THE KEY OF WHISPERSTEEL

OFFLINE GAME Design Doc

A detailed Game Design Document intended to introduce you to the Social City Game The Key of Whispersteel.

This document will introduce the game's story, goals/objectives and provide detailed information needed to better understand, prepare and implement The Key of Whispersteel. Additionally, this document contains the necessary physical and print materials needed to implement this game.

Created by ExploreIT on behalf of the Game Changer Project
THE KEY OF WHISPERSTEEL

AUTHORS
Marcin Życzkowski
Łukasz Kroenke

DOCUMENT DESIGN
Aleksandra Miąskiewicz

SETTING GRAPHIC DESIGN
Natalia Łajszczak

BY
ExploreIT
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- connects on-line with off-line
- game mechanics
- important information
1 Game overview

The Key of Whispersteel is a narrative, role-playing team game set in an urban space. It is scalable, which means that if you take into account the appropriate number of props, more or fewer teams may participate; ultimately designed for three four-person teams. The story was inspired by the popular youth series Locke and Key, indicated by young people during research into the project. The world on the border of realism and dark fantasy becomes a contribution to discuss the topic of love, openness to other people and otherness while forcing participants to interact.

The central premise of the game is to allow the participants to experience the process of creating bonds between people. As they gain knowledge about it, they also strengthen their relationships. Most importantly, they learn how during such process, individuals may be prone to radical behaviors. They also are made aware of how a lack of knowledge about relationships may radicalize parts of society against a minority bonded in a way that escapes the understanding of the majority (such as LGBTQ+ community).

In the document, the reader will find all the information necessary to run the script and evaluate the experience, a description of its course and tools for moderation. An additional goal of the game is to acquire knowledge about participants, integrate them, touch the topic of relationships in an emotionally engaging way with a particular emphasis on love, and – in case of a positive response from participants – to prepare the ground for discussing equality and freedom in the LGBTQ+ area during debriefing.

Players will be divided into teams of four, each of whom – regardless of the others – will follow in the footsteps of Robin and Alex, an extraordinary couple who lost memories of each other. Teams will perform tasks aimed at recreating the situations in which the main characters found themselves using multimedia tools such as video recording, preparing photo albums, creating an intertextual collage on a given topic. Each successfully completed task will lead the participants a step further in the story. Support their mutual integration, create and then strengthen real interpersonal relationships and allow exploring the topic of emotional bonds at both story level and interactions within their group.

The script was divided into five acts preceded by a briefing with elements of a workshop. Workshop form briefing leads smoothly into the appropriate five-act game. Each act corresponds to a different stage of a healthy interpersonal relationship: an interest, an affection / a sympathy, an understanding, a trust / an attachment and a bond / love. Each of the acts (except the last one) ends with giving the completed task to the facilitator. In return, teams receive a prop symbolizing the magic key and another fragment of the plot. The prop is in the form of a text stylized as a diary of one of the characters,
enabling finding and completing the next task. The fifth act, and with it the whole game, ends with a theatrical stage, played by animators.

During the fourth act, the world of the game deliberately begins to permeate the real world. Disconnecting participants from their teams by the animator makes the values observed and experienced through the imaginary story confronted with the actual choices made by no longer characters but the players themselves. Young people will have to decide whether and how to get the lost people back. This diffusion of values and worlds offers players a unique experience that they would not otherwise be able to experience. It’s a reflection on their own choices and ensuing new group competences and thoughts, they will discuss as part of the debriefing part, under the watchful eye of the animator.

2 Goals

The abovementioned idea translates into the following goals:

PRIMARY GOAL

Achieving particular emotion and transforming it into desired feelings and moods > Focused on other > Care

DEFINITION
Care defined as the ability to invest oneself in a situation and emotional wellbeing of another person.

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

SECONDARY GOALS

Gathering knowledge by the game creator > Knowledge about the players > Participants profiles

DEFINITION
Participants profiles defined as awareness of their preferences, abilities and strengths.
**Specific goal**
Observing the qualities mentioned above of participants throughout the content, they will produce.

**Group-based work > Focused on the group > Team Building**

**Definition**
Team Building is defined as deepening the knowledge of participants about each other and creating a mutual trust.

**Specific goal**
Enhancing the bonds within the group of participants through activities reflecting the actual process of forming a relationship.

**Work with skills and abilities > Knowledge > Other**

**Specific goal**
Introduce a process of forming a bond to make participants less radical towards sexual minorities.

3 Implementation requirements

**Location**

The Key of Whispersteel uses an urban space, which does not need to be excluded from public use. It is best to choose an area of one street or a promenade so participants can easily navigate around, even if it is a new place for them.

Choosing a diverse and visually attractive area is welcome. However, players within this space must have the following five points:

1. **The checkpoint.** The starting and finishing point of the game and each of its acts. There must be a space for placing the position for the animator, where they will be able to hold props and materials printed for the participants. Wi-fi access is required here.

2. **The workshop room.** A place with chairs for every participant and staff members. Here, a briefing, a debriefing and a workshop for some participants between acts four and five of the game are organized. Wi-fi access is required here. The workshop room should be located right next to the checkpoint. In
case there would be no access to a place that could play the role of a workshop room, its functions are taken over by the checkpoint – the game can still take place, but the comfort of running it and participating will decrease.

3. **An open area that can be reached from more than one side.** It can be a park, a square etc. The first act of the game takes place there.

4. **A place where you can browse books and talk about them loudly.** It can be a library, a friend’s bookstore etc. The second act of the game takes place there.

5. **A special place where participants can play theatre scenes.** It can be a monument, memorial etc. The third act takes place there.

The game requires a phone range and access to wi-fi at least at the starting point and the workshop room, which will allow players to upload completed tasks.

**STAFF/FACILITATOR**

The person implementing the game (facilitator), needs no previous experience in social games (although one would be appropriate). He needs to possess high social skills and knowledge about the staff to divide the tasks according to their capabilities. Needs to be experienced with organising events and should have some form of pedagogical or social background. Experience with reenactment, life acting role-play games, or theatre is welcomed.

The minimum staff of the game must consist of at least 2 people, but it will run better with a group of 3.

Facilitator overviewing the entirety of a game is necessary to streamline communication between members of staff spread around the area of the game.

It is necessary to train well and well brief the staff, as this game relies on them. The staff team should be an organized and well-integrated group that has a developed internal social structure.

