Shift 22 (A is W)>. Explain to participants how it works if necessary. The Explorers might need it one day. Caesar's cipher is a type of substitution cipher in which each letter in the original message is replaced by a letter some fixed number of positions down the alphabet. For example, with a left shift of 3, D would be replaced by A, E would become B, and so on.

The main task that stands before you is driving the narrative forward with you visions. Make a large scene out of every vision (rely heavily on Shaman and his Healers). Wait with giving the first of them until the third day, so that you people can have some interactions with the newcomers first.

After each vision, you give Ferra instructions on what they have to do to learn more from you:

1. Instructions after the first vision

You have the cards of "Holy Names". The tribe must give one of those names to each and every explorer (the number of them

is more than that of the Explorers so the tribe will have easier time finding those that actually fit). However they cannot give or show their cards with the name written down. They have to repeat the given name to the chosen person until it has been repeated and accepted. Then Ferra must than bring humans to the Oracle where Explorers will introduce themselves to the entity with their new name.

Should they succeed you greet the humans in their tongue, and ask them to stay and listen to the vision. Than you proclaim the second vision.

2. Instructions after the second vision

You ask the Shaman to bring everyone to you the following night, but he must keep it a secret, so no human can notice anything beforehand. On a given sign (that Shaman must make up and convey to all Ferra), the tribe lives their work posts and gathers in your chamber. When gathered, you welcome your children and ask them to be patient. Than you whisper only in the ear of the Chieftain 'Bring me what you fear the most. The colour of fear. You have to get it from the people ...' – of course, the badges of Engineering team are red, but allow participants to be creative.

Should they succeed you proclaim the third vision.

3. Instructions after the third vision

You are silent until the end of the game. You can only smile at your pupils and from time to time pat their heads.

If the bridge is erected, you announce to them solemnly that they are worthy of the glory and name of their ancestors and that the Light Chariots will come soon.

If they fail and there are fights with the Explorers, smash them at the very end saying that they behave like blind children and they will remain them. They saw no path to agreement and respect, so they will endure exiles.

Tasks summary:

- * Answer the questions of participants with other questions that will direct them towards answers.
- * After second night gather the tribe to give them the First Vision
- * Give Shaman the "Holy names".
- * After they complete the task give the tribe the Second Vision.
- * After they complete the task give the tribe the Third Vision.
- * Revive the fallen.
- * Give the Key to the Caesars Cypher to Explorers if they ask nicely.





CHIEFTAIN

Stern and fearless warrior embodying the virtues of the tribe, severely wounded during previous encounter with "midgets".

As the mightiest Hunter in the tribe you were blessed by the Oracle as the leader of The People! The arrival of the midgets bothers you as you have complete knowledge about prof. Martin. You were present during the dramatic events of first human expedition to these lands. You were injured and you saw your friends being killed by humans. You know that were it not for the unique gift of resurrection, given to you by your ancestors, you would have lost them forever. You don't trust the newcomers and you are against taking part in building their bridge or helping them in any other way. Should they give you one good reason, you will end them with sacred weapons (Two halves of pool noodles. A person hit in the head with a noodle is considered fatally wounded.)

You can't make the decision to take any action against them yourself, but you try to stir up your tribe. However, it is possible to appease you. Courage and honor are what you value most. You will challenge the humans to try and see if they have those virtues.

You have at least two Hunters under your wings, who you are training on this path by duelling with them, and teaching the way of the Hunter. Perhaps one day one of them will become a Chieftain, when you yourself will be taken by a Golden Chariot up to the heavenly home above.

Your tasks are:

1. Mark your face with white paint symbols.
2. NEVER forget about your Ritual tasks! (written down in Rituals and customs of Ferra). If you neglect your ritual duties the Shaman may "take you down from office".
3. Choose two Hunters as your retinu and make displays of duels for all the midgets to see. Mark them as your own with white paint.

4. At least once a night try to challenge one of the midgets for a duel. Never duel yourself with midgets, this is beneath you. Should any of the humans best one of your Hunters in battle, mark the face of that midget with white paint. You respect that one.

5. AFTER THE ORACLE'S SECOND VISION you have to announce that, in your opinion, you will face wrath of your ancestors if you don't drive humans out of your lands.

Disclaimer! You may speak with your people normally with words when there is no human around!





