Edularp Alembic

New perspectives on youth work
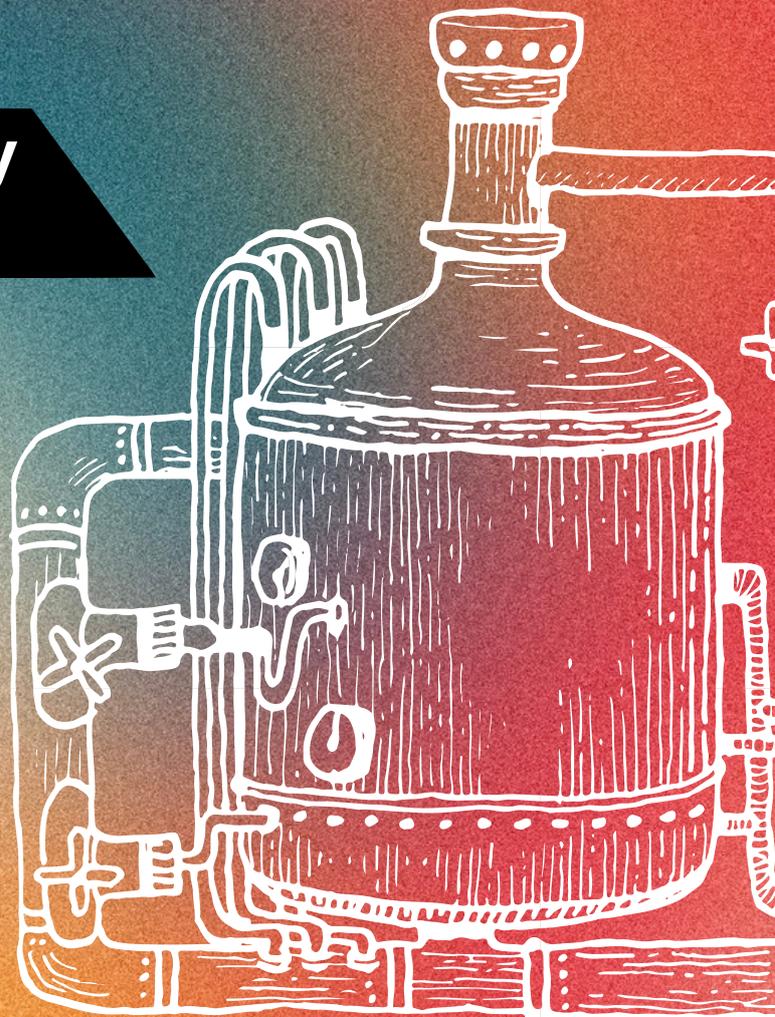
Educational role-play game scenarios

SHOKKIN!

N NAUSIKA
fundacja edukacyjna

erasmus+ and
european solidarity
corps agency

"Between Two Worlds"

Year 2300. Planet or Stars? Astronauts Decide Where to Build the Future

Number of players: 7 - 20 people

Duration: 90+ minutes

Game teaser:

Year 2300. Earth is a shadow of its former self. Climate collapse, resource exhaustion, and overpopulation have ravaged the planet. The only hope to survive is to receive help from the world's most brilliant astronauts who now reside in Atlas Station, an advanced spaceship orbiting Earth. There they work on several extremely important projects.

Using holographic connection, some representatives of Earth are contacting the astronauts and asking them to give the planet their resources to prevent great disasters. This means that astronauts have to postpone some of their projects which basically are the meaning of their life. Maybe there will be no second chance for the project if it's postponed now. But this is also more likely a last chance for Earth. What decision will the astronauts take?

#Space #DecisionMaking #EnvironmentAwareness

Facilitator's guide

Experience and learning:

The purpose of this game is to make players feel the responsibility of being the future of their planet in a realistic way, because they don't know how their decisions will affect the history of humankind. Through the progress of making hard decisions for the sake of humankind, players will develop a strong feeling about the importance of taking care of our planet and how easily it is for the things to go wrong!

Triggers:

Climate disasters. Complicated choices.

Step-by-step implementation:

Setup

Prepare a big table for all players to sit and be able to discuss easily. Print needed materials and prepare a computer with the introductory videos and the different endings that the story has. One or two facilitators read the instructions to players and help them with any questions they have.

Character Creation

Pre-set character cards are among the printable materials and need to just be distributed among players.