The facilitator has to have a Facebook account and be able to create a dedicated group for each run of the game. Facebook will be the place where participants will post the outcomes of the tasks.

**TARGET GROUP**

The game was designed for participants **between 14 and 19 years old.** They are young people of school age, during adolescence, but with a diverse intellectual, social and cognitive background. Due to the target group set up in this way, the game does not require
any previous experience in role-playing games or preparing young people in any other way than through workshops and the briefing directly before the game.

Players will be divided into groups of four, but these teams don’t need to exist before the game. The facilitator can choose them at the beginning of the briefing. Young people do not have to know each other before.

Adolescents with mobility disabilities may participate in the game, provided that the area chosen for the game will use adequate facilities. The game requires mostly functional vision and hearing; hearing-impaired or visually impaired young people may participate in the game provided they are grouped in a team with people without mobility disabilities. Creating mixed teams is advisable to achieve greater integration and overcoming possible technical difficulties.

**PLAYERS COMPOSITION**

*The Key of Whispersteel* is a team game. The participants pass the game in teams of four. This rule should not be waived, but if there were an odd number of players, you could operate units of 3 people. The game is flexible; it allows for the participation of a various number of teams. The minimum number of units is one; the maximum is five. This document has been designed for three groups, so the number of participants varies between 4 and 20. It is worth emphasizing that by using more props and animators, the size of the game can be further expanded.

**BUDGET**

The minimum budget for playing this game in Poland is 200 PLN (47 EURO), excluding staff wages and location rent cost.

Time expenditure of the staff varies between the roles. Game organizer (facilitator) needs 12 hours of work. Rest of the staff – 5 work-hours per person, should be allocated.

**4 Social inclusion method**

The interactions and tasks are designed to facilitate deepening the relations within the group. The essential element of the game are relationships illustrated in the progression of the tasks. During their journey, every participant will receive his/her share of attention and gratification. No one will be neglected, as no one should in real life.
The success relies heavily on the participants’ ability to gradually open up to each other and project their feelings without shame.

The message embedded within all the tasks states that we are all different, and we all have our dark side. Still, through will and concentrated effort put into practising communication, we can overcome differences and form authentic, deep and meaningful bonds.

5 Story

SETTING

Folk Horror

A dark Lovecraftian atmosphere saturated with folktales and occurrences straight from novels like Frankenstein’s Monster or Dr Jekyll and Mr Hyde. Where every street corner may hide eldritch abomination or a devil willing to swap with you for your immortal soul. Where names have power and rituals are the law.

SPECIFIC SETTING

The world represented in the game is inspired by the comic and popular TV series Locke & Key. It is a modern reality mixed with the themes of a dark, broken fairy tale in which there is a magic of the high, unspecified power, coming from demons. The Locke family are famous demon tamers who for centuries, have produced whispering steel from their bodies and from the steel – the keys with extraordinary features.

People with extraordinary skills can hear the Whispersteel and then find the keys. Unfortunately, the demons are incredibly uncomfortable with that...

NARRATIVE

Robin Locke is a descendant of the famous Locke family, who centuries ago created keys from the Whispersteel, a material produced from the bodies of defeated demons. They are passionate, fascinated by dark magic, writing their experiences in a diary. (The character was deliberately outlined and given a unisex name to allow players to interpret it freely). Robin comes to the place where the game takes place to look for the dark book, of which they know from the beginning that in exchange for using its knowledge, it will
Alex and Robin talk a lot on Facebook before they decide on their first meeting. They are afraid of each other, and despite their mutual interest, they are worried about how each of them will react to the one other. After getting acquainted in real life, they quickly make friends and get to know each other much better by reading each other’s favourite books or spending time together. An affection promptly begins to arise between them.

Unfortunately, despite the right terms, finding the dark book causes a conflict. Alex wants to help Robin get the artefact to fight the demons and for a better cause. Robin, on the other hand, wants revenge because the demons led to the death of their loved ones. They are a hero who does not take into account the consequences of their revenge neither reveals their motifs. The motifs are too personal and constitute a sensitive topic. Robin selfishly covers from Alex that the book drains life from its owner, and he would have to sacrifice himself to avenge the family.

When a book is obtained, many things go wrong with Robin Locke. The artefact does not fall into his hands, but instead, both of them get it together. The book treats Robin and Alex as owners and begins to drain life from them. Alex herself, having learned what Robin hid from her, is furious. They argue and take a long time to understand each other’s reasons.

Driven by shame, Robin decides to reduce the harm he has done by not telling Alex about the book. He realizes that he has fallen in love with this new person in his life and knows that he could sacrifice everything so that she does not die as a result of draining her life through the dark book. That is why Robin negotiates with a demon named Taal, in exchange for helping them free themselves from the influence of the book by offering his most important memories. The demon accepts the offer, but because it is an evil and elusive creature, it takes memories of both Robin and Alex.

The scenario begins when the participants – young adepts of arcane arts, try to solve the mystery of the loss of memories by Robin and Alex, the famous demon hunters. They do not know that Taal is keenly interested in their actions, also taking part in the game, hoping not only to preserve stolen memories but also to get some new whispersteel keys. The demon cannot obtain the keys himself, so it waits for the adepts to receive them and then collect them.
6 Gameplay (actions)

**OVERVIEW**

The script was divided into five acts preceded by a briefing with elements of a workshop. The workshop form briefing goes smoothly into the appropriate five-act game.

During the briefing, participants will receive information about the game area, its rules, a duration, and a narrative introduction. They will learn that they must move in fours, one player can carry only one key-prop, and the plot objective is to discover and restore the memories of the famous demon slayer, Robin Locke.

The workshop requires participants to create teams of four. The groups are formed by users or by a facilitator. Upon completion, each group are to take a photo together and put it on a dedicated group on Facebook. The facilitator explains that because the reason for the loss of memories by R. Locke is unknown, the group should preserve their memories. In case they face the same situation as Robin and Alex, it would be a possibility to retrieve their lost memories. The photo is the beginning of a thematic thread which will document the group actions during the game.