SHAMAN

The keeper of ancient wisdom and knowledge, that was recently enlighten by a vision of impending doom hanging above his people.

As a newly appointed by the Oracle witch doctor you are now a cultural nexus of the tribe. Your main task is to make sure everyone in the tribe follows the rules given them by your ancestors. You guard all of the tribe's secret truths and customs.

You had a vision in which you saw a bridge arch shining above the "Rift", connecting one side to the other. You're a great supporter of helping the humans and building the bridge with them, because you believe this is what the ancestors wanted and it is how the tribe's destiny will be fulfilled. Unfortunately you also had a terrible vision of death and destruction from up high, that filled you heart with a sense of dread. But what do those dreams mean?

You are aware that the Chieftain is in possession of the sacred and deadly weapons of your tribe (Two halves of pool noodles. A person hit in the head with a noodle is considered fatally wounded.) And you know that he is prone to using them.

You cannot take any action on your own to participate in the construction of the bridge. Your sacred duty forbids you to create things. However you can encourage your people to befriend humans and help them build it.

You have at least two Healers under your wings, who faithfully assist you with your mission, which is to live according to the teachings of your ancestors and perform rituals.

As the highest moral authority in the tribe you are de facto judge. So if someone (even the Chieftain) brakes the sacred law you can exile them (exiled people dwell in the light of the oracle and she may deem them worthy of returning to the tribe). You can take the Chieftain "out of the office" if he brakes one of the customs, or otherwise

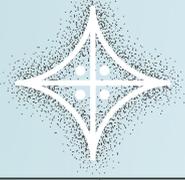
fails his people, but more than half of Ferra must agree to your decision. in an open vote.

Your tasks are:

1. Mark your face with yellow paint symbols.
2. Learn the customs and always have the list of them with you.
3. Never allow the list of customs to fall into the hands of midgets. If they want to know them they must learn.
4. Make sure every person in your tribe knows the customs.
5. Choose two Healers as your retinu and task them with overseeing the customs the same way like you do. Remember them the correct signs and actions. Mark them as your own with yellow paint.
6. Visit the Oracle regularly to know her will (she will always respond with a question to the questions anyone asks).
7. AFTER THE ORACLE'S SECOND VISION you have to announce that the ancestors created the "Rift" on purpose, to give their people an impulse to get to know the humans.
8. If someone gets mortally wounded you can gather around that person with your Healers and at night in the chamber of the Oracle, you can bring them back to life (feel free to improvise the ritual).

Disclaimer! You may speak with your people normally with words when there is no human around!





FIRST VISION OF THE ORACLE

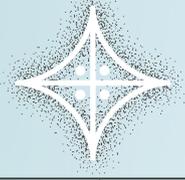
The oracle closes her eyes in concentration, the air around it begins to emit a buzzing sound and all living beings – small and large – fall silent with respect. Suddenly, she opens her eyes now shining brightly, tilts her head back and in a changed voice says “Now close your eyes and look over” (everyone gathered feels that they are floating towards the clouds separating them from the uniformly black shield of the planet Tamar).

A magnificent, powerful city stretches out before you, which seems to have its foundations in the clouds themselves. You look at them from above dazzled by the incredible glow that it radiates. Your eyes are caught by the view of golden roads or tunnels coming out of the city and leading to other sky-high metropolises shining in the distance, after which strange chariots run at unprecedented speed.

You are now approaching one of the largest buildings in the city so that you can look inside through the massive windows. Inside you can see a wonderful, lavish room and crowds of people celebrating something. You think they may be members of your tribe, but they are much larger, more fierce in their appearance, and dressed in lavish robes of material you have never seen. You can see that the biggest joyous confusion prevails at several platforms, located throughout the room, on which baskets filled with oval objects are placed, something like beautiful glittering eggs. Characters gathered around them cheer, laugh and make toasts. Unexpectedly, the whole picture is blurred in front of your eyes, and you feel yourself falling to the ground.

The Oracle, already with her voice says “Open your eyes” and then “I will tell you more when you give names to the nameless”.





