

How to use the Scenario Library

1. Consult the index (following pages) for the titles of scenarios that accommodate your group size.
2. Turn to the descriptions of the scenarios in question and find one that suits your group.
3. Pull the envelope with the game text and other print materials.
4. Go read it! Everything here can be prepared in about 30 min.
5. Make copies of whatever print materials you need to consume in play - DO NOT WRITE ON OR DESTROY THE ORIGINALS. We have a copier in the Ops Room.
6. Get the props you need from the props bin.
7. Go find a space and play!
8. Bring all the stuff back. Text and print materials go back in the envelope and is filed alphabetically, and props go back in the bin.
9. If you like the scenario, go buy a copy! Most of these are cheap for free. We can't allow you to make a copy to take home with you, though.

The 1914-15 Research Survey of the Los Angeles County River Basin

by Tim Hutchings

The Committee of Menaced and Flooded Areas headed by J.W. Reagan has commissioned a corps of engineers to solve the problem of the recurrent flooding of the Los Angeles River. This process begins with research into the history of the flooding: "If the year of maximum floods can be identified, it is possible from the information which exists from other floods to arrive through a synthetic process at a rational approximation of maximum discharge quantities."

The engineers turned to age, seeking out the oldest residents of Los Angeles to interview regarding the history of the LA basin. They needed learn what rivers flowed where and when and with how much force. They needed to create a hierarchy of floods. Young engineers were dispatched to interview the oldest people they could find. The engineers will ask questions of these old pioneers, trying to pin down hard geographic facts. The old timers will answer these questions through their own lens of history, of social relations, of personal histories.

Players: 2 - 6 players

Duration: 1 hour

Materials: paper, pencil, timer, optional map

Logistics: table and seating for all players

Content Advisory: storytelling, just trying to do your job.

Participation Advisory: interview, "Yes, And," presentation.

Amidst Endless Quiet

by Ben Lehman

You are Elios, a deep space transport en route from Gliese to Zhou's World. You're never going to arrive at Zhou's World. You're going to die. By absolute blind dumb luck, you have been struck by a stray micrometeorite. With the last of your consciousness, you have a decision to make.

Amongst your cargo of physical art, block data, and biological samples, you are carrying five living humans, suspended in long term sleep. You have interacted with all of them in mostly trivial manners over the course of the month-long sleep induction process, many hundreds of years ago, but otherwise you only know them from their demographic information.

And in an absurd sop to human paranoia, your engineers included within you a lifeboat, which will maintain a human in sleep indefinitely while transmitting for a rescue. But the lifeboat was never meant to be used. It cannot hold all the humans. It can only hold one. Every human you are transporting is worth the expense and time of sending physically across the infinite silence of interstellar space. They are not simple commuters or travelers: they are necessarily luminaries, as priceless as any of the art you carry, but much more fragile. Before your death, you can take time to remember the humans, investigate their history and their dreams, try to gain a further understanding of them. In the end, you can choose one to save, or none.

Players: 3 - 6 players

Duration: 1 - 3 hours

Materials: index cards, pencil

Logistics: seating around for all players

Content Advisory: value of life, existential decisions.

Participation Advisory: players sit and talk, quiet, contemplative.

Artemis

by Aura Bella

How odd is it that you've developed an intense sexual relationship with Artemis, the massive passenger spaceship that carries you across the vastness of space? Especially given that it's nothing more than an automated hull moving through the inky black, regulating its internal processes on a predefined route. As the end of the line approaches and Artemis prepares to enter its final docking station, you have all left the safety of your private sexual entanglements and decided to include the ship itself, which you find undeniably attractive and sexually compelling, in your play. The lot of you want Artemis to be a dominant partner (sort of a spaceship dominatrix) for you as you reveal yourselves and follow its every command, hopefully leading up to an array of massive, kink-fueled orgasms.

Players: 2 - 4 players

Duration: 60 - 90 minutes

Materials: timer

Logistics: private room with furniture

Content Advisory: discussion of sex and kink.

Participation Advisory: licking furniture. .

A Baby Fell From the Sky

by Aura Bella

You are all notable leaders, figureheads, and people of importance in a small southern town in the 1960s. Eight months ago, a visitor arrived from space: a glowing Baby, plummeting through the atmosphere, leaving a large crater in its wake. It doesn't move, has no discernible sex, and does not openly communicate. It does speak to people in their dreams every so often – strange instances of crystalline imagery and long-dead memories – and, most importantly, it generates immense amounts of radiation that has blanketed the entire town. This radiation has had a curious effect: some people have gotten very sick, some people haven't noticed anything, while some people have... changed, in ways subtle and overt. Everyone has seen the Baby and knows about it. Most are terrified or concerned.

Tonight, however, has been an odd break from your usually quiet town life: the Baby has sent you each surreal and vivid dreams and compelled you to wake up, get dressed, and come to its side in the abandoned schoolhouse where it is kept. You find your trembling, possibly radiation-stricken body unable to defy, and assembled in the dark of night, you learn: the Baby wants one of you to "journey" with it. You're not sure exactly what that entails, but not only will the Baby vanish, so will one of you. Forever.

Everyone sleeps while you've arrived to make a decision. You're here together, but looking at the faces around the room, no matter how cordial you are to one another, you're not together. Tonight, one of you will not return. And no one wants to go.

Players: 4 - 8 players

Duration: 60 - 90 minutes

Materials: glow in the dark baby doll.

Logistics: private room, seating for all players.

