The Child Alone in Total Darkness

By Tobias Demediuk Bindslet

Far below ground, protected by soft earth and the cover of darkness, the child sleeps. Safe from war, save from their downfall.

It starts by one of you putting on a blindfold in order to become the child. The child who wakes up all alone in total darkness, knowing that something is desperately wrong. The child who can say anything, but who will be heard by noone.

Then the second one of you takes the child's hand and leads the way into darkness. The one leading into darkness starts feeding the child's senses by saying: *"You sense..."* or *"You move..."*. Perhaps, if the child finds light, the leader will even say *"You glimpse..."*.

As the child is lead into darkness, the third one of you follows behind in order to become the child's memories. The memories sometimes place a hand on the child's back in order to say: *"You remember how..."* or *"Last time you were here..."*.

Finally, the last one of you slowly starts circling the other three in order to become the voices giving false hope. The voices which never listen to the child. The voices that the child can hear, but that the child will never be able to reach. The voices always start by saying *"Don't worry..."* or *"Everything is going to be alright...."*

The last thing to happen will be that the child will lie down and take a final deep breath. After the child's final breath, remove the blindfold in order for all of you to leave the darkness behind.

Tears for Bethmoora

By **Troels Ken Pedersen**

But my thoughts are far off with Bethmoora in her loneliness, whose gates swing to and fro. To and fro they swing, and creak and creak in the wind, but noone hears them. They are of green copper, very lovely, but noone sees them now.

Tears for Bethmoora is about feeling something physically by "doing" grief, as ritual. First read the game aloud, then play.

You must praise and mourn fallen Bethmoora.

DOING grief: for example shout, scream, pound your chest, grab your hair, rock back and forth. Be uncomfortably dramatic.

1. Play the music *Funeral March* by Henry Purcell (http://goo.gl/31bV3O)

2. Breathe in together and shout, **Bethmoora has fallen!** Then DO grief.

3. All write, on two pieces of paper per player, two concrete things that were wonderful about Bethmoora. Examples: *The market, the hospitality, the gardens.*

4. In turn, each briefly describes the thing on one of their notes. The others each say, solemnly, one praiseful adjective. *Graceful, strong, kindly* and so on. Keep going until all notes have been praised.

5. Shout together, **Bethmoora has fallen!** Then DO grief.

6. In turn, each takes another's note and describes how the fall of Bethmoora has ruined that thing. Then the others DO grief, while you violently tear up the note. Repeat until all notes are destroyed and bewept.

7. Whisper together three times, **Bethmoora has fallen!**

8. Play the *Funeral March* by Henry Purcell.

QR link to *Funeral March*

THE BUNKER

Gas Lock

Archive

Mess hall Kitchen

Communi-cations

War room

Server room

Nursery garden

The Bunker

By **Peter Brichs.**

Art **by Oliver Nøglebæk**

After a long journey, you've arrived at Earth – the birthplace of humanity. What happened? Why's everything in ruins? These are the questions that brought you to the Bunker...

Rules: There are two layers to the story. In the first, you are crew members, exploring the bunker. In the second, you will play the scenes leading up to the end of the Earth. The first player is the captain of the expedition, who will start by playing a scene exploring the bunker. The turn order is clockwise.

While exploring the Bunker, you will find old data screens that you can make play old videos, some documents, you can read, or other relics of the past. All these relics plays a scene. that will give you a clue to some of the important scenes that brought the downfall of the realm.

When you 'find' a relic from the past, you need to set a scene in the past. You decide what it's about, and who's in it (along with which players to play these roles) but each scene must take it's lead from the latest scene set in the past. Every player doesn't need to participate in every scene.

At some point, you will press the metaphorical 'Big Red Button.' This can happen at the earliest in the fourth "Past"-scene – but it's okay, if it isn't in the last scene of the game. Every player must at least have one turn, before the scenario ends – but a maximum of two turns.

The Bunker: The Bunker is a place of decay. Don't hold back when describing how horrible everything is, while exploring the Bunker. Use the map on the other side of the post card to describe how you navigate the Bunker.
Keywords: *Decay. Rot. Mildew. Death. Chaos. Despair. Empty.*

The Past: Scenes set in the Past should be about the people who made the realm fall – and about the choices they made.
Keywords: *Colourful. Shiny. New. Modern. High Tech. Happiness. Hope.*

The Ruined City in the Jungle – the first fallen realm

By **Morten Greis Petersen**

The Ruined City surrounded by the jungle: Victory columns of twisted ivy, altars smeared with dried blood, wells with stagnant water, sun bleached bones, rusty weapons, fallen statues. Three characters:

You are Emptiness. The abandoned *Ruins*, the deserted streets, the sound of silence. You tempt with the hope of life, only to crush it with the reverberating blow of emptiness.

You are Shadows. The silhouettes burned into the walls. Unseen, fleeting apparitions. You are the forlorn hope for companionship and an end to loneliness, and you crush it with terrifying, stalking shadows and signs of life long past.

You are Decay. The settling dust, the crumbling life, the withered vegetation. You tempt with beauty and longevity. You are the brutal deceit that makes all hope fade and crumble away with the Ruins.

Together, you are *the Ruined City:* You form a circle around the Wanderer.

Begin by each describing your aspect of *the Ruins.* When the Wanderer stumbles near, you draw the Wanderer to you with your voices, only to betray him by pushing him back towards the middle of your circle. Every time you do this, all of you take one step towards the Wanderer (take small steps as you close in; intensify your descriptions with each step).

You are the Wanderer, staggering out of the jungle. Weakened, bewildered, craving life, civilisation and hope, you reach the Ruins. Begin by describing your journey through the jungle.

You stand in the center of the circle and describe what you see. In a hoarse and desperate voice, relate your dazed trek through *the Ruins* and your first glimpse of the three aspects of the Ruined City.

The conclusion: It is over when the Wanderer lies crushed in mind and spirit at the feet of *the Ruined City* (the player falls to the floor in the now completely tightened circle of the other three) or flees back into the jungle (the player flees the room).

Split Utopia

Af **Jacob V. Nielsen**

In this game you're going to split Utopia in two realms.
Start by defining the two main values of Utopia and write them
down on the blue lines on the other side of the postcard.
Examples: honesty, respect, passion, faith, freedom.

Describe the wonders of Utopia. When a wonder has been
described, write it down with one word on one of the gray lines
in the given order (1-8).
Proceed until all the lines are filled.
*Examples: monuments (pyramids), resources (fish, star dust,
water of eternal life), values (wealth, loyalty, wisdom, trust,
compassion, love).*

Select the two issues which will split Utopia, and write them
down on the red lines.
Examples: love, fear, greed, pride, hunger.

Place the postcard in the middle of the table. Take turns
describing how one half of Utopia claims one of the wonders,
and how the other half loses it (from the top and down).
After each description, tear through the line with the appropriate
wonder.
Return the postcard to the table.

Every time you tear through a line, you will move the word to
one of the sides of the postcard.
The wonder will now belong to the realm on that side of the
postcard.
When the card is split in two, Utopia no longer exists and the
game is over.

7

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