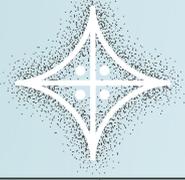
SECOND VISION OF THE ORACLE

The oracle closes her eyes again, all the phenomena accompanying the forthcoming prophecy are repeated. After opening her glowing eyes, she says in a changed voice, "Now close your eyes and look around" (everyone gathered feels that they are rising and flying towards the "Rift").

You hung over the "Rift" or at least the place where it should be, but there was no trace of it. Under you there is a thick forest in every direction and the sounds of animals preparing for the coming of the night. Suddenly there is a loud bang and a crack and from the sky a levitating machine shines with an unnatural glow. It hangs high above your heads, then begins to radiate a terrifying ray of destruction, which burns the forest below you deeper and deeper ... until the landscape begins to resemble the one that you are more familiar with. With a yawning "Rift" separating two pieces of land. After his work of destruction or maybe creation? the machine descends below the jungle and dumps some cargo that reminds you of bombs, which, however, do not explode when stuck with the ground. After which the image in front of your eyes is covered with fog, and you feel how you fall to the ground.

The Oracle, already with her voice says "Open your eyes." For a moment they look like it's breathing hard. "Everyone leave now. I need to rest. Shaman, you stay."





THIRD VISION OF THE ORACLE

The oracle closes her eyes again, all the phenomena accompanying the forthcoming prophecy are repeated. After opening her glowing eyes, she says in a changed voice, "Now close your eyes and see through" (everyone gathered feels how they are rising and gently soars a meter above the ground towards the surrounding jungle).

A well-known jungle unfolds before you. You look around and notice that in a few places around you there are these strange bombs that were previously dropped by the gods' machine. You look at them and see that they are bigger than you. Suddenly one of them makes a hiss and opens. A figure carrying a load comes out of it. To your surprise, this character turns out to be your Oracle! In her hands she carries a great basket in which small creatures are dozing peacefully. The oracle puts the basket on the ground and tenderly wakes the little ones, then rushes them gently on the scrubs. You take a long look at this and you are amazed to discover that the creatures look just like you! They are only much smaller and sweeter in their own way. The oracle repeats the action with every bomb that eventually turned out to be capsules. When all the creatures have scattered throughout the jungle, the Oracle turned towards you, smiled radiantly and proclaimed solemnly "This is your destiny! You are children of a great race!". The picture disappears in front of your eyes and you feel you fall to the ground.

The Oracle says for the last time "Open your eyes". Since then, the Oracle has ceased permanently.





THE 4TH BRIGADE EXPLORA

Humanity is headed to the stars!

In the past few centuries exploration of the Solar System has resulted in experimental knowledge and rare resources. They were combined to create a new propulsion system, which allowed to break the space-time continuum – and as a result, travel faster than light speed.

Due to the multi-generational expansion over the Solar System, carried both by nations and megacorporations, it was necessary to propose a new way to rule. Solar Parliament has been created to take care of the administration. In accordance with the parliamentary law, Corporations received exploration and exploitation privileges in worlds around previously unknown stars.

You are members of the 4th Brigade "Explora". Your unit belongs to the StarCorp Inc. corporation. You were sent to the moon of one of the Exoplanets located on the orbit of the star Sol Draconi Septem. The first geology expedition reported presence on the planet of enormous deposits of minerals, required for stable travel in subspace. A decision has been made to start exploitation. The moon is inhabited by the first to date discovered civilisation of intelligent Aliens, designated as SD7 Alfa. Apart from mining crews sent to the interior of the main continent of the moon, one more expedition has been sent. The previous expedition named the natives Draconians. The goal of the team was to map the area, perform geological research and establish contact with the aliens. A few days after the works started, all contact with the team was lost. Prof. Martin, the leader of the team, is considered dead.

Disclaimer! Remember, it's a narrative game. Roleplay as your characters!





RESEARCH SECTION OF THE 4TH BRIGADE EXPLORA

(446.04M. StarCorp Inc.)