Content Advisory: paranoia, intolerance.

Participation Advisory: sitting and talking, probable arguing.

Beastfucker

by Wendy Rose Gorman and Alexa Yuho

Your family has a terrible secret. Your wealth and power is made possible by a deal your bloodline made with The Beast - an utterly inhuman entity. Every generation, one member of the family must carry the Beast's spawn. You have been selected by your family as one of the potential mates for the Beast. There were other members of your family who could have done this, but they were not selected, and you were. To carry the Beast's spawn destroys you utterly - you will not die but you will be transformed both physically and mentally and become something abominable to your current perspective. If any one of you were to refuse the responsibility of being one of the chosen, you would be disowned and cut off from all of your family's resources and risk bringing down the wrath of the Beast and the destruction of your entire family.

Players: 2 - 6 players

Duration: 10 - 30 minutes

Materials: blindfold

Logistics: seating for all players, access to secondary play area

Content Advisory: off-scene non-consensual sex between humans and an unknowable beast, unwanted pregnancies; on-screen body horror, family strife.

Participation Advisory: guiding of blindfolded player to secondary playspace, otherwise sitting and talking.

A Crow Funeral

by Tim Hutchings

A fellow crow has died and we will gather to mourn their passing, but more importantly to understand why they died. Not in a metaphysical way, but in a practical way - what killed this creature and how can we ensure it won't kill us as well? We are crows and this is the crow way.

In *A Crow Funeral* the players will take the roles of opinionated crows arguing the cause of death of a member of their murder. At the beginning of play players will split apart for a short while, then come together and join as a group. The game uses a simple handstacking mechanic guiding who can speak at any given moment. There is no conflict resolution mechanic.

Players: 2 or more players

Duration: 10 - 30 minutes

Materials: none

Logistics: central table for play or play on floor, move around public space

Content Advisory: maybe silly maybe serious, empathy exercise.

Participation Advisory: touching of hands, speaking out of turn.

Driving to a Reunion

by Laura Simpson

Black Student Unions are special interest clubs that are found on North American college and university campuses. Historically, Black Student Unions have stemmed from a need to voice African American concerns when attending a predominately white institution. Many Black Student Unions were founded as a continuation of the Civil Rights Movement.

Each player in *Driving to Reunion* represents a woman who is returning for a college reunion at an elite single-sex institution: Witherspoon College. Each woman graduated in a different decade, and all four characters were involved in the Black Student Union (BSU) during their time at Witherspoon.

Players: 4 players

Duration: 45 minutes

Materials: none

Logistics: chairs for all players

Content Advisory: black feminism, intergenerational relationships, higher education.

Participation Advisory: sitting and talking.

Drunk

by Tobias Wrigstad

Ove is an alcoholic. He is married to Pia with whom he also has a teenage daughter, Lisa. Ove has recently been released from a treatment centre, a program he entered voluntarily. He has not had a drop of alcohol in four weeks and still suffers from severe withdrawal symptoms, mainly of a psychological nature.

Drunk begins with Ove puking in the sink of a common restroom, where he has barricaded himself in order to drink himself to death. After having rinsed his mouth he looks into the mirror and remembers why things have ended up the way they have.

Players: 3 players

Duration: 2 hours

Materials: bottle, tape, sharpie, index cards

Logistics: table and seating for all players

Content Advisory: alcoholism, suicide, tragedy, family strife.

Participation Advisory: drinking water from bottle.

Exile

by Asbjørn Olsen

A sits alone in the empty apartment. Sees a silhouette cleaning the apartment across the street. The silhouette pauses and seems to look at A. A ducks down in a near panic. It never ends well when A is in contact with others. It's not that A does not want to talk to other people, it is just hard. Also, it seems like they do not really want to talk to A. Maybe because A never really manages to say anything.

Another place, another time. A walks through the darkness. It has been a long time since the sun set for the last time. It has been a long time since A saw the sun. It is cold and dark, and A has not seen any other people for a long time. Next to A, the white cat jumps along the roofs of cars. Behind A, A's shadow is having a discussion with Loneliness Itself. They all seem to miss the sun. The cat says that there is a silhouette in the horizon. Everyone freezes in place and goes silent.

Exile is all about loneliness and darkness. The tone is bleak, melancholy and surreal – but with a glimmer of hope. Play sometimes takes the shape of narrating A in the city, other times the players play characters in a future where the sun set and never rose again. *Exile* is the game for you if you like a ponderous, peculiar and deliberate style and will not mind playing a concept, a shadow or a cat.

Players: 3 players, 1 facilitator

Duration: 2 hours

Materials: candle & lighter, music recommended (smartphone will do)

Logistics: medium or larger sized room, room that can be made dark

Content Advisory: melancholy, surreal, depression.

Participation Advisory: freely move about room, one player may light a candle.

A Family Affair

author unknown - if you know please tell us!

Louise and her brother-in-law James are having an affair. They become unexpectedly pregnant. Their spouses find out.

A Family Affair is a structured freeform scenario that examines the dynamics of relationships between small, closed groups. In this scenario we already know what happens, so instead we play to find out how the people involved affects the relationships between them.

Players: 4 players

Duration: 2 hours

Materials: none

Logistics: seating for all players

Content Advisory: affair, unexpected pregnancy, unexpected death.

Participation Advisory: sitting and talking.

First They Came

by Andrea Giovannucci and Alessandro Giovannucci

Berlin, 1942. In a chilling climate of suspicion, at the height of the Third Reich's delirium of power, blood and steel, the SS comb the streets looking for the last undesirables of the regime, those who managed to survive wave after wave of deportations and summary executions.

