

Game organizer schedule



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 triumphes and enacts appropriate scene.

Debriefing.

Duration: 30 minutes