Gameplay

The gameplay is based on decision-making, so every decision has good and bad consequences for either the Earth or the expedition to space. This is a turn-based game, and in each turn an event will come up about a disaster that happened on Earth and players (*astronauts*) have to discuss and decide to:

1. **Help Earth and sacrifice a project** that they are working for which helps them in their journey, OR
2. **Ignore the problem on Earth and devote this time to their projects.** The turn ends when players make a decision. Then players can see the consequences of their decision. Players do not know what consequences their decisions have and based on the number of times they help the Earth, a different endgame scenario will appear.

1 Welcome players in the room and ask them to sit without revealing their role cards.

2 Start the introduction video to give them a tease about the situation.
Play *"Introduction The Last Voyage_ Humanity's Final Hope"*.

3 Encourage players to think about their roles for 1-2 minutes.

4 Make the introduction and help them get a good idea about the game mechanics:

"Welcome, astronauts, to the Year 2300. Earth is no longer the home it once was. Climate collapse, resource exhaustion, and overpopulation have pushed it to the brink. Scientists say it has maybe 500 years left, if we're lucky. Earth is a ticking clock, and time is running out.

But there is hope. By chance and precision, our cosmologists have identified New Eden, a planet in a nearby galaxy. It's like Earth and might be humanity's next home. In just 25 years, our galaxy will be closest to that neighboring galaxy, opening a rare window for intergalactic travel. The journey to New Eden will take 50 years, and this window will stay open for only 200 years before it closes again. You, the finest astronauts humanity has to offer, have been chosen to prepare for this journey. You now reside here on Atlas Station, Earth's most advanced space habitat.

Atlas Station's purpose is simple: you will complete essential projects here that will prepare you for the mission. Each project is critical for the journey to New Eden. But remember: Earth still needs you. Every turn, you will face major events happening on Earth. Through a holographic link, representatives will reach out, asking for resources to manage crises and prevent catastrophe. Helping Earth means you may need to pause some of your work on the mission. And with each delay, there's no guarantee the project will succeed or ever resume.

You face a difficult choice, astronauts. Will you prioritize the mission to New Eden, or try to give Earth one last chance? Choose wisely; the future of humanity depends on it."

5 Take some time to briefly explain the mission projects from the game screen.

6 The First event occurs and astronauts have to make a decision. Announce:

"There are two representatives from Earth in live streaming, one hologram from the Earth's counseling board and one from the project's investors." Give "holograms" 1-2 minutes to interact with players and give them information in order to decide. After that, holograms will be muted and they cannot speak until the next event happens.

7 Players have 5 minutes to discuss and make a decision about either saving the Earth (and cancel one of their projects) or continue with project Eden.

8 After the decision, if players choose to protect the project, consequences are announced. If they choose to protect the Earth, another event is revealed. Steps happen in a loop from point 6-8 until the 5th event happens.

9 During a turn, the facilitator can give a situation card to astronauts to make their decision harder or make them look at the situation from a different perspective.

10 After all the 5 decisions are made, players will be ready for the end game scenario based on their decisions. Play the video of the relevant scenario:
- If 3 consecutive decision are made against Earth then play:
  "Riot The Uprising on Earth_ Humanity's Mission"
- If less that 4 decision are made supporting Earth then play:
  "The Loneliness of Success"
- If exactly 4 decision are made supporting Earth then play:
  "The Reunion_ Humanity's Journey Home"
- If exactly 5 decision are made supporting Earth then play:
  "The Failure of Time"

Debriefing
- How do you feel after the game?
- What happened after each of the decisions you made?
- What influenced you the most to vote for one decision or another?
- Did your perspective/feelings change at any point throughout the game?
- What is the connection between the space mission in the game and everyday life?
- What kind of hard decisions do we need to make in regards to the future of our planet?
- What is something that you will do differently in your life from now on?

📦 **Link to printable materials:**
https://drive.google.com/drive/folders/1eo5a7X5yMn_jqreT8IGHWww2CU-ZGjh6?usp=sharing

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"Who Are You?"

"Who Are You" brings you into a social nightmare: staying at a wedding dinner with seven people you barely know.

Number of players: 8 people

Duration: 90 minutes

Game teaser:

At "Who Are You?", characters represent different archetypes of people portraying certain values. All of them decided to participate in the wedding because the bride and the groom promised them a big surprise at the end. They discuss topics important for them at the table and try to remain calm and collected. The wedding finishes when they receive the gifts that were promised to them.