Cowering inside a building in the squalid outskirts of the city, three people listen as shrill whistles dissect the air of the coldest winter in human history, spurring the bloodhounds in their search. They know they must hide, lest this be their end.

In *First They Came*, players will step into the shoes of three opponents of the Third Reich to feel the pain and paranoia carved into the hearts of the German people by the persecutions of the regime. By reliving the characters' trials, they will have a chance to understand how they came to their predicament. What mistakes and atrocities did they condone to save their own lives? Were they part of the problem, as well?

Players: 3 players

Duration: 1 hour

Materials: flashlight, music (smartphone will do)

Logistics: room that can be made dark

Content Advisory: guilt, indifference, egoism, complicity with fascism.

Participation Advisory: sitting on the floor, touching shoulders.

Galatea's Mirror

by Joie Martin

The world in which the game takes place is like our world, but with more advanced technology. AI and synthetic lifeforms are not uncommon, but rarely achieve sentience. Most are used for menial tasks, complicated computations, or jobs that are dangerous, difficult or distasteful to humans. When an AI achieves sentience, it's because the combination of lived-experience and programming has resulted in self-awareness, or because someone has intentionally given them the ability of independent thought. Lawmakers believe sentient AI are inherently dangerous and authorities will attempt to decommission any synthetic life that has become self-aware. Most of the human population either agrees with this notion, believes AI can never truly be sentient, or is ambivalent regarding the subject. There is a small but growing minority, however, who believe decommissioning is akin to murder and who seek to end oppression against intelligent synthetic life.

While flying from one destination to another, your character has been pulled aside for questioning to determine whether they are a type of rogue AI called an Aleph. Alephs are synthetically created androids who have achieved sentience. The reason for your detainment is explained as a random screening process, but it is more likely something about your character seems unusual or suspicious. You have been brought to a secure holding area and are currently awaiting screening. You know, if you are determined to be an Aleph, you will be destroyed.

Players: 4 - 6 players, 1 facilitator

Duration: 2 hours

Materials: paper, pencils, clipboard

Logistics: seating for all players, access to two play spaces

Content Advisory: empathy, individuality, humanity, obedience, resistance.

Participation Advisory: sitting or standing and talking.

Group Date

by Sara Williamson

Congratulations! It's a Match! In *Group Date*, you will play two people going on their first three dates after being matched with one another on a popular dating website. You don't know too much about each other yet, but the algorithm says you're 98% compatible! What could go wrong?

Players: 4 - 9 players, 1 - 2 facilitators

Duration: 2 hours

Materials: pencils, tape, timer

Logistics: seating for all players, split away for dates

Content Advisory: comedy, internet dating.

Participation Advisory: sitting and talking.

Homunculus

by Anna Kreider

They were always larger than life, with a big personality and an even bigger heart. Everything that they did, they did whole-heartedly, throwing themselves at life with a zeal that others found simultaneously admirable and tiring. You always assumed that they would live forever, but it seems the universe has a cruel sense of humor. It was a week ago when you got the call about the accident. You still can't quite believe they're gone.

Homunculus happens in a world not all that distant from our own, in a hypothetical near future where humans still drive cars, but artificial intelligence and machine learning are well out of their infancy. The world of *Homunculus* also has the technology to make realistic looking and feeling human bodies, cloned bodies into which AI can be installed. This technology is still largely experimental.

One of the leading companies in the field of biotech and AI, Nexen Labs, has just launched a pilot program aimed at people grieving a sudden tragic loss. The Nexen program scrapes data from computers, media, and social media to compile an AI that acts as a digital duplicate of the Deceased, which is then implanted into a human-seeming clone. The pilot is in the first stages of commercial testing and is not yet widely known. It is also prohibitively expensive.

Players: 4 - 6 players

Duration: 2 hours

Materials: name tags

Logistics: table and seating for all players, quiet space

Content Advisory: death, loss, saying goodbye.

Participation Advisory: players stand, sit, or move as desired.

The Hydra Artist's Masterpiece: Mourning Acid Breath

by Kitty Stoholski

The Hydra Artist is in trouble. After centuries of coordinating their many serpentine Heads to make small works of art, they finally have a chance to submit to the famous Monster Gallery! The deadline is approaching and an interloper has just severed the head of the Hydra Artist's creative visionary - Elder Acid. Much to everyone's surprise, two confused new Heads grew in Elder Acid's place. As the Heads of the Hydra Artist, release your feelings on the loss of Elder Acid and the welcoming of two new Heads onto your Masterpiece while coordinating the changes to your collective body.

Players: 5 - 6 players

Duration: 2 hours

Materials: large drawing pad, colored pencils/crayons, timer

Logistics: table and seating for all players

Content Advisory: goofy, but also death, difficult conversations with children, lack of body control.

Participation Advisory: players sit and talk, draw.

Juggernaut

by Jason Morningstar

It is July third, 1950. The Korean War is eight days sold. National Security Council Report 68 is sitting on Harry Truman's desk, a grim outline of the Cold War that is to enfold the world for the next 40 years. Alan Turing's paper "Computing Machinery and Intelligence" is circulating for review. Cinderella is a box office sensation. And you have invented a computer that can see the future.

Employing cutting-edge Ward-Takahashi identity derivations outside their quantum-theoretical framework, JUGGERNAUT processes enormous data sets, ostensibly in the service of code-breaking once the technology is proven and refined. The unstable geniuses behind the math have reached some curious conclusions that only experimental evidence can confirm.