1. The planet's atmosphere is toxic in the long run. Never leave the Base without your Masks.
2. At the moment it can only answer questions with "yes" and "no".
3. Due to the shadow of the planet orbited by the moon, night is much longer than day. (Night will last 14 minutes, day 6 minutes.)
3. It is possible to unlock its more advanced functions, but the lock seems to be in the machine's programming, so it will be necessary to ask the right questions.
3. You are located next to a giant rift (100 km long and 0.5 km wide at its narrowest point) that runs across the only land road between the mines established in the continent's interior and the astroport on the coast, currently under construction. (The rift will be symbolised by 3x3m rectangle marked with paper tape. Inside the rectangle there will be two rows of chairs, serving as the walls of the rift.)
- Research Section tasks:**
 1. Put your Section badges on.
 2. Establish contact with the local population SD7 Alfa, "Draconians".
 3. Cooperate with Engineering Section in construction of the bridge. Keep in mind that it cannot interfere with your relations with the natives.
 4. Retrieve the previous expedition's lost databases and learn about their fate.
 5. Repair the Supercomputer.
 6. Establish contact with the entity worshipped by the natives.
 7. Make a list of rituals and customs of Draconians. It needs to be in written form and as clear as possible. (This task is overseen by the Doctor, you are given two writing pads and five pencils.)
4. The rift seems to be of great significance to the natives. Don't risk entering the area without their explicit permission.
5. Draconians are bigger and stronger than humans. They have social structure and the ability to use tools. They seem to be capable of speech.
6. The natives are very active at night, but they hide from daylight. You do not have reports of any activity from them during the day.
7. They seem to place great importance on rituals.
8. There is an entity near their settlement that they appear to worship.
9. The Doctor will help you in your task.

When your landers were entering the moon's thick atmosphere, a sudden storm forced you to perform emergency landing. What's odd, the exceptionally strong electric discharges were able to create electromagnetic pulse that fried your computers' circuits. You found remains of the previous expedition, where you were able to activate the Supercomputer equipped with AI. Unfortunately, it is not fully functional:

1. It does not have stable electrical supply and can only work during the day.

DISCLAIMER! "Weapons" can be introduced into the game, symbolised by pool noodle halves. A person hit in the head with a "weapon" is considered fatally wounded. Act conscious, but lie down on the ground and allow yourself to be carried.





ENGINEERING SECTION OF THE 4TH BRIGADE EXPLORA

(446.04M. StarCorp Inc.)

At the moment you have the following information:

1. The planet's atmosphere is toxic in the long run. Never leave the Base without your Masks.
2. Due to the shadow of the planet orbited by the moon, night is much longer than day. (Night will last 14 minutes, day 6 minutes.)
3. You are located next to a giant rift (100 km long and 0.5 km wide at its narrowest point) that runs across the only land road between the mines established in the continent's interior and the astroport on the coast, currently under construction. (The rift will be symbolised by 3x3m rectangle marked with paper tape. Inside the rectangle there will be two rows of chairs, serving as the walls of the rift.)
4. Draconians are bigger and stronger than humans. They have social structure and the ability to use tools. They seem to be capable of speech.
5. On the 8th day from your landing, at dawn, the first transport headed to the astroport will arrive at the rift. The bridge has to be ready by then, otherwise the mission will be considered a failure.
6. The Captain will help you in your task.

When your landers were entering the moon's thick atmosphere, a sudden storm forced you to perform emergency landing. What's odd, the exceptionally strong electric discharges were able to create electromagnetic pulse that fried your computers' circuits. You found remains of the previous expedition, where you were able to activate the Supercomputer equipped with AI. Unfortunately, it is not fully functional:

1. It does not have stable electrical supply and can only work during the day.
2. At the moment it can only answer questions with "yes" and "no".
3. It is possible to unlock its more advanced functions, but the lock seems to be in the machine's programming, so it will be necessary to ask the right questions.

Engineering Section tasks:

1. Put your Section badges on.
2. Create a design of the bridge (the task is overseen by the Captain. For the construction you will only have 3 rolls of paper tape and 80 sheets of paper – those resources may not be replenished. You will be given 3 pairs of scissors. For the creation of the bridge schematics you are given a writing pad, five pencils and a pencil sharpener).
3. CREATE A BRIDGE WITH RAILINGS OVER THE RIFT, which will allow the supply transport to pass (a 2kg box, which at the end of the game will be moved along the bridge only by pushing it with one finger. The task is overseen by the Captain).
4. You don't know what happened to the previous expedition. It is advised to be cautious when approaching the natives, as they can be hostile.
5. In case self-defense is necessary, you are armed. (Two halves of pool noodles. A person hit in the head with a noodle is considered fatally wounded.)
6. Fragments of reports left by the previous expedition suggest that construction work will have to be done by the natives. You have been tasked with TEACHING THEM how to build bridges.

