Uncharted
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?

- Finding a way to overcome differences
- Exposing the mentality of “Us against Others”
- Personal responsibility for the totality of group interactions
- 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 **TOLERANCE**

**SPECIFIC GOAL**
Expose biases that are universal to our perception of social interactions
Structure of the game

More straightforward?

We want participants to:

- Act upon their biases so we can show them problems that this creates
- Try to understand each other in spite of difficulties
- Experience conflict and chaos that is associated with acting upon biases
- Encourage to think twice before acting
- Have some fun!
SECONDARY GOALS

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

- Learn more about our group
- Encourage empathy (as a nonverbal tool of communication)
- Train participants in social courage as a result of the experience of conflict
Structure of the game

Narrative

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

Exploring extrasolar worlds
Lore of the story

Artificial intelligence and rare minerals
Lore of the story

**Tamar** – the blue gas giant
Structure of the game

Lore of the story

Draconians/Ferra – The People
DISCLAIMER!

Remember that participants should not know the details of Ferras back story as it will spoil the game. The extent of their starting knowledge is written down on their briefings.
Structure of the game

Lore of the story

Garden moon and cities in the sky
Structure of the game

Lore of the story

The Rift/Cleft
Structure of the game

Lore of the story

Professor Martin’s Expedition
NPCs:

The Oracle
- The only adult Ferra on the moon
- There to teach children about the ways of their kind
- Speaks only in riddles

Supercomputer
- Advanced AI designed by Prof. Martin
- Contains the entirety of knowledge that the researcher managed to compile
- Its systems are locked by series of failsafes impacted by Prof. Martin
Structure of the game

The Story

1. First settlers reach Tamar and establish a starport and mining operation
2. Prof. Martin surveys the planet in search for a ground connection
3. Prof. Martin finds the Rift (which he calls The Cleft) and meets Draconians (Ferra)
4. Prof. Martin tries to establish communication with natives while StarCorp executives prepare to build the bridge over the Rift
5. Due to misunderstanding Prof. Martin is interred and hostilities break out as Ferra tried to free him.
6. StarCorp marines open fire at the natives and the entire expedition is massacred.
7. Prof. Martin is MIA, leaving only his Supercomputer behind in the wreckage
DISCLAIMER!

THIS IS LARP – Live Action Role Play

Large portion of the game is dependant on acting and immersion.
The starting point

- The players are divided between two nations (Humans and Ferra) in 1 to 3 proportion
- Humans (the Explora Brigade) are further divided in two Sections (Engineers and Scientists)
- Humans are tasked with achieving their objectives in a limited span of time and Ferra are to uphold their sacred traditions
Structure of the game

Ferra customs

For reference see the design document.
Structure of the game

Ferra persons of interest

For reference see the design document.

Shaman

Chieftain
Structure of the game

Explora brigade persons of interest

For reference see the design document.

Captain

Doctor
Engineers tasks

For reference see the design document.
Structure of the game

Scientists tasks

For reference see the design document.
DISCLAIMER!

Persons of interest can be played by facilitators as NPC’s, be given to certain trusted participants or voted by participants after the division into groups.
Structure of the game

Gameplay

There will be:

- Briefing + Workshop
  - Eight days (shorter than night)
  - Seven nights

- Debriefing = where the magic happens
DISCLAIMER!
The amount of time given for days and nights can be shortened in favour of longer initial workshop. This is especially advised if your participants had no further experience with role play games.
Structure of the game

Eight days and seven nights
Structure of the game

Debriefing
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. Prepare the game area (can be done with participants. Preferably 1 day prior)

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

You may want to involve participants in to preparations for the game.
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 it like to play as X?”
QUESTIONS, QUESTIONS

Any suggestions XD?
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 the situation of X?”
INCEPTION

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

“Could you think about similar situations in real life?”

“What could communities do to avoid problems of X?”
DISCUSSION

Interactions between participants moderated by the facilitator
roll credits!
Thank you for your attention

Do you have any questions?
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