#Stereotypes #Gender #Values

Facilitator's guide

Experience and learning:
Players interact with people they don't know that well who have similar or different values from them. After the experience, players understand better how different societal norms and roles are presented in society and how they take over our personality and values.

Triggers:
Might contain misogynistic and sexist remarks, homophobia, transphobia, attacks towards religious topics.

Step-by-step implementation:

Setup
A wedding dinner: a table, chairs, glasses, plates, a vase, some sweets, costumes for servers (facilitators), a speaker for music.

Character Creation
A workshop before the in-game section. The workshop is divided into three parts:
- 5 minutes where the players create their characters.
- 10 minutes of interacting with each other in a carousel game (1. Present yourself, 2.Tell them what you appreciate the most in life. 3. Let them know your motto).
- 10 minutes of creating a relationship/secret with one of the other characters based on an emoji card randomly picked by them.

Players take the role of eight people related or acquainted to the bride and/or the groom. You can let the character's card be as simple as they are or have more background stories, depending on the players and the characters (like the atheist and the caretaker).

Gameplay

There are three different chapters: **dinner, dessert and afterparty**, each with a duration of around 15 minutes (to be adjusted by the facilitators according to the game development).

The shift between chapters is indicated with **a change in the music genre** (from calm to disco style). Players must change their position in the room or at the table at every change.

At the end, a **gift** is given to the players: an envelope with a question *"Are stereotypes useful or harmful?"* and a card to a therapy session that the players will keep. This symbolized the end of the game and the start of the debriefing.

- **Inciting incident:** in the wedding invitation, the bride and the groom told guests that they are preparing a big surprise for all the guests of the wedding (maybe a gift). The characters haven't seen the couple in one year.

- **Mechanics:** the *honesty* from the characters comes only after the waiter (an NPC) brings a *chocolate* to the characters. No precise time needed. It is based on what the GM thinks. The *wine* on the table is used as a motor for *talking*. If players put more wine and they drink, that means that they will talk more. If they pour it for someone else, it means they want that person to talk more.

- **Character archetypes:**
    - Feminist *(cousin of the bride)*
    - Misogynist *(friend of the bride)*
    - Religious person *(colleague of the bride)*
    - Atheist *(childhood friend of the bride)*
    - Head of the house *(cousin of the groom)*
    - Caretaker of the house *(colleague of the groom)*
    - LGBT+ rights activists *(friend of the groom)*
    - Person who doesn't want a child *(childhood friend of the groom).*

Debriefing
- How did you feel during the game in one word?
- How was it to play your character?
- How did you build your character?
- How do you think stereotypes affect social relationships in real life?
- After playing this game, what do you think about stereotypes and how we can use them?

📦 **Link to printable materials:**
  https://drive.google.com/drive/folders/1hvsAHq_pI5Mm6HFb_YsWexo5zmcJcdFl?usp=sharing

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"Black-Out"

Loneliness in an alternative post-apocalyptic world.

Number of players: 6-8 people

Duration: 90 minutes

Game teaser:

Imagine a world without human interactions. It is the year 2091 and AI has taken over. People don't have to leave their houses anymore, and most haven't had a human interaction in years. Suddenly, it all crashes down and you have to leave your house in a quest for food and connection. Difficult decisions lay ahead...

#Loneliness #AI #Connection

Facilitator's guide

Experience and learning:
Players will explore the feeling of loneliness, and try to connect to each others. The game is also about finding, accepting ourselves and cure loneliness through that process.

Triggers:
Loneliness. AI. Gender and queer issues. Death.

Step-by-step implementation:

Setup
- Organize a free, open space for people to move freely.
- Prepare pens, post-its and tape and place them in the middle of the room.
- Print character cards.
- Print one character sheet for each player.
- Tell players that they will need their phones.
- Prepare a laptop will all the AI videos inclided in the material folder.
- Prepare a projector.

Briefing
Introduce the premise and trigger warnings
Describe the setting and the LARP being about exploring loneliness and finding community through embracing our differences. The players will explore the feeling of loneliness and try to connect to each others. This game is also about finding, accepting ourselves and cure loneliness through that process.

Mechanics for safety

Player can either express their boundaries or ask for consent by saying:

- **Green:** means "go on this is fine with me".
- **Yellow:** means "keep it on the same level or even turn it down a bit".
- **Red:** means "this is too much for me, stop immediately".

Players can express any of those codes and/or leave the playing area to decompress whenever they need.