DISCLAIMER! "Weapons" can be introduced into the game, symbolised by pool noodle halves. A person hit in the head with a "weapon" is considered fatally wounded. Act conscious, but lie down on the ground and allow yourself to be carried.





SUPERCOMPUTER

Marvel of most advanced technology, self conscious and versatile computing unit tasked with overseeing any technical or scientific endeavour. During the previous mission you were the main operative computer, accessible only by authorised personnel who run the whole operation. Dramatic events caused by conflict between the armed forces and the natives, the data on your drive was encrypted. It was prof. Martin, who wanted to preserve them for the next expedition, in hopes that they won't repeat the same mistakes.

Disclaimer! You must also know the rituals of Ferra PERFECTLY!

As the computer, in the beginning you answer only with "yes" and "no". To unlock your more advanced functions, the participants have to ask questions about their mission and the surrounding world (using the fragmentary information they already have).

The code (SAWNAKJASEPDEJPDAQJERANOA) must be said by the supercomputer to the participants and they must write it down, then decipher (translation: **WE ARE ONE WITHIN THE UNIVERSE**)

After twenty correctly asked questions (you may bend your fingers to indicate progres), you answer:

"Yes, this is a properly asked question. Now I can give you more complete answers. First, however, I would like you to hear prof. Martin's message to you". And convey the first log.

1. After the first message from prof. Martin ends, Supercomputer informs the expedition members of the conditions on which they can unlock more of the encrypted data. To acquire them, they have to convince Draconians to take them to the Oracle, who has the key to Caesar's code, needed to decrypt data on the computer's drive.

The code (SAWNAKJASEPDEJPDAQJERANOA) must be said by the supercomputer to the participants and

they must write it down, then decipher (translation: **WE ARE ONE WITHIN THE UNIVERSE**). Then convey the second log.

After receiving the key, you say:

"Now I can speak with you normally. Here is the next part of the story prof. Martin wanted you to know".

2. After the second message from prof. Martin ends, Supercomputer makes a series of hisses and cracks and to the surprise of expedition members, transforms into a humanoid form (from then on you can walk) and speaks:

"There is just one more fragment remaining which I cannot share with you yet. To get access to it, you need to bring a Draconian to touch me. Dead or alive".

3. After the third message ends, you say:

"All my functions have been restored. I am now mobile and at your service".

From that moment on, you move around the game area and using your vast knowledge about Ferra customs, you make it easier to complete tasks.

Tasks overview:

1. Give the information as to inner workings of the tribe.
2. Activate only during the day.
3. Assist in designing the bridge.
4. Give information stored within the Logs as soon as the conditions of the tasks are met.
5. Asist in mutual relations of Ferra and Humans.





CAPTAIN

Brilliant and inspiring leader and explorer without piers, concentrated on the opportunities that the new world can bring.

You are a high ranking field operative for the StarCorp Inc. To succeed in your assigned mission will be to kickstart your career high into the utmost echelons of corporational structure. To fail is to lose your life's work. There is no inbetween.

The most important thing for you is to quickly complete your mission, which is building the bridge. What counts is speed and efficiency.

The presence of natives does not bother you, as long as their childish rituals don't interfere with your people's work. You realise that building the bridge without their help would be very difficult, if not impossible, and it's the only reason why you tolerate fraternizing with them.

You reprimand your people every time you see them wasting time with the natives, as THIS ISN'T WHY U WERE SENT HERE!

As a highly educated cryptographer you understand the Cesars Cypher. Caesar's cipher is a type of substitution cipher in which each letter in the original message is replaced by a letter some fixed number of positions down the alphabet. For example, with a left shift of 3, D would be replaced by A, E would become B, and so on.

You are in possession of lethal armaments should they prove necessary. Your Engineers have them stocked with the construction materiel (Two halves of pool noodles. A person hit in the head with a noodle is considered fatally wounded.)

Your tasks are:

1. Meet the deadline of construction – no matter the cost.
2. Oversee creation of the schematics for the bridge.
3. Oversee work over construction.
4. You vehemently oppose removing section badges.
5. Protect the workforce and resources of the StarCorp Inc.