JUGGERNAUT is designed to seek patterns in data encoded on Hollerith punchcards. In its current experimental configuration, JUGGERNAUT consists of 256 tabulating banks that can process one million punchcards a day. The sorting drum within each bank rotates at 1800 revolutions per minute, using thermionic valves to detect and tabulate data stops. New cards are generated and their data is ported to summary machines, creating a cascade of further refined information. The output of a run is a single human-readable Hollerith card.

On that card is a simple statement about events that will happen in the future. And JUGGERNAUT is never wrong.

Players: 4 - 6 players

Duration: 2 hours

Materials: official card set (with props), sound playing device

Logistics: room with seating for all players

Content Advisory: free will, determinism, existential.

Participation Advisory: players stand, sit, or move as desired, agitated in-game arguments are likely.

The Long Drive Back from Busan

by Clio Yun-su Davis

The Korean entertainment industry is worth billions of dollars, but only a small fraction of aspiring k-pop stars in the trainee system become idols. In order to achieve their dreams of stardom, trainees must leave their families behind and live their lives according to the strict rules their agencies set for them.

CHORD5 (or CHORD6, or 7 depending on how many people are playing members of the group), a male idol group, debuted three years ago and were an instant success after two years of nonstop training together. A product of Diamond Entertainment, a famous talent and entertainment agency, CHORD has enjoyed praise and attention from fans and critics alike for their wild and energetic image and sound. The price they have paid for it is high - as is common, it is in their contracts that they must maintain a certain weight and appearance, and they are not allowed to date. They are trained in how to speak to the media and fans, which requires revealing just enough information to be relatable without really showing their private lives. It also requires never speaking poorly of their agency.

The group has hit a rough patch. Their last mini album sold poorly, and they haven't been ranking as well in the charts as they used to. If things continue on like this, Diamond Entertainment may very well force them to disband. They have been invited to perform at Busan Music Forever Festival which will be broadcast across the nation, and the hope is that they will win the fans over again with an explosive performance.

Players: 5 - 7 players, 1 facilitator

Duration: 2 hours

Materials: nametags, sharpies, one four-sided die, a bottle, a phone that can record video, paper, pencil

Logistics: rearrangeable seating for all players

Content Advisory: emotional abuse, eating disorders, body shaming, depression.

Participation Advisory: players sit, stand, move as desired.

Long Time Listener, Last Time Caller

by Jeff Deiterle

Long Time Listener, Last Time Caller is a game about a radio show at the end of the world. It is inspired by great moments of radio where a crisis has enabled broadcasters to transcend the constraints of the medium and help their audiences on a personal level.

As the game goes on, the host gradually abandons the artifice of broadcasting, until everything is stripped away and all that remains is two people talking to one another while the world listens. This game is designed to be a meditative experience where listening is as important as acting.

Players: 4 - 10 players

Duration: 30 - 60 minutes

Materials: index cards, pencils

Logistics: seating for all players

Content Advisory: despair, extinction, existential.

Participation Advisory: players sit and talk but mostly listen.

The Mother

by Fredrik Axelzon

Like so, the game is about a family just like yours. Except not quite. It is about a family where the mother turns a deaf ear to what's happening, denies the footsteps outside her daughter's room when she is sleeping in front of the TV. The door opening. Closing. Abuse that's been going on for as long as her daughter can remember. Perhaps from the very beginning.

The game is about a mother that somehow sacrifices a child that she loves. About a child screaming for help, starving herself. And about a father that's living an OK life. Really. And is it really so simple to do the right thing. Even after you turned away once?

Players: 3 players

Duration: 60 - 90 minutes

Materials: crayons, paper

Logistics: seating for all players, private space

Content Advisory: ofscreen sexual abuse of a child, onscreen complicity/denial of said abuse.

Participation Advisory: players sit and talk, draw.

My Sister, Malala

by Elsa Helin

This scenario is about girls in Pakistan and their ability to exchange thoughts and ideas freely. The internet can be used by girls and women in conservative societies as a means of empowerment, but their presence on the internet makes them vulnerable to threats and harassment. It is not unusual for online threats to turn into real world violence.

Pakistan is one of the world's least connected countries, but internet access is rapidly increasing. About 14 percent of Pakistanis use the internet today, but there are huge differences between men and women, boys and girls, and the rich and poor. For many people in conservative societies, the internet is connected to crime and pornography; if a girl uses the internet, her honor may be questioned. While some women use the internet to obtain information about their rights and to organize themselves, others are frightened into erasing their accounts and leaving the internet when someone finds out and threatens to tell their family and neighbors.

Players: 3 players

Duration: 45 minutes

Materials: index cards, pencils

Logistics: seating for all players

Content Advisory: internet, feminism, teenagers, autonomy.

Participation Advisory: players sit and talk.

No Way Out

by Jesper Stein Sandal

The party is trapped in an unknown level of a super-dungeon. They entered it, hoping to find fortune and fame, but got lost. Now, many years later, the characters themselves have almost turned into monsters themselves as they continue to explore the dungeon. They live on what they can scavenge or create with magical spells. They have adapted, but they suffer. The memories of life before they ventured into the dungeon are painful, and every day is a fight for survival.

The repeating pattern of fight, loot, go left, go right, fight, loot, move on, fight, rest – has turned the characters insane, so they are now living out the extreme version of their personalities. For example the greed of the dwarf has escalated to the point that he now literally swallows all the gold that they find.