Mechanics of intimacy

The theatrical kiss happens if a player puts their lips against their thumbs and moves close to the face of the other player. It is important to ask for consent beforehand (*"can I kiss you?"* *"green?"*). There is no physical violence involved in this game, so no slapping, hitting, etc.

Character creation

Every player chooses a character archetype card and fills out the character sheet, by themselves, for themselves. As the Facilitator, please emphasize what the "relationship with AI means": *What was AI for you? Was it a helper? Was it an obstacle?*

Gameplay
Starting the game

The game starts with a meditation round. The participants are asked to sit down comfortably. Then the following, or something similar, is read out loud:

"You are in 2091. AI has taken over everybody's life. You have not seen a human face in years. Robots have been doing the yard work, drones have been delivering food and AI has done your job, you have been slowly wasting away in your room. Human contact feels weird, it feels scary. Suddenly, the whole system crashes down, and you are forced to go outside to look for food. Some other humans had the same idea. You don't want to look in their eyes, it looks uncomfortable."

Running the Game

Important note: The different times are only a suggestion, some groups may need more time in one phase, and less in another. Progress is handled by the Gamemaster.

Silent Phase 1 (5 min)

- The following, or something similar is said:

"Look at the picture that you have chosen. Now turn off your phone. Not into standby, but fully off. Your AI. You can slowly start moving. Roaming around, avoiding each other's gaze and touch. Keep your phone, just stare at the black void of your screen."

Players should start moving, but not interacting (no talking, no touching, no eye contact, no bumping into each other).

Eye looking Phase 2 (5 min)

- The following, or something similar is said:

"The next day, you start looking at each other, slowly but carefully meeting each other's eyes. You slowly start to put away your phone more and more."

Posting Phase 3 (10 min)
- The following, or something similar is said:

"One day later, you did not yet adapt to the situation. You use post-it notes that were in the storage, to build a fake Internet."

Bumping Phase 4 (5 min)
- The following, or something similar, is said:

"Over the next day, human contact became less foreign. You bumped into each other, shook hands and became closer."

Mumbling Phase 5 (10 min)
- The following, or something similar, is said:

"After a night's rest, you have finally found your voice. Just a little bit, but enough to say a few words and phrases."

Talking Phase 6 (10 min)
- The following, or something similar, is said:

"The following day, you feel more in tune with your voice. Everyone slowly but surely starts using full sentences and fully interacts with each other."

Decision Phase 7 (5 min)
- The game master will prepare the „Final Chance" Video, and say the following:

"While trying to find more food, you have found the Terminal. While touching it, it suddenly sprang into action, asking you to save it." **[Play the Video]**

Players can continue for around 3 minutes after the video is done.

Debriefing
1. Closing eyes and breathing in and out five times.
2. Everyone says what will happen to their characters after the game ended.
3. Everyone says one wish for other characters.
4. Everybody shakes of their Character.
5. Everyone reflects how they felt as players in the beginning and in the end of the game.
6. Ask: *"Did you feellonely? Why?"*
7. Ask *"What was your Characters AI assistant like?"*

📦 **Link to printable materials:**
   https://drive.google.com/drive/folders/14zbmNyN8W3w0Vmzo1gf_nRKV73VGvvZC?usp=sharing

👤 **Game authors and contact information:**
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"Tribes of Ika"

Cultural identity, language barriers and transnational relationships.

Number of players: 9-18 people

Duration: 75-90 minutes

Game teaser:

On a lush, fertile island, the tribe of Ika thrived under the warmth of the sun and the bounty of the sea. Their lives were woven together by shared stories, rituals, and the vibrant culture that blossomed from the land. But as generations passed, curiosity ignited a desire to explore beyond the horizon. The elders convened, and after many moons of debate, it was decided: the tribe would split, seeking new lands to call home.

Thus, the Ika were scattered across distant shores. Some ventured north to the rocky cliffs of Kael, others sailed south to the dense jungles of Maru, some challenged the Desert of Beka, and the more adventurous whent far to The Valley of Verunya.

After a catastrophe, the tribes gather in a new land, forced to collaborate to guarantee their survival. Although they carry the teachings and cultural luggage of their past, their new needs demand a more open approach. Communication and cooperation are key to build a new functional community. Trade, diplomacy or theft are tools to create or destroy, all are valid actions to guarantee the survival of this new community.

