

First Key Fragment

“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!!

Second Key Fragment

“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.
- * When the countdown ends open your eyes and count the votes
- * In case of a tie repeat the procedure.

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