The characters blame each other for their faith. A central point for initiating the conflicts in the party is the question of whose fault it was that the sixth character died. Each character also has his and her individual delusions and objectives to help escalate conflicts towards the final encounter. In the final encounter, the party will have the opportunity to settle the score between them, as they've finally reached the point where there is literally no way out of the dungeon.

Players: 4 - 5 players, 1 facilitator

Duration: 2 hours

Materials: tokens, timer

Logistics: table and seating for all players

Content Advisory: absurdist realism, adventure fantasy, blame.

Participation Advisory: inter-party conflict, bickering, spiteful sabotage.

On the Remarkable Nomenclature of the Recently Recovered Survey Maps of the Lost 1999 Peabody Expedition to Greater Cydonia

by Tim Hutchings

Earth-Martian archivists are examining the recently discovered survey maps of Manuel Peabody, a famous early Mars explorer of two hundred years past. This is a fantastic opportunity to learn the mysterious fate of the lost hero. Peabody traveled with a native Martian guide through the vastness of the Martian Cydonia region, naming features and taking notes. Peabody would ask “his Martian” the name of a feature, then transliterate the long words onto the map. The archivists quickly realize that Peabody didn’t speak Martian, and that the Martian wasn’t sharing the names of the land features but speaking directly to Peabody about their journey. A mystery is afoot!

Players: 2 or more players

Duration: 30 minutes

Materials: paper, pencils

Logistics: table and seating for all players

Content Advisory: comedy, academic mystery.

Participation Advisory: brief map making, optional presentation to bystanders.

One Missed Call

by Caroline Hobbs and Marc Hobbs

One Missed Call is an intimate scenario for two players about loved ones separated by space, drifting apart or coming together, as told through a series of voicemails.

Players: 2 players

Duration: 30 - 60 minutes

Materials: optionally use real phones and voicemails

Logistics: seating for both players, area quiet enough for a phone call

Content Advisory: distance within relationships.

Participation Advisory: players sit back to back and talk.

The One That Got Away

by Johanna MacDonald

Two men - an old man and his grown son, or a grown man and his ageing father, depending on how you're looking at it - sit in a fishing boat, as they have done many times when the son was a boy. They are closer to each other than they think. Each of them is disappointed in the other in some way, and proud of the other in some way. They know, deep down, that each of them loves the other one unconditionally. What they're not sure about is whether the other actually likes them: as a person, as a man, as someone who also is a part of them.

This is a scenario about fathers and sons. It is about the distance and intimacy we experience with our parents and children, the deep love we share, the terrible frustrations we have with each other, and most of all, about the regret and shame that we hold in our hearts when we cannot say to the other what we feel - and then it is too late.

Players: 2 players, 1 facilitator

Duration: 2 hours

Materials: index cards, pencils, optional "fishing poles"

Logistics: seating for all players, quiet space

Content Advisory: family, masculinity, distance.

Participation Advisory: players sit and talk, quiet.

One Year

by Jenn Martin and Todd Nicholas

One Year is about a community of people trying to create something beautiful. You will come together to have meetings about and execute a project aimed at making your small space of the world a little bit better.

Players: 5 - 10 players

Duration: 2 hours

Materials: index cards, pencils, nametags, sharpies

Logistics: open space, seating for all players

Content Advisory: hope, stress, community.

Participation Advisory: players sit and talk, taking turns.

The Other Place

by Banana Chan

You're visiting your grandparents for the summer with your sibling. Your grandparents told you not to go into the attic, but you didn't listen. When you get to the attic, the first thing you see is a large mirror.

A mirror that traps children in another world and turns them into spirits. A mirror with two children trapped inside of it. The only way for them to escape is by taking the place of another child.

The players take on the characters of the children.

Players: 4 players

Duration: 30 - 60 minutes

Materials: index cards, pencils

Logistics: seating for all players

Content Advisory: magical realism, existential choices.

Participation Advisory: touching hands, moving as desired.

Our Radios Are Dying

by Aura Bella

You and your lesbian lover from another planet stole away aboard a space station to have a night alone. Your worlds are at war, and fraternizing with the enemy will result in jail time, while same-sex relationships will result in death. After a mishap with repairing the outside of the station, you are both propelled through space, drifting alone and afraid.

Your spacesuits have about an hour's worth of oxygen left, as well as limited propulsion capabilities, so you can maneuver yourself a little as you drift. You are deep in space with no hope of salvation. You have an hour to spell out your final words to each other, revealing things you've always wanted to say but never could. Now is as good a time as any.

Players: 2 players

Duration: 1 hour

Materials: timer

Logistics: rolling office chairs and space to use them

Content Advisory: queer romance, relationship difficulties, death.

Participation Advisory: touching of hands, arms, back, neck; use of rolling office chairs.

The Porch

by Jacqueline Bryk

Friends gather on a porch in a small Southern town near the end of the summer after their High School graduation. Each one of them has a burning question that they can't ask.

Players: 4 - 8 players, 1 facilitator

Duration: 1 or more hours

Materials: index cards, pencils, twelve sided die, nametags, optional music, optional iced tea and cups

Logistics: seating for all players, room that can be dimmed

Content Advisory: coming of age, relationships.

Participation Advisory: players sit and talk.