The first act lasts about 30 minutes. It starts when the group places the photo in its thread on the Facebook group. Then it receives The First Fragment of the R. Locke’s Diary from the facilitator. The team should keep the printout. From the plot contained in the text, participants will learn that Robin Locke came to the place of the game to meet Alex, also a demon hunter. The described characters realize a phase of relationship known as interest while defeating their mutual anxiety. The ties that originated on Facebook are to strengthen through a live meeting. The players’ task is to create two separate stories, ten photos each, presenting interesting/beautiful elements of two separate roads leading to the main square – the meeting place of the characters. Both stories should end with a joint photo in which players present the meeting place of Alex and Robin. Players, taking pictures in accordance to the instructions received, will not only create the foundations for two different characters but above all get to know each other in a natural and unforced way, by implementing the stage of an interest/anxiety themselves.

The second act lasts about 30 minutes. It starts when the group places the captured photo in their thread on the Facebook group and returns to the starting point to receive one copy of the First Key prop and the text The Second Fragment of R. Locke’s Diary. The second act discusses the phase of the relationship known as an affection/sympathy, in which the described characters resist the fear of becoming better acquainted, discovering their sensitivity. From the plot contained in the text, participants will learn that Robin Locke and Alex started to like each other and a unique place for them was a book store where they frankly talked about their relationship and got to know each other.
better. The players’ task is to decide together based on hints which books were most important for Robin and Alex, as well as recording four 30-second videos. In the video, each person in a team will present a book that is important to him/her and explain why this book/topic/convention is significant. In this way, participants learn more about themselves by overcoming their fears of being evaluated, a public performance, speaking out loud and above all: the possibility of being rejected by the group based on their likes and dislikes.

The third act is to last about 30 minutes. It starts when the group places the photo in their thread on the Facebook group and returns to the starting point to receive one copy of the Second Key prop and the text of The Third Fragment of R. Locke’s Journal. The third act discusses the phase of the relationship known as an understanding/anger, in which the described characters for the first time experience quarrels and face the attempt to understand the other person. From the plot contained in the text, participants will learn that Robin Locke and Alex were searching together for a book full of dark secrets. Robin, however, hid from Alex the reasons why they wanted to find the artefact. In essence, he did not wish to obtain knowledge but to take revenge and defeat the demon responsible for the death of his family, not counting on the consequences. The dark book, as Robin knew and did not admit his beloved, drains life from its owner. The participants’ task is to create a recording under a particular place. It may be for example a monument (like the one described in the example text in a diary), in which they will play Alex’s and Robin’s quarrel scene, leading it in a way to bring about a consensus and forgiveness. In this way, participants explore the theme of anger in a safe environment, and at the same time face the challenge of acting in a public space, which would be difficult without getting the understanding and support of the rest of the team. At the same time, by discovering the secrets of the plot, they will learn better the motives of forgiveness, acceptance and the value of mutual listening.

The fourth act lasts about 30 minutes. It starts when the group places the recorded video in their thread on the Facebook group and returns to the starting point to receive one copy of the Third Key prop and the text of The Fourth Fragment of R. Locke’s Diary. The act fourth discusses the phase of the relationship known as a trust/attachment/shame, in which the characters face the consequences of their earlier choices and build their trust. From the plot contained in the text, participants will learn that Robin and Alex have decided to rebuild their relationship despite the previous lies. The players’ task is to conduct a group confidence exercise and record it in audio form. There is a designated route that each participant, taking turns, has to cross blindfolded led by the rest of a team by voice commands, without touching. During this exercise, participants experience the need to trust others in their team while experiencing stress and fear. At the same time, by discovering the secrets of the plot, they will learn more about the theme of entrusting themselves to another person, an attachment and shame leading to the next bad choices.

When the players are convinced that they have completed the task, they return to the starting point. There they are asked by the facilitator, which of them held the keys for the longest time. Sociotherapeutic experience indicates that the indicated person is the
apparent sociometric star of the team, i.e. the bonding interpersonal link on which the most significant number of team members depends and which is the most liked. This participant is "abducted" by the animator playing the demon. The task of the team is to retrieve him during the fifth act.

The fifth act lasts about 30 minutes. It begins when the group returns to the starting point, loses one of their members and receives one copy of the Fourth Key prop and the text of the Fifth Fragment of R. Locke's Diary. The fifth act discusses the phase of the relationship known as a bond/love, in which at stake are not only the fictional memories lost by R. Locke but above all a member of their team to which the participants are found and who they would not want to abandon. The participant disconnected from the group takes part in workshops preparing for a further role. Meanwhile, from the plot contained in the text of the next part of the Diary, participants learn that Robin Locke, ashamed of hiding the truth about the book, decides to sacrifice and negotiates with a demon. He does not want Alex to be hurt and drained out of life by the artefact. In exchange for removing the curse, Robin offers his memories – something that what was most important to him – to the demon named Taal. Robin does not realize, however, that the memories he would lose are not only about keys and demons but also about Alex herself – the person who has become the most important to them in the meantime. Players will have to outsmart the demon to regain the characters' memories and retrieve a team participant. Their task is to prepare for the fight by creating a list of unique, strong plea – something they can not do without the participant taken away from them.

As part of the final clash, the players talk to a demon. A demon character can:

- allow participants to keep the keys, but then keeps the participant who was taken from the team;
- obtain keys from players in exchange for memories of Alex and Robin and the lost participant providing the group presented the convincing reasons.

The game is conducted in such a way that the critical choice is an illusion. The participant taken from the team is the sociometric star of the group. Therefore, the risk of option A is negligible, and if this occurs, it would be chosen rarely. Meanwhile, the demon will be defeated if most of the teams choose option B. Participants feel the strength of the relationship they have built during the game, express their mutual attachment and the reality of feelings in the face of an unreal plot. The stakes they are fighting for – a new friend – is realistic, and running the stage by a teammate makes the ending of the game meaningful, essential and leaving not only memories of the script but above all, real emotions.

The Key of Whispersteel ends with the scene of the fall of the Taal demon. The demon is played by the animator or – if there is significant involvement of the participants – the animator along with the part of each team. The game smoothly changes into the debriefing part, which is aimed to discuss the emotions, feelings and experiences of
the players, as well as placing them in a broader, educational context regarding love, sensitivity, integration, and interpersonal relations. One of the essential exercises is to compare the characters Alex and Robin created by individual groups. The characters are unisex. Throughout the game, the nature of their relationship, sex and character are under the responsibility of the participants. Asking the right questions in this section supports the reflective quality of debriefing.

RULES

These are base rules for the game that are applicable over the entire endeavour and shape the experience:

Squads

The players will be divided into groups of four. It is not possible to create groups with less or more than four participants. There can be no changes to the groups during the game.