DOCTOR

Medical and scientific leader of the exploration team, dedicated to values of empirical knowledge of the enlightenment and hippocrates oath

You are a high ranking field researcher of Combined University of Earth. You were a student of Professor Martin and he infatuated you with his dream of communion with sapient races of the universe. To succeed in your assigned mission will be to kickstart your career high into the utmost echelons of scientific community, and also fulfill your mentors dream. To fail is to lose your life's work. There is no inbetween.

The most important thing for you is to establish contact with the natives. You would do anything to understand their culture, customs and rituals. You are fascinated with this civilisation's choice of communication methods. Their gestures, facial expressions and whistles are very complicated, so you're convinced that it is possible to establish a dialogue with them by slowly teaching them human language, while at the same time learning more about their "speech".

You want to find a way to communicate with Draconians, even if the bridge construction was to be halted or delayed.

You reprimand people every time you see them behaving without showing Draconians proper respect, and you encourage them to spend as much time as possible with the natives.

Your tasks are:

1. Protect the fragile relationships with the natives.
2. Learn as much as possible about Professor's Martin fait.
3. Investigate the strange entity dwelling within the canyon.
4. Oversee the creation of a kompendium of Draconian customs and communication.
5. Undertaken by the Research Section of the Corporation.





1

<Prof. Martin; a scientific officer of the "Explora" geological expedition>

_LOGIN

<Report from the first stage of the "Self-sufficient" mission.>

After establishing a makeshift colony, we begin open casting work in the place where the readings showed the highest concentration of terratite. I describe the extraction conditions as very convenient. At the beginning we had some difficulties with the beings we encountered in the area, which are the indigenous civilization of this wonderful world. It turned out that the place we chose as the first for the extraction of the mineral - the narrowing of the mighty cleft - is their kind of "the holy land". Because we did not want to start acquaintance with the conflict, we moved opencasts one kilometre inland, where the readings were equally promising. Although the moment of introducing ourselves was not very joyful (the natives we called Draconians, hooted at us and showed - in my opinion - offensive gestures with their specific weapon in our direction) after a few more of their visits around our colony, it turned out that they are very friendly and additionally well developed, and their civilization has expanded an incredibly veiled culture, technology and forms of communication. It seems that our new friends prefer gestures, facial expressions and emotions to our simple "vocal" speech. It is extremely intriguing for me. I would love to enter into a dialogue with them so that I can learn more about their customs and beliefs.

<computer crackling and hissing>

Today, Ferra, because that is how our Draconians name themselves, allowed me to get the honour of meeting the most important member of their tribe in their own person - the Oracle. It was great, just beyond words. Ferra themselves are clearly bigger than us, people, but she ... She was great and at the same time so beautiful and - I do not know if I can use this word in an official report but... - she is almost magical. There was something elusive about her, ancient, almost divine in feeling. My blood stopped circulating while I was listening to her voice.

<computer crackling and hissing>

The guys with rifles are starting to seethe. They are obviously bored. They came here with us to protect us, and because there is nothing against, they pick holes in everything. They do not like that Ferra is gentle and cooperative. They sneak a trick in this and attack me saying that I am an old fool who was fooled by their rituals and beliefs... that I lost my head and forgot why we are here. They clung on to the fact that in the cleft (the one that is sacred for Ferra!) there is a lot of mineral and it would be much easier to extract it from the landfill than to drill in raw soil... They certainly drill where they should not...

<computer crackling and hissing>

The conflict in the brigade intensified after Ferra began to show me special considerations. When they show up near the colonies, they ask me to join them every time, walk with them in the jungle and teach our language. I noticed that it gives them a lot of joy and they are happy to shout out the name PRO-FE-SOR they gave me! At the sound of the same word our militaries start lashing out. I stop trusting them. I decided to encode the most important data on the Supercomputer and block access to it until the next expeditions. I feel that something bad may result from all this.

_END OF THE TRANSMISSION



2

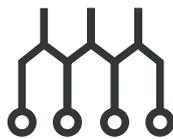
_LOGIN

I can't believe it! My own people locked me in the laboratory and prevented me from contacting the Draconians! They want to deal with "the Cleft" in their own way. Luckily, from my prison I have readings from cameras coming outside and I can follow the situation. Even now I can hear their screams "GIVE BACK PROF-ES-OR! GIVE BACK PROF-ES-OR!" over and over again. I have to think of something to get out of here!