President

by Kaisa Kangas

You are living in Akhaia, an empire that has to constantly wage war to preserve its continued existence. Luckily, Akhaia has good defense systems—it mostly conducts preventive warfare, rarely affecting your everyday life. Only left-wing radicals are against the war, and they are widely seen as traitors. However, since Akhaia is a democratic state, they are tolerated. Akhaia has just elected its first female president, a successful lady general. She has openly called herself a feminist and said that she wants to outlaw prostitution.

Players: 4 players

Duration: 1 hour

Materials: timer

Logistics: seating for all players

Content Advisory: intersectionality, sex work, debate, feminism.

Participation Advisory: players sit and talk, interviews.

A Real Game

by Aura Belle

Described in equal measure as a meditation on games criticism, a memoir of body issues, self-esteem, and identity, a love-letter to imposter syndrome, and severe, experimental horror, a real game lets you navigate the brainspace of a fledgling indie game, the anxiety around design work and presentation, and the hope for value and worth. It has meant something different to everyone who's played it, but to me, it's not about games at all. maybe it's not to you, either.

A game where players follow the prompts to converse with the game and do what it asks. minor arts-and-crafts required: tearing, folding. Don't read ahead.

Players: 1 or more players

Duration: 1 hour

Materials: pen or sharp object

Logistics: tables space

Content Advisory: identity, imposter syndrome, self-esteem, body issues, meta.

Participation Advisory: play into the unknown.

Robin's Friends

by Anna Westerling

In a good friendship, you feel free to be yourself, secure in the knowledge that you are loved, even if you show your weaknesses, your dark secrets and the parts of you that you are not proud of. Friendship is about daring to expose everything and still knowing that it will be OK. In this scenario, the characters have forgotten that, and everything goes horribly wrong.

Friendship is also about seeing beyond your own problems, and being able to see others and be there for them. In this scenario, some of the characters have lost themselves in everyday life and in their own problems and they can't see beyond that, so everything goes horribly wrong.

Friendship is also about being part of a group, and in groups we usually have different roles. The roles have their upsides, but also their downsides, and they are hard to change. In this scenario we have a producer, a star, and a caretaker who fight to break out of their scripted roles. When they fail it goes horribly wrong.

Friendship is about compassion. That is why this story intends to be an emotional experience for the players, a touching, sad story about people who are all too human. In that way it is horribly right.

Players: 3 players, 1 facilitator

Duration: 2 hours

Materials: two white flowers

Logistics: tables and chairs that can be rearranged as needed

Content Advisory: strained friendship, regrets, remorse, death.

Participation Advisory: platonic touching; players stand, sit and move as desired.

A Serpent of Ash

by J. Tuomas Harviainen

You were once members of a religious sect called "The Liberated", located in Boston. It was a Christianity-based movement led by a man called Timothy Barke. (Always "Timothy", never "Tim".) He was about 35 years old and single. Tall, dark, handsome and incredibly charismatic. The Lord Christ spoke directly to him, and he in turn passed the message forward to those who deserved it, the only ones who would be saved. You.

It was normal to move in to the Liberated's communal house in Boston after one joined the sect, and to donate one's income to the upkeep of that place. The code of conduct was very strict: One should never say anything negative about the other people in the sect. All worldly possessions and finances were given to the movement. All contact to secular people (i.e. all non-members, including relatives and family) was forbidden, unless done solely for the purpose of recruiting them too. No alcohol, no tobacco, no television, no drugs. Sex was permitted only in marriage, and even then solely for the purpose of procreation, and only when permission for it had been asked beforehand from Timothy.

The movement died in winter, 2002, when Timothy slipped on a hillside while jogging and broke his neck. No one from his closest ("inner") circle was able to take control of the sect, and all members eventually went their own way. Now, five years later, M_____ has summoned all of you together again, to talk about what actually happened. About what made you stay in the sect in the first place, and about what Timothy really may have wanted out of all of you.

Players: 6 - 12 players

Duration: 2 hours

Materials: nametags, sharpies

Logistics: seating for all players

Content Advisory: dogma, cult dynamics, spiritual abuse, isolation, emotional trauma.

Participation Advisory: large group conversation.

Shadows

by Jaqueline Bryk

What year is it? You don't remember. The year stopped mattering after the bombs fell. The Soviets might have dropped them first, or the Americans. Maybe it was India and Pakistan, or Israel went off the deep end. Who cares? The effect was the same. You were atomized, all on the same train to Somewhere. Now you're nuclear shadows, and you're hungry. You need to feed, and the train will get you there.

Players: 4 - 8 players, 1 facilitator

Duration: 2 hours

Materials: index cards, pencils

Logistics: room where lights can be dimmed, seating for all players

Content Advisory: grief, predation, aftermath of war.

Participation Advisory: players stand, sit, or move as desired.

Sign

by Kathryn Hymes and Hakan Seyalioglu

Nicaragua in the 1970s had no form of sign language. If you were deaf, you had simple gestures with a trusted few, likely nothing more than a form of pantomime you negotiated with your family to meet basic needs. Even among your closest circle, you had few tools for deep expression and were forced to keep your anxieties and joys bottled within. You would likely never learn to read. You may never even meet another deaf person. In a very real sense, you were alone.

In 1977, something happened. Fifty deaf children from across the country were brought together to an experimental school in Managua. They were tasked with learning lip reading, but by and large they did not. Instead, something far more remarkable grew out of that experiment. For the first time, these children were amongst their true peers. Those who could understand them and be their friends. Without a shared language to express themselves, the children did the only thing they could - they created one. In no exaggeration, these children built the foundation of modern Nicaraguan Sign Language, giving voice to the Deaf across an entire country.