Group space

During the pre-game workshops, teams take group pictures and post them in a new Facebook group, dedicated to the game. This way, they create a thread where they will upload all solutions of tasks they completed. Each team has one thread in the group.

Collecting memories

Memories have to be collected in order. To acquire the next page from R. Locke's journal and a key, the players have to complete the task and post the results on Facebook, and then go back to the checkpoint, where they will receive the props: the next page from R. Locke's journal and the next key.

Artifacts

The following props are needed (number of items equal to the number of groups, plus one extra set):

Key Fragments

These are the shards of a broken Key made from Whispersteel. If collected, they can be reforged into an item of immense value:
First Key Fragment
Second Key Fragment
Third Key Fragment
Fourth Key Fragment

The props should be physical items. They can be real, vintage-looking keys, with previously printed markings (from the Printed materials section) attached. In a budget version, they can be printed images of keys.

Soul Shards

Soul Shards are rubber wristbands. Every participant will receive one of them. If they fail a challenge or fail to meet time requirements the squad will lose one of them. If Squad loses every last one, they are out of the game. However if they succeed in a challenge, they regain one of the wristbands.

LOCATIONS

There will be five crucial, staffed locations scattered throughout the area of the game:

Checkpoint

LOCATION SPECIFICATION
Access to wi-fi is required here. This location has to have enough space for an animator point, where they can keep the props and printed materials for players.

LOCATION FUNCTION
The starting and ending point of each of the acts and the game as a whole.

Workshop room

LOCATION SPECIFICATION
Access to wi-fi is required here. Location with chairs in number equal to or higher than the number of participants and animators. The workshop room should be located right next to the checkpoint. In case there is no access to a location that could serve as a workshop room, the checkpoint can be used instead: the game can still be run, but the comfort of both coordinating and participating will decrease.
LOCATION FUNCTION
Briefing, debriefing and a workshop for participants between act four and act five of the game take place here.

Open area

LOCATION SPECIFICATION
Area that is accessible by more than one route. It can be a plaza, square, a park etc.

LOCATION FUNCTION
Act one takes place here. The youth take pictures of both routes leading to the location.

Place with books

LOCATION SPECIFICATION
A place where the participants can browse books and talk about them loudly. It can be a library, a friendly bookshop etc. Many diverse books must be available.

LOCATION FUNCTION
Act two takes place here. The participants will record short video clips, in which they will talk about their favourite stories.

Monument

LOCATION SPECIFICATION
A unique place where the participants can act out theatre scenes. It can be a landmark, a monument etc. The object must be accessible from many sides, so the participants don’t interrupt each other while completing their tasks.

LOCATION FUNCTION
Act three takes place here. The participants record a video of a scene where they have an argument and then reconcile.
TASKS

These are the specific tasks that will be undertaken by the squads before the game and after each episode.

Weight of a key

Each participant can carry only one key at a time. Keys can be exchanged between participants. It means that in act five, every group will have four keys so that every participant will have carried a key for at least one turn.

MECHANICS USED

connection

The Key Bearer

Keys cannot be taken away or stolen. They can only be acquired when they are willingly given or if they appear on their own. The Key is entrusted to one of your squad in a vote. No one may vote on him/herself. The election is conducted in the following manner:

1. Stand in a circle
2. Close your eyes
3. Count down together loudly from ten to one
4. During the count point, one of your colleagues with an open hand, palm upwards.
5. When the countdown ends open your eyes and count the votes
6. 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!

MECHANICS USED

connection

Robin’s and Alex’s identity

It is not clearly stated, who Robin Locke and Alex are. We only know what we can read in the journal fragments and that they both were enthusiasts of dark artefacts. Their gender, age, personality and their other interests are up to the players’ interpretation.
Players asking where they can acquire that information should get the same answer every time: it depends on the players themselves.

**MECHANICS USED**
puzzle, acting, discussion

**Losing one’s soul**

To represent the soul-draining influence of the Demon present in the area squads will have to finish every task in time or will lose one of their Soul Shards.

**MECHANICS USED**
temporality

**Group’s space**

During the pre-game workshops, teams take group pictures and post them in a new Facebook group, dedicated to the game. This way, they create a thread where they will upload all solutions of tasks they complete. Each team has one thread in the group.

**MECHANICS USED**
connection

**First Act Challenge: Double Photolog**

First meeting. During act one the players are tasked with creating two separate photo reports, differing by choice of topic, framing or filters, presenting the routes Alex and Robin took on their way to the meeting. Each story should consist of 10 pictures. The pictures should show interesting places, views worth remembering and elements pointing to what Alex likes and what Robin likes. Players get inspired by what other members of their team enjoy. Both reports should end with the same, 21st picture, in which the players present Alex and Robin’s meeting spot. All team members should be in the picture, reenacting their meeting. After completing the task, the photo reports are uploaded to the team thread on Facebook.

**MECHANICS USED**
connection, collection, acting, discussion

**Second Act Challenge: Book Videolog**

Getting to know each other through books. During act two, the players are tasked with finding a place full of books. They are to decide which of the books were important to
Robin, and which to Alex and take pictures of the books’ covers. Then the participants record four videos, 30 seconds each, in which every team member presents a book that is important to them and explains why this particular work/topic/convention is significant to them. After completing the task, the four videos and two pictures are uploaded to the team thread on Facebook.

**MECHANICS USED**
connection, collection, acting, discussion

**Third Act Challenge: Argument Videolog**

Finding an understanding. During act three, players choose a unique place where Alex and Robin had their fight. It should be a different place from the ones used in videos and pictures in previous acts. Then they reenact the scene of Alex and Robin’s fight, leading it so it can end in a consensus and forgiveness. The scene should be recorded on video. After completing the task, the players upload the video to the team thread on Facebook.

**MECHANICS USED**
connection, collection, acting, discussion

**Fourth Act Challenge: Trust Videolog**

Matter of trust. During act four, the participants have to create and carry a trust exercise in their team. It should be based on following: a designated route, where each of the players will be blindfolded (or keep their eyes closed), one at a time and the rest will lead them just by conversation. It is not allowed to drive by touch. The participants make an audio recording from this exercise so that it can serve as a fragment of Alex and Robin’s recreated memories. After completing the task, the players upload the audio recording to the team thread on Facebook.

