**Game organizer schedule**

**Briefing and workshop for participants.**

* 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 triumphes and enacts appropriate scene.

**Debriefing.**

* Duration: 30 minutes