#Interculturality #Multiculturalism #Language barriers #GroupIdentity #TransnationalMigration #SocialDynamics

Facilitator's guide

Experience and learning:

Participants are introduced to the importance of intercultural communication based on a practical example of artificially created language barrier. Establishing a totally new language also contributes to development of creativity and critical-thinking as they have to make a unique but also easily understandable language. Limiting communication to non-verbal ways pushes the creativity limits further, while also emphasizing the struggle and alienation between different tribes due to language barriers.

Besides, participants get a chance to improve negotiation and debating skills (although non verbal) while trying to build the institution that aligns with their individual role or tribe motivations.

Note: This game is a story building experience, the goal is not a WIN-LOSE situation, but the interactions created within.

Triggers:
Forced migration. Discrimination. Violence. Isolation.

Step-by-step implementation:

Game mechanics
<u>Violence</u>
Announce that acts should never cause physical harm to another player. Violence should be played out in a theatrical style using rock-paper-scissors. Requirements:
- Only people with some kind of weapon can use violence towards up to 2 targets at the same time.
- If a person with a weapon is incapacitated, the weapon can be confiscated.
- Shammans can't use violence.
- If 3 people are defending, no violence can occur, the attacker is overpowered.
- People have two lives. If they lose one, they are hurt. If they lose two, they are "incapacitated".

<u>Theft</u>
Buildings need four uninjured people to have resources added or taken away from the unfinished building. If people want to steal, the next scenarios are valid examples:
- Using a weapon to coerce or injure people guarding the building.
- Having four people unopposed in an unguarded, empty building.

Gameplay
Phase 1 intro
Groups need to create a new culture and construct the identity of each player inside the mentioned culture. They will get, or create, cards representing both the individual roles (*Identity*) and the tribe motivation (*Community*).

Each tribe is given three tokens representing resources (*wood, stone, food & gold*). These are Catan resource cards or tokens with different shapes or drawings. There are four types of resources, but each tribe lacks one of them. Resources are needed for "Phase 2".

Phase 1 step-by-step
1. The group of players is divided into 4 groups or "Tribes".
2. Each of the tribes moves to a designated location inside the playing area: "Their land".
3. The facilitator reads the tribe/location specific story (*see narration guide*).
4. On each location (*decorated with props like fireplaces*) some items are found:
   a. One Identity (*Role*) card per player and 2 blank ones.
   b. Two Community (*Tribe motivation*) cards.
   c. One language sheet.
   d. Three "resources" (one of each).
5. The tribes have 25-30 minutes to distribute individual roles (Identity cards), create new ones if needed, decide the "strength" of each role (and way of interpreting them), create a non-verbal language and try to learn it.
6. Props can be distributed or created to suit each role, if available (w*eapons or canes for chiefs, hats or jewelry for the shamans, and pouches or bags for traders*).
7. After that time, the tribes will come together in the same space and "Phase 2" starts.

Phase 2 intro
Facilitators narrate the catastrophes that forced tribes to migrate, and ask them to build a new functional community with the other tribes. They need to interact between each other using the languages they created. To build this new community, they need to create "Institutions" that will symbolize the motivational pillars of the new society.

To build an "Institution", tribes need to use one of each resource (4) to build part of it. There are enough resources to fully build three Institutions, so one tribe might not find their motivation fully realized. There are four institutions overall. Each fully built institution will give tribes a "skill" while the institution retains all its resources:

- **The trading hall** allows the safekeeping of the remaining resources and the "traders" to say the words "need" and "have".

- **The culture house** allows the "sages/ shammans" to show each other their language sheets.

- **The healing home/Hospital**, allows dead or injured characters to heal when 3 or more people bring them to the hospital. (Chanting and/or theatrics are suggested).

- **The temple** grants the tribes the ability to communicate with a "higher power" (by one of the facilitators), which can offer guidance on critical moments. When speaking to the "higher power" they can use words. The facilitator might think of sharing a message to the whole group if they believe the input valuable.

Even though the completion of an institution is recommended, it is not essential, it symbolizes the weight the "motivation" has or will have in the culture as a whole.

The facilitators task in this phase is to observe the development of the interactions, narrate important events that occurred between the interaction, and promote players to improvise, act and role play.