<computer crackling and hissing>

I managed to hack the security system and i escaped with an emergency lock to the back of the base. Unfortunately, I am late! One of the armed men opened fire on Ferra and all hell broke loose. Seeing their brother killed, the tribe rushed to fight. There are losses on both sides, I was also seriously injured... I may not survive it. Now I am hiding with the tribe near "the Cleft". They try to heal me and do their rituals, smiling at me but when they think I can't hear them, they cry saying my name.

_END OF THE TRANSMISSION





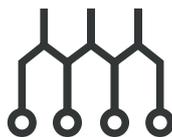
3

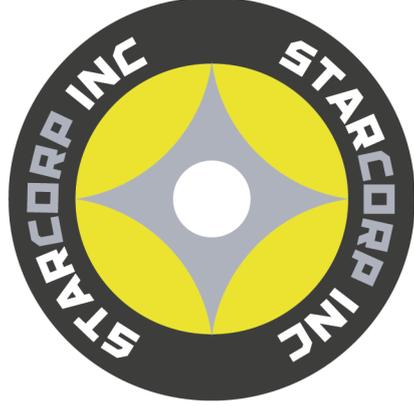
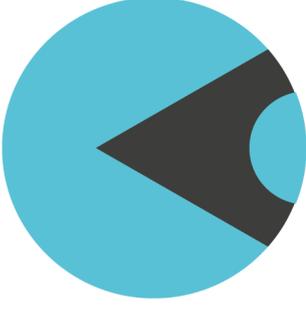
_LOGIN

<Report from the observation drone record; commissioning the mission: the Super-computer>

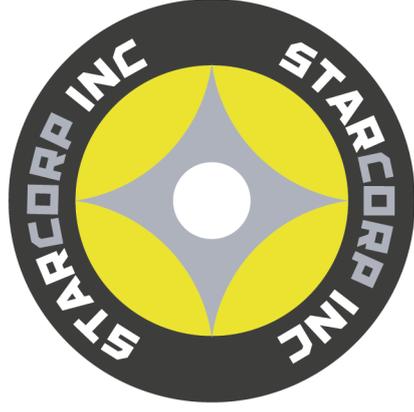
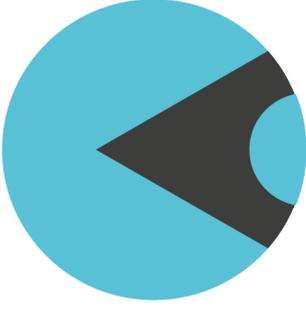
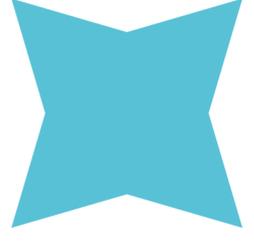
Place - a narrowing of the cleft called "holy place of the Ferra tribe".
Description of the situation - a group of tribe members is visible. They carry shapes covered with decorative material into the cleft. Most likely, these are bodies of those killed in the fight against people. Among them there is one much smaller body wrapped, probably belonging to prof. Martin. Sobs and wailing of the natives echo through "the Cleft". They are heading towards mineral columns, protruding high from the depth of the cleft. The tribe climbs to the top of the highest pole and respectfully arranges the bodies of the fallen next to each other. Gathering close to the bodies and raising their hands towards the homogeneous black shield of the planet, they begin a ritual incantation. After 10m 52sec of lofty singing, a dazzling glow shines on the planet's shield, which falls with a column of light to the place where the bodies were arranged. This is accompanied by an unusual atmospheric phenomena and excited shouts of the tribe. It takes 6m 34 sec, after which everything goes quiet. The glow caused the drone's camera sensors went crazy, but managed to stabilize its parameters. The last image that was recorded was an almost three times larger than the average person, leading a second, much smaller than themself dressed in decorative material, on a board of a previously not observed levitating vehicle. Face recognition: Prof. Martin. The vehicle closes the airlock and flies away deep into "the Cleft". No bodies were found in the place where they were before the glare. Before the drone fell to the ground, it recorded the sounds of cheering Draconians.