In *Sign*, we follow a small piece of their journey. Together we will share the frustration and loneliness of not having a language. We'll slowly develop the tools necessary to express what's important to us. We will explore which words we choose to define together, and what that says about ourselves, our deepest desires, and the relationships we build.

Players: 4 - 6 players

Duration: 2 hours

Materials: official game set (with props), index cards, pencils, tokens

Logistics: seating for all players

Content Advisory: communication challenges and joys.

Participation Advisory: silence, spontaneous sign language.

Slumber Party

by Jonaya Kemper

Among young girls, there is one ritual that is forever sacred: The Slumber Party.

A place of growth, secrets, friendship, independence, and exploration, the slumber party is a place where girls learn about themselves and others.

Set in 1997, this is a larp about a group of friends from an American city that is heavily diverse. Growing up there means you often have friends who deal with multiple marginalized identities. Marginalized identities are social identities that are put at the fringe of a society. For example, it is hard to be a first-generation immigrant, but the oppression begins to stack up when you are first generation, impoverished, and a woman.

Players: 4 - 6 players

Duration: 1 hour

Materials: hairbrush, timer, index cards, pencils, music, optional snacks

Logistics: seating for all players

Content Advisory: coming of age, intersectional feminism, multiple marginalized identities.

Participation Advisory: possibly sit on floor.

So Mom I Made this Sex Tape

by Susanne Vejdemo

The Daughter's boyfriend convinced her to make a sex tape; now she's decided to discuss that with women in her family. In this game, different generations of feminists will argue it out about sex, porn, and the main point of feminism.

The genre is drama! All the characters love each other, but are passionate activists who will never miss a chance to bring up their own strong political opinions in loud voices. Love or good arguments might make them change their opinions. Overacting is better than underacting in this game.

Players: 3 - 5 players

Duration: 40 minutes

Materials: index cards, pencils, timer

Logistics: table and seating for all players

Content Advisory: porn, feminism, generational conflict.

Participation Advisory: players sit and talk/discuss/ passionately argue, possibly loudly.

Still Life

by Wendy Gorman, David Hertz, and Heather Silsbee

This is a game about relationships and their inherent instability due to forces beyond our control. Also rocks.

In *Still Life* one player takes on the role of the Elemental Forces. The other players take the roles of rocks pondering the meaning of their existence with each other and their environment, as their lives are determined by the whims of the Elemental Forces.

Players: 4 or more players, 1 facilitator

Duration: 1 - 2 hours

Materials: none

Logistics: play outdoors is preferable if viable

Content Advisory: existential, introspective, rocks.

Participation Advisory: players may sit on the floor for extended periods, quiet.

Summer Lovin'

by Trine Lise Lindahl, Elin Nilsen, and Anna Westerling

This is a game about six people on their way home from a festival in groups of three. They have all hooked up with one from the other group. We focus on one couple at the time, and let them tell their sides of the story before they play out what actually happened. We finish off with monologues that take place after they have gotten some distance.

One might think that this scenario is about finding your perfect partner, having amazing sex right away, and living happily ever after. But it is not. We want to tell the stories of the uncomfortable hook up in the tent, the grass in the ass, and the poor communication which leads to it all being awkward. But also of the good things in the meeting between two people trying to reach out to each other, and that nice feeling you get when making out with someone.

We also want to play with the fact that people interpret situations differently and edit reality as they recount experiences. This is meant to be a fun and entertaining scenario, but still with a depth and a strong connection to real life. We also want to use this scenario to force people to talk about sex, to verbalize both what actually goes down in a sexual situation and the feelings involved.

Players: 6 players, 1 facilitator

Duration: 2 hours

Materials: none

Logistics: rearrangeable seating for all players

Content Advisory: sex, awkward, fun.

Participation Advisory: players describe sexual activity.

Tell-Tale Hearts

by Oscar Biffi

This night feels endless, paced as it is by the hammering beat of restless hearts. The old patient of a psychiatric clinic has been killed and the head physician privately turns to a detective to find out whether the murderer is to be found within its walls. But the investigation is in danger of opening an unexpected window to darker depths – what lies there may well be more painful than the blood trail itself.

In Tell-Tale Hearts, the mystery of the Old Man's death is nothing but a means to explore the twisted inner world of the characters. What will happen when others strike at us with harrowing revelations about ourselves? Will we end up believing ourselves murderers, or will we still point our finger to someone else? The game mechanics aim to trigger a spiral of crushing paranoia, as an homage to Edgar Allan Poe.

Players: 4 players

Duration: 2 hours

Materials: toy gun, medicine bottle (mints or candies ok), key

Logistics: table and seating for all players

Content Advisory: secrets, paranoia, madness.

Participation Advisory: players stand, sit, move as desired; investigation.

The Things She Carried

by Wendy Gorman

Akiko, Toshi, and Hana live in Tacoma, WA during World War II, and are a Japanese-American family consisting of a grandmother, mother, and daughter. Akiko was born in Japan, but her daughter Toshi and granddaughter Hana have lived in the United States their whole lives, and have never even been to Japan. They have just received news that the US Government is going to put them in an internment camp somewhere in California. They have just 24 hours to close their tailoring business, pack what few possessions they can, and sell the rest. What will they bring with them? What will they sell? What will they have to leave behind?

The Things She Carried is a game following the experience of a Japanese-American family in Washington State right before their internment in one of the many internment camps in the United States during World War II. In this game you will play through the development of a family and household, and then make decisions about what they should do in the scant hours before they must leave their home behind.

