

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*)