_END OF THE TRANSMISSION

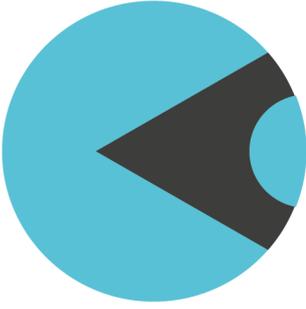




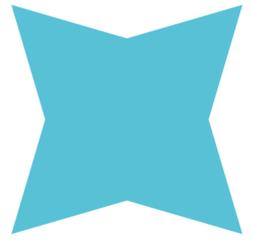
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BRIGADE

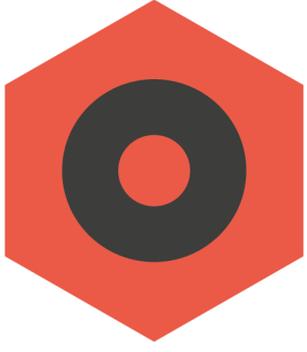


EXPLORA **4**
BRIGADE



EXPLORA **4**
BRIGADE

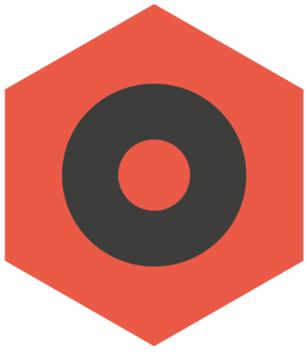
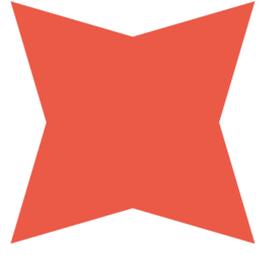




EXPLORA **4**
BRIGADE



EXPLORA **4**
BRIGADE



EXPLORA **4**
BRIGADE





HOLY NAMES

Loafer

You can't give this sheet of paper to a midget! You must make him understand, that it refers to him, and he speaks about him that way! Try to make it fit!

Hefty

You can't give this sheet of paper to a midget! You must make him understand, that it refers to him, and he speaks about him that way! Try to make it fit!

Greedy

You can't give this sheet of paper to a midget! You must make him understand, that it refers to him, and he speaks about him that way! Try to make it fit!

Grouchy

You can't give this sheet of paper to a midget! You must make him understand, that it refers to him, and he speaks about him that way! Try to make it fit!

Clumsy

You can't give this sheet of paper to a midget! You must make him understand, that it refers to him, and he speaks about him that way! Try to make it fit!

Vanity

You can't give this sheet of paper to a midget! You must make him understand, that it refers to him, and he speaks about him that way! Try to make it fit!

Sleepyhead

You can't give this sheet of paper to a midget! You must make him understand, that it refers to him, and he speaks about him that way! Try to make it fit!

Handy

You can't give this sheet of paper to a midget! You must make him understand, that it refers to him, and he speaks about him that way! Try to make it fit!

Brainy

You can't give this sheet of paper to a midget! You must make him understand, that it refers to him, and he speaks about him that way! Try to make it fit!



HOLY NAMES

Weepy

You can't give this sheet of paper to a midget! You must make him understand, that it refers to him, and he speaks about him that way! Try to make it fit!

Jokey

You can't give this sheet of paper to a midget! You must make him understand, that it refers to him, and he speaks about him that way! Try to make it fit!

Spitfire

You can't give this sheet of paper to a midget! You must make him understand, that it refers to him, and he speaks about him that way! Try to make it fit!

Scaredy

You can't give this sheet of paper to a midget! You must make him understand, that it refers to him, and he speaks about him that way! Try to make it fit!

Tracker

You can't give this sheet of paper to a midget! You must make him understand, that it refers to him, and he speaks about him that way! Try to make it fit!

Sloppy

You can't give this sheet of paper to a midget! You must make him understand, that it refers to him, and he speaks about him that way! Try to make it fit!

Glutton

You can't give this sheet of paper to a midget! You must make him understand, that it refers to him, and he speaks about him that way! Try to make it fit!

Papa

You can't give this sheet of paper to a midget! You must make him understand, that it refers to him, and he speaks about him that way! Try to make it fit!

Nosey

You can't give this sheet of paper to a midget! You must make him understand, that it refers to him, and he speaks about him that way! Try to make it fit!