The Key of Whispersteel

offline game

Game organisation training
What will you learn?

- Structure of the game - What is this game all about?
- Technical preparation for the game - What you need to prepare for the game?
- Debriefing for the game - How to sum up the game with your participants?
A word about our beloved design document
Structure of the game
OVERVIEW

What is this game really about?

- Working in teams to achieve a goal
- Creating a personalised story mirroring the groups identity
- Learning more about relationships
- Learning more about themselves through shared experience
Structure of the game

PRIMARY GOAL
What do we want to achieve using this game?

This game is about CARE

SPECIFIC GOAL
Make the participants care for each other, so that they may rely on that bond in face of radical behaviours, and will be less likely to participate in them.
More straightforward?

We want participants to:

- Immerse in a certain mood / emotional state
- Open up to others
- Extract the feeling of “caring about someone”
- Encourage to care about things
- Have some fun!
SECONDARY GOALS

What do we want to achieve using this game (as well:P)?

- Learn more about our group
- Strengthen bonds within the group
- Introduce knowledge about how relationships are formed
Narrative

What you will tell players this game is about?
Lore of the story

Demons
Lore of the story

Demon Hunters
Lore of the story

Keys made from Whispersteel
The Story

1. Two people Alex (A) and Robin (R)
2. Both Demon hunters
3. Join forces to find a powerful book
4. Don’t trust each other
5. Need to cooperate
6. Learn to trust each other
7. Fall in love
8. Are tricked by the Demon Taal (one of the facilitators)
9. Lose their memories
THE BOOK OF LOCKES

Has the power to extract Whispersteel from fallen demons.

The book drains life from those that use it.

Robin Locke searches for the book to avenge the family and get back the legacy.

Robin’s family was killed by demon Taal.
While searching for the book, Robin meets Alex – also a demon hunter.

Despite differences, they work together in search of the book.

After a rocky start, they begin to feel growing affection to each other.

Robin, blinded by need for vengeance, does not tell Alex that the book drains life.
Having found the book, they witness the life draining effect of its presence.

The book slowly kills them both as it treats them both as its owners.

They have a fight over Robin keeping secrets, but eventually the make an understanding.
It becomes clear that they have fallen in love too deep to split their ways.

Now, they decide to live the few days they have got left together.

But Robin decides that Alex must live – no matter the cost.
Robin unlocks the demon bound by their family, not knowing, that they sacrificed their lives to lock it up.

Demon named Taal offers a deal – Alex will live, but the price are Robin’s best memories.

Robin agrees but as the best moments of their lives were the ones spent together and what they know of each other, they lose all of their memories.
It was Taal’s plan all along, to get the last of Lockes, as now he is free.

Taal breaks the seal of Lockes and scatters it hidden in the places that R and A visited.

Then he disguises as a demon hunter planning to devour those that will come here to save A and R.

Mentor, a friend both of A and R, who met them in the first place, whitnesing what happened to them, organises his students and rushes to the area to save A and R.
1. **THE BOOK OF LOCKES**
   - Has the power to extract Whispersteel from fallen demons.
   - The book drains life from those that use it.
   - Robin Locke searches for the book to avenge the family and get back the legacy.
   - Robin’s family was killed by demon Taal.

2. While searching for the book, Robin meets Alex – also a demon hunter.
   - Despite differences, they work together in search of the book.
   - After a rocky start, they begin to feel growing affection to each other.
   - Robin, blinded by need for vengeance, does not tell Alex that the book drains life.

3. Having found the book, they witness the life draining effect of its presence.
   - The book slowly kills them both as it treats them both as its owners.
   - They have a fight over Robin keeping secrets, but eventually the make an understanding.

4. It becomes clear that they have fallen in love too deep to split their ways.
   - Now, they decide to live the few days they have got left together.
   - But Robin decides that Alex must live – no matter the cost.