**MECHANICS USED**
connection, collection, acting, discussion

**Fifth Act Challenge: Preparing the Discussion**

Getting the friend back. During act five, the players have to fight the demon Taal and get their teammate back. To prepare for the fight, they make a list of unique, strong plea stating why they cannot go on without the team member that was taken from them, referring to the moments they shared during the game. After discussing it, like a final battle, the players talk to the demon, whose role is played by their lost team member,
who has been briefed by the game coordinators. The participant plays as Taal, the demon who took control of their body. As the demon, the player can:

- let the participants keep the keys, but then Taal keeps the lost player themselves,

- receive the keys from players in exchange for Alex and Robin's memories and the missing player, in which case the players have to use their previously prepared arguments.

The players have to negotiate with the demon, using the previously prepared arguments. They should explain why it is essential for them to get their teammate back. The negotiation results are revealed to the players at the end of the LARP.

**MECHANICS USED**
connection, collection, acting, discussion

### 7 Characters

**Minimum required amount of staff:**

- 1 Game Organizer;

- 2 Facilitators, that will be tasked with acting as the Characters of Taal and Mentor.

**Potential for additional staff:**

One more person could help in moderating the activities of players on FB and handing them the materials

It is advisable that the staff member acting as Taal briefs himself with the entire gameplay beforehand, to better understand the Character he is enacting, and present him to the participants in the most realistic manner possible.

**ANIMATOR’S CHARACTER: DEMON TAAL**

**Who is Taal?**

Taal is a demon pretending to be a human, to obtain the Keys of Whispersteel. It is cunning and self-confident. The gender of the demon, as well as its age, is not vital for the gameplay so it can be improvised.
What's Taal motivation?
Taal knows that to obtain the Keys, he cannot act by himself. Demons are unable to pick up the Keys neither their fragments with their own hands. They are also forbidden to take them from anyone by force. Thus Taal waits for the squads to collect all the pieces and bind them into Keys, when he will possess few of them, forcing the rest to give back the complete Keys willingly.

What is Taal's connection to the plot?
Demon Hunter Robin Locke summoned Taal in a forbidden ritual. They made a bargain where Robin sacrificed 'the most treasured of memories' in exchange for lifting the course binding Robin and Alex with a sinister Book that was draining them of life and soul. Taal agreed to sever the connection of the Book with the demon hunters duo, but in exchange took their shared memories, as they were 'the most treasured ones'. Demon Hunters were left senseless, and Taal gained free reign over the area utilising the situation to his benefit, luring other demon hunters to regain the rest of the Keys of Whispersteel for its dark purpose.

Tasks:

- Until the end of the Fourth Act, it pretends to be a demon hunter concerned with the loss of memories of your colleagues.

- Help out the squads if they are stuck with any challenge.

- Actively supportive and kind to the players.

- At the end of Fourth Act, Taal possesses one participant out of every squad (taking the one that had been chosen as the bearer of the Key Fragment most of the times).

- Then reveal its true intentions by informing the participants about the story written above.

- The act of possession may be metaphorical. For instance, it touches the forehead of a participant saying 'from now on you obey me, and you follow me. Now come!'

- Conducts a short workshop for the possessed participants preparing them to act as Taal in the Fifth Act.

- During the Fifth Act helping out players that have problems enacting that role.

- The final scene of the game depends heavily on Taal, as it needs to inform participants (in character) what is the outcome of their collective effort. If the majority of participants chose to rescue their comrade instead of keeping the key Taal is defeated. Make it flashy! If not, it mocks them and informs of its success and their short-sightedness.
The mentor is a supervisor and teacher of young demon hunters. Recently he was notified about terrible occurrences and the loss of memory suffered by his colleagues Robin Locke and Alex. As both of them were renowned for their abilities their current state and its implications is a cause for great concern to him. As the participants (his students) will investigate the case, they will find fragments of Keys from Whispersteel items of immense worth; They should collect them as they may be the key (pun intended) to unravelling this mystery.

He rendezvoused with Taal, another demon hunter investigating the case and claiming to be Locke's friend. He hasn't met him before, and you cannot overcome his suspicions toward him, but you need any help you can get.

Tasks:

- Play as a human concerned about the state of affairs in the area.
- Help out the squads if they are stuck with any challenge.
- Actively supportive and kind to the players.
- Convey the rules to the participants.
- Take away the Soul Shards, should a squad fail a challenge (they have four in total), and give them back (one at the time) for successful challenges.
- Hand out to the players the items they obtain through completing the tasks.
- Reenact a scene at the end of Fourth Act, when Taal reveals his true identity, it hurts you with his power, and you know that the resolution of the conflict is in the hands of participants.
- Assist them in their task in the Fifth Act.
8 Evaluation methods

<table>
<thead>
<tr>
<th>GOAL</th>
<th>SUCCESS INDICATOR</th>
<th>SUCCESS CONDITION</th>
<th>EVALUATION TOOL</th>
</tr>
</thead>
<tbody>
<tr>
<td>Make the participants care for each other, so that they may rely on that bond in the face of radical behaviors, and will be less likely to participate in them.</td>
<td>Share of participants declaring the increased care for each other states of mind.</td>
<td>&gt; 50%</td>
<td>Questionnaire</td>
</tr>
<tr>
<td>Observe the preferences, abilities and strengths of participants.</td>
<td>Content production by participants that will allow the game organizer to create their profiles.</td>
<td>List of preferences, abilities and strengths of each participant.</td>
<td>Evaluation of the content produced by the participants</td>
</tr>
<tr>
<td>Introduce a process of forming a bond to make participants less radical towards sexual minorities.</td>
<td>Share of participants declaring that they understand the process of forming a bond.</td>
<td>&gt; 50%</td>
<td>Questionnaire</td>
</tr>
<tr>
<td>Enhance the relationships within the group of participants through activities reflecting the process of creating a bond.</td>
<td>Share of participants declaring a positive change in feelings towards the participants that they have played with.</td>
<td>&gt; 50%</td>
<td>Questionnaire</td>
</tr>
</tbody>
</table>

**QUESTIONNAIRE**

A following survey is a tool for measuring the efficiency of the game, but also it will allow upgrading it and the experience it provides.

1. On the scale from 1 to 7 gage your experience with this game
2. On the scale from 1 to 7 gage your understanding of the rules of this game
3. On the scale from 1 to 7 gage the difficulty level of this game
4. On the scale from 1 to 7 gage your ability to influence the outcome of this game
5. Would you take part in another activity like this game?
6. Do you have any personal comments that would help us improve?
7. Describe with your own words the emotions you felt during the game.