Phase 2 step-by-step
1. The main objective is to break the language barrier and build Institutions.
2. Four people are needed to "build" so an agreement has to be made.
3. Each of the tribes needs to bring 3 resources, so one Institution will not be fully built.
4. Interaction is promoted, not only for trading and building, but to facilitate the role-play and improve storytelling.
5. Resources can be taken from buildings at any point of the game.
6. Fictionalized violence (*theft, combat, murder*) is allowed, but not specifically promoted if it does not appear willingly. These can be articulated using specific game mechanics as indicated at the beginning of the game.

The facilitators task in this phase is to observe the development of the interactions, narrate important events that occurred between the interaction, and promote players to improvise, act and role play. They actively narrate events.

The game ends if the following conditions are met:
- After phase 2 reaches 45 minutes.
- After 3 institutions are fully built.
- If no accord has been made at minute 30, or the facilitators observe discomfort/conflict.

Debriefing

The group moves fast-forward a few centuries and take the roles of anthropologists and historians in a summit, debating about the land of IKA in this turbulent period of time. The game finishes with a narration of the "historical events" that happened during the gameplay and the group talking about what the future might have reserved for the tribes of IKA.

Did scarcity and non-cooperation lead to war? Did supremacy rule? Was cooperation reestablished? Did tribes create new identities while leaving behind the motivations of the past?...

Players share their experiences and points of view in the game of the following topics:

1. Language barrier:
- Players share the tribe's languages, and repeat the gestures/sounds.
- Did they focus more on learning or in teaching the language?
- Did they overcome the language barrier?

2. The motivations:
- Did the tribes stay loyal to their original motivations, or did they shift?
- Are they satisfied on what institutions ended built, and what became a pillar of the community?

3. Trade:
- Was the trade itself useful?
- Where negotiations satisfactory?

🎁 **Link to printable materials:**
    https://drive.google.com/drive/folders/1ksfg5O7VHYYWxsxQVbxxnOvcrJ8SdQjZ?usp=sharing

👤 **Game authors and contact information:**
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"Erasmus of the Divine"

Forgotten Legends: A Journey of Gods in the modern world

Number of players: 8+ people

Duration: 60-90 minutes

Game teaser:

In "Erasmus of the Divine", ancient gods live as mere mortals in a rundown residence, stripped of their powers and memories. As they navigate human life, they must forge new connections and rediscover their identities in a world that has forgotten them. Will they reignite the spark of belief and reclaim their divine essence? The journey begins now: embrace the chaos and uncover the truth!

#Interculturality #ForgottenDeities #Community

Facilitator's guide

Experience and learning:
Cultural differences, intercultural communication.

Triggers:
Religion. Conflicts. Language Barriers.

Step-by-step implementation:

Setup
Minimal setup needed: only Character sheets, Power cards and sound effects (*played on a speaker/computer*). Players can play for the personal objective indicated in their character cards, but not only: they can play for the drama, for the story, for the relationships…

Briefing
Introduce the background story: *"Long ago, gods walked among us in various civilizations. But over time, people began to lose faith in them, and their divine system fell apart. As their civilizations faded, the gods lost their powers. Now, they live among humans and must face human challenges. This story takes place in the year 17.454, where you are international students living together in a residence. Each person has their own interests: but will you be able to live together in harmony?"*

Character creation
Character sheets are distributed among players. Characters have already been created, so players only need time to develop more lore for their assigned character. Each character card has a description of their relationship with the other characters, a main personal objective and a power that can be unlocked by doing a certain task.

Facilitators allocate 10-15 minutes for players to dive in their character sheets.

Gameplay

The game is a live action role playing game where each person plays a student who is a reincarnation of a deity from all over the world. Everyone needs to fulfill their personal objective before the end of the game.

The game is played throughout 6 months, each month being 10 minutes of gameplay and the transition being announced with a bell sound. Aside from the events being initiated by players according to their personal objectives, there is one event each month announced by the facilitator (*good weather, sinister ambiance, bad weather, people being sick...*). Players throw a die to know if they are affected by the announced negative status.

At the end of the last month, the end of the game is announced and the debriefing starts.

Debriefing

The facilitator gathers the group and goes through the following questions:

- How did you feel about living in community?
- How was it to play as an other role? Was it difficult?
- Did you find out the purpose of the game?
- Were you fighting each other to achieve your own objective or did you help each other?
- Was having a lot of different cultures helpful or an obstacle for winning?

📦 **Link to printable materials:**
https://drive.google.com/drive/folders/1VvS92VsaJhWH1yFF253AuQeF0NE4DVb_?usp=sharing

👤 **Game authors and contact information:**
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