Players: 3 players

Duration: 2 hours

Materials: drawing pad or paper, pencils

Logistics: table seating for all players

Content Advisory: historical drama, racism.

Participation Advisory: players sit and talk.

The Tribunal

by J. Tuomas Harviainen

Two soldiers from your unit-Private Magpie and Corporal Badger-have been charged with the crime of stealing bread. This is serious. You are all hungry; there is a food shortage. If found guilty, Magpie and Badger will be shot. The problem is that they are innocent-they were with all of you when the crime took place. The culprit was likely Major Pig, who has a tendency to steal and sell stuff from the barracks, but no one wants to hear about that-most of the officers here are corrupt or afraid. The scapegoats will be found guilty and executed, unless enough people testify to their innocence. To say so, however, is extremely dangerous and may land you in line to get shot yourself. What will you do? How many others would you need to stand up for honesty along with you, should you choose to defend the innocent?

Players: 6 - 12 players

Duration: 2 hours

Materials: nametags, sharpies

Logistics: seating for all players

Content Advisory: oppression, bullying, offscreen abuse.

Participation Advisory: players sit, stand, move as desired; group conversation.

Us Humans Live Here

by Tim Hutchings

Hey human. An alien has come to your home. You suspect that it is going to destroy everything you hold dear, but maybe it won't. Maybe it will share some of its amazing stuff with you.

Let's talk to it.

Players: 2 players

Duration: 30 minutes

Materials: none

Logistics: seating for all players

Content Advisory: communication challenges.

Participation Advisory: players try to talk.

The Visiting Room

by Tim Hutchings

A young person lies dying in a coma. It's the near future. Technology allows loved ones to visit the dying in a virtual reality space in which they will appear fit and whole. This is a game about end of life issues, unrealized dreams, technology, and the perfect goodbye.

Players: 6 players, 1 facilitator

Duration: 2 hours

Materials: nametags, sharpies, tape

Logistics: rearrangeable seating for all players, demarcated play space

Content Advisory: death, saying goodbye.

Participation Advisory: players sit, stand, move as desired.

We Gotta Tell Todd

by Josh Krehbiel

It is already well past the point where you can just say you forgot. Preparing for a move can be hectic, everyone was very busy, and maybe expectations weren't made clear, but this is really something that you should have taken care of by now. But now that the majority of the work is done, it can't be put off any longer. You've gotta tell Todd that he needs to be move out.

Players: 4 players, 1 optional facilitator

Duration: 1 hour

Materials: index cards, pencils

Logistics: seating for all players

Content Advisory: humorous, awkward, family tensions.

Participation Advisory: players sit and talk.

White Sheet

by Francesco Rugerfred Sedda and Beatrice Sgaravatto

White Sheet is a game about the relationship between a Novelist and their Characters. How do the Characters, acting in the Novelist's mind, help resolving the Writer's Block? One of the player will play the Novelist while the others will be the Characters of the book.

Players: 4 - 10 players

Duration: 2 hours

Materials: none

Logistics: table and seating for all players, ample space to play out scenes

Content Advisory: nonspecific narrative structure - content is up to the players.

Participation Advisory: players sit, stand, move as needed.

Winds of Change

by Oscar Biffi

It's common knowledge that there are as many wars as there are fairy tales, and it's easy to think there is nothing left to learn about them. Wars between peoples, between friends, between brothers - these tales have been told time and time again. But if one bears a bookmark in the great tome of human folly, it should be the war between Polabians and Vendevians.

A nation torn asunder, like black and white, from one day to the next. Its witnesses are seven youths, seven friends, seven partners in misfortune. What does it mean to grow up together, when the winds of change blow everything apart?

Winds of Change is not set in a real country, nor does it focus on the horrors of historical wars. Instead, it tries to tell the tale of seven lives made surreal by a world that seems to have lost its mind. The characters are revealed through letters and journal pages, mute testimonies, fragments of existence waiting to be re-assembled. Four scenes, each set seven years apart from its neighbours, will beat out the merciless flow of time.

Players: 7 players

Duration: 2 hours

Materials: seven black blindfolds, three red blindfolds, pretty rock, two toy guns, something to drink, tape

Logistics: rearrangeable seating for all players

Content Advisory: war, oppression, friendship, social pressure.

Participation Advisory: players sit, stand, move as desired; reading.

You've Come a Long Way, Baby

by Julia Ellingboe

The story of Virginia Slim, a thief with a heart of gold out to do her last big score: break into the vault of Queen Fatima of the Republic of Khaleeji Emirates. Virginia teams up with Zanna Ferguson, a zany murderous criminal mastermind. Special Interpol Agent Jasmine Habib must bring Virginia and Zanna to justice and protect Queen Fatima. "The New Flame" and "The Old Flame" vie for Virginia's affection. Filmed on location in Dubai.

What Makes a Good Movie? Who cares? In this game, players portray actors and their characters in a film whose magic formula is to fail a gender-swapped Bechdel-Wallace Test and offer hollow, stereotypical representations of the other. The Bechdel-Wallace Test examines how a piece of fiction includes women. To pass the test, a film must have a) at least two women b) with names who c) talk to each other about something other than a man.

Players: 5 - 6 players

Duration: 45 minutes

Materials: clapboard, nametags

Logistics: rearrangeable seating for all players

Content Advisory: feminism, stereotypes, racism.

Participation Advisory: players sit, stand, move as desired.