8. Could you say that you know more about the other participants you played with?

9. Do you feel any different about the participants you played with?

**DISCUSSION SUMMARY**

1. **Subjects that are crucial to discuss:**
   - Stages of forming a relationship.
   - Unconditionality of occurring bonding process.
   - Fear, lack of understanding and shame as the root of radicalisation and hate.
   - Value of opening up to another person.
   - Quotes inscribed on the Key Shards and its meaning.

2. **Expectations towards the counselor:**
   - Charisma necessary to engage participants in the discussion.
   - Knowledge on their performance during the game and being able to point out crucial moments during the gameplay.
   - Knowledge about the biological and psychological foundation of short-sightedness.
   - The utilisation of accumulated hype of participants towards achieving a sense of awe and comradery.

3. **Effects we are trying to achieve:**
   - Prepare the ground for further work towards frightened tolerance and understanding of LGBTQ+ communities.
   - Making sense of comradery among the participants.
   - Clarifying the message embedded in the game.
   - Gaining additional information about participants.
9 Game database and advice

SUGGESTIONS FOR ORGANIZER

The game is best to run in daylight, in good weather, because the youth will be spending most of the time outside.

All game materials should be printed and sorted before the game starts, to avoid technical delays. There should always be one extra set available in case the props or handouts get lost or damaged.

During the game pay particularly close attention to understanding the briefing about the demon Taal, because the success of the endeavor – mainly act five and the game finale – depend on this animator’s actions. All coordinators should support this animator’s tasks, even if their characters are in direct conflict.

CHECKLIST

Necessary equipment

- The list below is composed for 3 groups (12 participants):

  - Set of 4 keys for each group and one spare set (in case of 3 groups it would be $3 \times 4 + 4 = 16$ keys).

  - Printed materials from the Printed materials section of this document.

  - Printed map of the area.

  - One laptop computer for the staff in the HQ with a charger and internet connection.

  - Set of rubber wristbands (one for every participant).

  - USB cables:
    - USB micro,
    - USB type C,
    - USB Lightning cable (for iPhones).
SAFETY ADVICE

This is a game! Make sure that every person involved has full awareness of that. During such experience, emotions play a significant role in our behaviour.

Inform players about the safety measures. Remind them in the beginning that this is a game. Remind them that they will play beyond other people, and they always should respect their safe space and quiet. Also, it’s essential to treat every location with proper esteem as a public property.

The game could refer to real emotions of players; also, scenario contains topics of death in the family (marginally), amnesia and abandonment – in extreme cases it could affect players as a close to home themes. In that incident, separate the player from his team and help him with supporting conversation (there’s no need to discuss the topic of his/her panic / fear / sadness) and something to eat / drink. Let the player go back to his team if they would like to continue.

Players should be made aware that despite their affection and intense emotions, they should be reasonable and remember about the traffic. It is especially crucial during the task where players will be blindfolded.

10 Printed materials

DISCLAIMER
As the sheets of paper with keys printed on them will, in the end, be joined to create one single key, make sure that when you print them, they fit each other.

LIST OF MATERIALS

- Game organizer schedule
- Staff briefing: Taal
- Staff briefing: Mentor
- The first fragment of R. Locke's journal (print one for each group + 1 spare)
- The second fragment of R. Locke's journal (print one for each group + 1 spare)
- Third fragment of R. Locke's journal (print one for each group + 1 spare)
- Fourth fragment of R. Locke's journal (print one for each group + 1 spare)
- **Fifth fragment of R. Locke’s journal** *(print one for each group + 1 spare)*

- **The first key** *(add it to the artifact of the same name)*

- **Second key** *(add it to the artifact of the same name)*

- **Third key** *(add it to the artifact of the same name)*

- **Fourth key** *(add it to the artifact of the same name)*
**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**
Staff briefing: Taal

It is advisable that the staff member acting as Taal briefs himself with the entire gameplay beforehand, so as to better understand the Character he is enacting, and present him to the participants in the most realistic manner possible.

Who are you playing as?
Your Character is Taal, demon pretending to be a human, to obtain the Keys of Whispersteel. It is cunning and self-confident. The gender of the demon, as well as its age, is not important for the gameplay so you can improvise.

What’s Taal’s motivation?
Taal knows that in order to obtain the Keys it cannot act by himself. Demons are unable to pick up the Keys nor their fragments with their own hands and are forbidden to take them from anyone by force. Thus Taal waits for the squads to collect all the fragments and bind them into Keys, when he will possess few of them, forcing the rest to give back the complete Keys willingly.

What is Taals connection to the plot?
Demon Hunter Robin Locke summoned Taal in a forbidden ritual. They made a bargain where Robin sacrificed “the most treasured of memories” in exchange for lifting the course binding Robin and Alex with a sinister Book that was draining them of life and soul. Taal agreed to sever the connection of the Book with the demon hunters duo, but in exchange took their shared memories, as they were “the most treasured ones”. Demon Hunters were left senseless and Taal gained free reign over the area utilizing the situation to his benefit, luring other demon hunters to regain the rest to give back the complete Keys willingly.

Tasks:
* Until the end of the Fourth Act, you pretend to be a demon hunter concerned with the loss of memories of your colleagues.
* You help out the squads if they are stuck with any challenge.
* You are actively supportive and kind to the players.
* At the end of the Fourth Act, you possess one participant out of every squad (take the one that had been chosen as the bearer of the Key Fragment most of the time).
* Then reveal your true intentions informing the participants about the story written above.
* The act of “possession” may be allegorical. For instance, touch the forehead of a participant and say “from now on you obey me and you follow me. Now come!”
* You conduct a short workshop for the “possessed” participants preparing them to act as Taal in the Fifth Act.
* During the Fifth Act helping out players that have problems enacting that role. Just remember, you do not act instead of them. Make it so that you whisper advice in their ear or act as a looming shadow over others.
* The final scene of the game depends heavily on you; you need to inform participants (in character) what is the outcome of their collective effort. If the majority of participants chose to rescue their comrade instead of keeping the key Taal is defeated. Make it flashy! If not you mock them and inform of Taals success and their short-sightedness.