5. Robin unlocks the demon bound by their family, not knowing, that they sacrificed their lives to lock it up.
   - Demon named Taal offers a deal – Alex will live, but the price are Robin’s best memories.
   - Robin agrees but as the best moments of their lives were the ones spent together and what they know of each other, they lose all of their memories.

6. It was Taal’s plan all along, to get the last of Lockes, as now he is free.
   - Taal breaks the seal of Lockes and scatters it hidden in the places that R and A visited.
   - Then he disguises as a demon hunter planning to devour those that will come here to save A and R.
   - Mentor, a friend both of A and R, who met them in the first place, whitening what happened to them, organises his students and rushes to the area to save A and R.
Structure of the game

NPCs:

Mentor
- Veteran Demon hunter
- Tutor of participants
- Friend of main protagonists

Demon Taal
- Demon of the book
- Set free by main protagonists
- Masquerading as a demon hunter to manipulate participants
DISCLAIMER!

R and A are gender ambiguous, and MUST be presented that way.
Structure of the game

The starting point

- The players are young demon hunters
- Their leader is Mentor (one of the facilitators)
- They want to save R and A and defeat Demon Taal
- They need to investigate the gathering of the letters written by A and R
DISCLAIMER!

The investigation has a set frame, but the interpretation of the events and hence the final story - that is up to the participants to create!
Structure of the game

Gameplay

There will be:

- Briefing + Workshop
- Five acts of the story
  - every act will grant a new challenge/task for participants
  - every act will grant a new letter from A or R
- Debriefing = where the magic happens
Structure of the game

Act I
Structure of the game

Act II
Act III
Structure of the game

Act IV
Structure of the game

Act V
Structure of the game

Debriefing

More on that later...
Participants receive a page from Locke's journal. → Participants receive a challenge alongside the Journal fragment. → They have 15-20 minutes to execute it. → Did they make it in time?

- Yes. Cool! Good for them!
  → If they lost any soul shard previously, they regain one.

- No. Ah shucks... well then.
  → -1 They need to lose a soul fragment as the demon eats them slowly.

→ They gain a shard of the Key
  → They vote using the bonding ritual on bearers of ALL Key fragments.
  → The cycle repeats itself.
The Rules

- Squads of four
- Group space
- Key Fragments
- Soul shards
- Story Building
- Bonding ritual
Structure of the game

Squads of four
Structure of the game

Group space
Structure of the game

Key fragment
Structure of the game

Soul shards
Structure of the game

Story building
Structure of the game

Bonding ritual
Technical preparations for the game
Preparations

1. Choose a place to organise the game (preferably about 5 to 6 weeks prior)

2. Choose actors that will reenact the NPC’s in the game and train them (preferably about a month prior)

3. Inform the players about the game - you can already start the facebook group you will be using during the game to communicate with them and hype them (preferably about 2 to 3 weeks prior)

4. Print all the materials and prepare all the items, remind participants about the game and especially its place and time (preferably 1 week prior)

5. Remind about place and time of the game to the participants again, intensify the hype! (1 day prior)
DISCLAIMER!

Set the time for meeting with your participants 20 to 35 minutes before you want to start the briefing part, as they most likely will be late... at least a part of them, witch is as good as all of them...
Debriefing for the game
Debriefing for the game

4 stages of the debriefing

- Hype
- Feedback
- Inception
- Discussion
Debriefing for the game

HYPE

Relieving the best moments of the game with the group and instigating common feeling of mutually beneficial experience

“What moved you during the game?”

“What was the relationship between A and R like?”
FEEDBACK

Time when every participant has an option to vocalise their opinion about the game and their experience

“What is your opinion about rules of the game” (ask about every one of them separately)

“What do you think about A and R’s decisions?”
INCEPTION

Integrating wider context for the players intended to instigate a discussion on social matters

“What do you think the genders of A and R are?”

“Would their relationship be anything less if they were of the same gender?”
Debriefing for the game

DISCUSSION

Interactions between participants moderated by the facilitator
roll credits!
Thank you for your attention
Do you have any questions?
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