How to conduct the briefing?
During the showdown, participants will speak with the demon played by... well, one of their own, a “possessed” (by Taal) participant. Your task is to prepare him to play that role, as the demon “controls” his body keeping that “pure soul” as a hostage to his whim. The participant may:

1. Allow the rest of his squad to keep the final Key (composed of Four Fragments), and thus succeed in their mission of retrieving the memories of Alex and Robin. In that scenario, the “possessed one” is kept in demonic possession.
2. Acquire the Key, and thus stopping them from fulfilling the mission. In that scenario, however, the possessed participant is returned to sanity and the squad is whole again.

In both scenarios, it is all about making the participants talk and use the arguments made up earlier. They need to really show they care about that participant and want him back. Encourage the acting participant to improvise and go with the flow, as long as they keep their eyes on the objective.

DISCLAIMERS!
1. Do not fear that they won’t try to save their colleague. The choice they have is, in fact, an illusion, as that person is already established in their minds as important throughout the game. Besides, human consciousness tends towards attaching to things and people that are more familiar. And that participant is certainly more familiar than imagined heroes of the story. Thus it is really unlikely that they won’t try to get him back.

2. A lot depends on your acting, as the world of the game will come alive only if you convey it with conviction and determination. Don’t fear to improvise and make things at the spot. As long as you understand the story and objectives of the game you will be golden.

3. If participants are hooked by narration and roleplay try to invite them to as many scenes as possible. Make it their world as well. If not, stick to the script and do not hesitate. The message will already be planted in their heads even if they are not ready to act upon it.
It is advisable that the staff member acting as Taal briefs himself with the entire gameplay beforehand, so as to better understand the Character he is enacting, and present him to the participants in the most realistic manner possible.

Your Character is the Mentor, you are the supervisor and teacher of young demon hunters. Recently you were notified about terrible occurrences and the loss of memory suffered by your colleagues Robin Locke and Alex. As both of them were renowned for their abilities their current state and its implications are a cause for great concern to you. As the participants (your students) will investigate the case, they will find fragments of Keys from Whispersteel items of immense worth, They should collect them as they may be the key (pun intended) to unraveling this mystery.

You rendezvoused with Taal, another demon hunter investigating the case and claiming to be Locke’s friend. You haven’t met him before and you cannot overcome your suspicions toward him, but you need any help you can get.

Tasks:
* You play as a human really concerned about the state of affairs in the area.
* You help out the squads if they are stuck with any challenge.
* You are actively supportive and kind to the players.
* You convey the rules to the participants
* You take away the “Soul Shards” should a squad fail a challenge (they have four in total), and give them back (one at the time) for successful challenges
* You hand out to the players the items they obtain threw completing the tasks
* Reenact a scene at the end of the Fourth Act, when Taal reveals his true identity it hurts you with his power, and you know that the resolution of the conflict is in the hands of participants.
* You assist them in the Fifth Act in their task

World rules:
* The memories are to be collected one at the time. To gain another part a squad needs to meet up with the Mentor after succeeding in their task.
* The task is considered successful if its effects are visible on the FB post related to the respective squad.
* Squads have no more than 30 minutes for the entirety of a particular task. They must return to the Mentor before that time runs out. Should they fail to do it, or fail in their task, they receive the next fragment of R. Locke’s journal and next Key Fragment but lose one of their Soul Shards
* 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!!
First fragment of R. Locke’s journal

5th October.

I’m still not convinced that coming from England to this strange and clearly different country was a sensible move. I don’t have time for a pointless vacation, and this whole issue might be nothing more than a false lead. However, the presence of another demon hunter, Alex, in the area convinces me that it is not the case. It’s someone I don’t know much about, but who I know from experience not to underestimate. We first encountered each other on Facebook, in one of the artifact-related groups. I have to admit that this Alex knows her stuff. I don’t know though if I should be worried or happy that I can learn something new.

Today we’re supposed to meet in person. You could say we already did that online, but I always think that social media makes it too easy to create yourself to trust the image they show you. Sure, I can see pictures, I can see post history, but still, I only know as much about the person as they want me to. It’s probably why I’m so stressed about this. I don’t know what to expect, not really, and I have such big expectations anyway...

We set a meeting on a plaza in the city center.

Your task:

* Create two photo reports showing the routes Alex and Robin took on their way to the meeting. Each report should consist of 10 pictures.
* The pictures should show interesting places, views worth remembering and elements pointing to what Alex likes and what Robin likes. Get inspired by what the members of your team enjoy.
* Alex and Robin are two separate individuals. Make sure their photo reports are also different, whether in chosen topic, framing or filters. It is a good moment to think about what kind of people they both are.
* Both reports should end with the same, 21st picture, in which the players present Alex and Robin’s meeting spot. All team members should be in the picture, reenacting their meeting.

After completing the task, post your photo reports in your team thread on Facebook. Then go back to the checkpoint to receive your First Key and the next fragment of R. Locke’s journal.

Second fragment of R. Locke’s journal

8th October.

We just can’t talk enough. I know I came here to find the Book and avenge my family, but instead, I wander with Alex through flea markets, cafés and bookshops, talking more about each other than about keys and the Book. I don’t think it’s about distracting me from my work. Although Alex also wants to acquire the artifact, we agreed to work together. After all, in theory our goal is the same: to rid our world of demons.

She’s the kind of person I expected. Full of energy, lively, laughing every time I say something that sounds – as she calls it – “typical for every hunter”. Well, maybe I am more sullen, or maybe it’s my English upbringing. I like when Alex laughs, she does so loudly and she is not in the slightest bothered by my presence. And she has pretty eyes. Alex is okay.

Yesterday we spent a wonderful afternoon in a place full of books. We were supposed to look for tips for finding the Book, but we ended up stuck somewhere between the popular fiction, fantasy and children section. I forgot how much I liked to read. As a kid, I devoured books one after another, no matter the contents. There was something endearing about the moment when Alex helped me find old editions of books that my mother read to me when I was little. Alex says that books are the mirrors of the soul because they tell more about us than we expect. And she has pretty eyes. Alex is okay.

You have 30 minutes to complete this task.

* You have 30 minutes to complete this task.
* Find a place full of books.
* Decide which books were most important for Robin, and which for Alex. Why did they like them? Were they connected to an important moment in their lives or a specific feeling? Take pictures of the books’ covers.
* Make four videos, 30 seconds each, in which every team member will present a book that is important to them and explain why this certain work/topic/convention is significant to them.

After completing the task, post the four videos and two pictures in your team’s Facebook thread. Then go back to the checkpoint to receive your Second Key and the next fragment of R. Locke’s journal.
Third fragment of R. Locke's journal

20th October.

Okay, I knew this would come to light eventually. I just didn't expect it to hit me so hard. And that I will feel this bad about it. Yesterday I couldn't sleep, even though I went to bed early. I couldn't calm down my thoughts. I feel like I'm never going to calm them down again.

Is this really that big of a sin to want to keep my matters to myself? Yes, Alex did storm into my life, with her contagious laugh and witty retorts to everything, but that doesn't give her the right to get involved. How someone like her could understand someone like me? We are from different countries, we have different values, we had completely different things happen to us in life. I can like Alex, but that doesn't mean she will ever truly get me. More than that, sometimes I feel like no one can go through what I went through and keep a positive outlook. Did I want to admit that demons drove my family to ruin? That I had to grow up quicker than any child should? That if Alex really got to know me, she would change her opinion about who I am? That she would no longer like me the way I am?

She wouldn't understand. I don't have to ask her to know she wouldn't. Alex desires knowledge, but above all, she is a good person, and she faces demons for the good of humanity. Who am I compared to her? I couldn't admit to my desire for revenge, nor that I only want the Book so I can murder demons like they murdered my family. Alex would cease the search if she learned that the Book latches on to their finder like a parasite, sucking the life out of them day after day. That I wanted to sacrifice myself in the name of revenge? I HAVE THE RIGHT TO DO IT! And I never wanted Alex to even touch the book. I just wanted her to help me find it, and get destroying another demon out of it.

Who would have thought she'd become so attached?!

Now everything got more complicated. We both touched the Book, so we both have to face the consequences. The Book is sucking the life out of me, and I was prepared for it. I can accept my own death in the name of revenge. But Alex? This shouldn't involve Alex. And although I'm furious, I do understand her anger at me, too. After all, she feels cheated. Not only she got into big trouble because of the Book, but I also hid the threat from her (she wouldn't let me take the risk otherwise!) and now she suffers because of my foolishness. I wouldn't care as much if it was anyone else, but I started to care about this stupid hunt. I just didn't think she cared about me too...

I still feel guilty because of the Book, and the fact it devours her life day after day...

Your task:

* You have 30 minutes to complete this task.
* Choose a distinctive place where Alex and Robin had their fight. It should be a different place from the ones you have used in videos and pictures so far.
* Rebuild the memory. Reenact the scene of Alex and Robin's fight, leading it so it can end in a consensus and forgiveness. Why did they forgive one another? What emotions were involved? Record the scene on video.

After completing the task, post the video in your team’s Facebook thread. Then go back to the checkpoint to receive your Third Key and the next fragment of R. Locke's journal.

Fourth fragment of R. Locke's journal

22nd October.

We had a fight, but afterward - surprisingly - I feel better. I feel lighter. Alex is smarter than me and although she's still upset with me, she said she understands. And I don't just "KNOW" she says that, I can also feel it's true. I've never met someone like Alex and although our meetings caused a big risk from the Book, I don't regret meeting her, or that we are so close.

Alex suggested we rebuild our trust. I have no idea what it means and it unsettles me since it sounds like some crazy idea, but I don't have a right to express doubts, considering it was me who messed up. She told me to take something I can use as a blindfold, and I already know I don't really like this concept and that I would never let anyone do this but Alex.

I still feel guilty because of the Book, and the fact it devours her life day after day...

Your task:

* You have 30 minutes to complete this task.
* Create and carry a trust exercise in your team. It should entail following a designated route, where each of you will be blindfolded, one at a time, and the rest will lead them just by conversation. It's not allowed to lead by touch. Make an audio recording from this exercise; so it can serve as a fragment of Alex and Robin's recreated memories.

After completing the task, post the audio recording in your team's Facebook thread. Then go back to the checkpoint to receive your Fourth Key and the next fragment of R. Locke's journal.
1st November.

I've never liked All Saints Day. It used to remind me of Halloween and monsters under the bed, then of the family I lost, and now of Alex, who I am yet to lose. Because I will. The Book still sucks the life out of her, just as it does with me. We are both dying and although it's not visible yet, we will soon start to fade. All because of my foolishness.

Shame. This is the feeling that overtakes me now. Great, all-encompassing shame that I failed someone I care for. It doesn't matter that Alex forgives me; it doesn't undo what I have done.

This morning I woke up next to her, thinking that I cannot let her die. That I have to come up with a way to break the Book's spell and fix the damage I've done. Alex is asleep, and I'm flipping through my notes on the occult, looking for a solution and the price I can pay to buy it. I know it won't be small, but I also know that if it's for Alex, it's worth the risk. Worth more risk that I've ever wanted to take for revenge.

The demon's name is Taal. He should have the power to break our bond with the Book. I've never made a pact before, as my father had taught me not to trust demons, but now I don't have a choice if I want Alex to live. That's why, in return for removing the curse, I will offer Taal the memories of what is most dear to me. I will probably no longer be a hunter afterward since I will forget all my secret knowledge, a memory of learning and my deceased loved ones. Well, it's worth it for Alex.

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Your task:

* You have 30 minutes to complete this task.
* Fight Taal and get your teammate back. To prepare for the fight, make a list of unique, strong arguments why you cannot go on without the team member that was taken from you, referring to the moments you shared during the game.
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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Third Key Fragment

“Peace cannot be kept by force; it can only be achieved through understanding.”

This Key Fragment represents what’s crucial in understanding another person. It represents the bond of foresight as to another’s actions. It will allow the bearer to unlock the cooperation needed to conquer anger.

Grant it to the person that in your collective opinion is the most attentive and understanding among you.

Fourth Key Fragment

“The best way to find out if you can trust somebody is to trust them.”

This Key Fragment represents what’s crucial in trust and attachment to another person. It represents the bond of confidence in another. It will allow the bearer to unlock mutual self-esteem needed to conquer shame.

Grant it to the person that in your collective opinion is the most trustworthy.

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!

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One person may carry only One Key Fragment at the time!!
Game Changer project utilizes innovative technology and cutting-edge research to help promote tolerance and understanding among youth across Europe. We hope through the Game Changer Project, we can encourage young people to be the change in helping to build a more inclusive, open-minded, diverse, and peaceful Europe.