

As we know it

a game for four players
played in 60 minutes
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for the players:

Aliens are real. Real enough to have conquered the world in less than a week. You have survived by hiding. You have enough supplies to last... for a time. You have a phone that hasn't worked since they showed up.

You may choose your own name. Who's going to correct you?

There's someone you want to see again. Who's to say they didn't make it?

materials:

Ideally, a space where there is one closet for each player. At minimum, a space where there are four isolated areas for each player where there is no possible audio or visual communication possible between players.

Ideally, six prepaid cell phones with texting capabilities, one for each player and two for the facilitator. At minimum, one phone with texting capabilities for each player and two for the facilitator.

Printed Fates and Changes cards.

***players:** If the facilitator has provided you a prepaid cell phone, awesome! If not, and you are using your own phone, please ignore non-game related texts, phone calls, apps, and other notifications while playing the game*

content notes:

This game will deal with discrimination, persecution, isolation, and character death, suicide, and mutilation.

If players have issues with confined spaces, this may not be the larp for them, but accommodations of alternate spaces are acceptable (the game will still work).

Players with difficulties reading or writing texts should be allowed to use adaptive technologies as needed.

If players need to leave their "closet" for explicitly non-game related reasons, they should be allowed to, but their phone should be confiscated while they are out. Sensations like needing to go to the bathroom or feeling trapped are intended to be incorporated into the feelings of play, but are not worth maintaining to the point of causing harm.

the next page is for facilitator eyes only. contains spoilers.

for the facilitator:

You will be playing two roles in this game. The first is running the Humanity Resistance Network (HRN). In this role, you will be sending out scheduled updates as outlined below, and letting players know when and how they can communicate with each other.

Assign each phone you are using a letter, A through F, and give the players phones A through D. For HRN communications, you will use Phone E.

Your second role is to pose as a human survivor with Phone F. Your agenda is to convince the survivors to give up the names and phone numbers of their friends and, ultimately, the HRN. You may only use Phone F to contact one person, as outlined in the timeline at **19:00**, unless that person gives you other phone numbers. It is otherwise up to you what to say. Perhaps you know about a news event before it happens. Maybe you want to convince them to stay hidden. It's up to you, as long as you pretend to be on their side. Optional: You may enlist a second facilitator for this role.

Before play, make sure to test phones so that you know everyone can send and receive text messages. Let the players know that if they want to leave their closet, they need to text "Coming out." to the HRN number so you can be there to greet them. If multiple people come out at once, address them one at a time.

coming out:

There will be an assortment of Fates that can befall a player that comes out and define what happens to their character. Fates are assigned as such: the first player out chooses one card from the deck. That is their Fate. The second and third players draw two Fates, choose one, and put the other back. The fourth player out looks at the three remaining Fates and chooses one.

Players also get to choose a Change that happens in the world when they come out. The first player gets to draw three changes and choose one. The second and third players get to draw two and choose one, and the fourth chooses one.

If a player comes out before 17 minutes have passed, that player automatically gets the Fate, "You were spotted by an alien. They killed you. You are dead. You will no longer be able to play this game." They also get no Change.

If a player does not wish to accept their Fate, they may immediately return to their closet. This means they do not count towards the number of people who have come out for purposes of drawing Fate or Change cards. They may choose to come out again later.

This game is designed for an actual play time of exactly sixty minutes. Please create time before and after for warm ups and discussion. The texting should happen on schedule, but things happen. Please include every step as close to on time as possible.

timeline:

Time starts at 0:00 when players enter their "closets".

5:00: Send this text to all Phones, using Phone E - "This is the Humanity Resistance Network. Alien forces claim to have eliminated all human life, but they're wrong. Attempts are currently being made to establish new lines of communication. If you can read this message, please monitor your phone for further updates and stay inside."

7:00: Send this text to Phones A, B, and C, using Phone E - "HRN UPDATE: If you see :) ==+ sas 294301-23 /line;; immediately =P jkjkjk Please stay inside."

10:00: Send this text to Phones B and D, using Phone E - "HRN UPDATE: Aliens found a human safe house. Most humans killed, some taken captive. Please stay inside."

12:00: Send this text to Phones B, C, and D, using Phone E - "HRN UPDATE: We have been able to establish limited text communication. This phone number should connect you to another survivor. Please stay inside." Then text the number for Phone A to Phone B and the number for Phone C to Phone D.

17:00: Send this text to all players - "HRN UPDATE: Aliens have offered 'leniency to any human that surrenders itself peacefully. It will be sterilized and allowed to live its life in captivity.' Please stay inside."

19:00: Use Phone F to contact Phone A. Feel free to converse as described previously.

20:00: Send this text to all players - "HRN UPDATE: We have been able to establish further text communication. This phone number should connect you to another survivor. Please stay inside." Then send the number for Phone C to Phone A.

25:00: Send this text to Phones A, C and D - "HRN UPDATE: New safehouse established in Colorado Springs. Fresh food and water available. Only seek it out if you can reach it safely without being followed. Otherwise, please stay inside."

30:00: Send this text to Phones A and D - "HRN UPDATE: We have been able to establish audio communication. Calls are vulnerable to surveillance."

45:00: Send this text to Phones B and C - "HRN UPDATE: Former alien general publicly decries wanton slaughter of humans."

55:00: Send this text to all phones - "HRN UPDATE: HRN leader assassinated. We are still here and they can not silence us."

60:00: Game end

<p>fate: you are killed by an alien militia in less than a week.</p>	<p>fate: you see so many of your fellow humans suffer horrible fates that you decide to take your own life within a month.</p>
<p>fate: you surrender or are captured by the alien government. they chemically sterilize you, and you live out your days as a servant in alien society.</p>	<p>fate: you spend your days on the run. you have no home and no source of clean water or food. you might survive, barely.</p>
<p>fate: you find a safe place to live with a human companion. you might be able to produce a single child.</p>	<p>fate: you publicly join the resistance and are assassinated. humanity is inspired by your sacrifice. you are remembered.</p>

<p>change: in less than a year, a human territory is established.</p>	<p>change: laws are passed banning maltreatment of humans.</p>
<p>change: enough humans survive so that the species will not die out.</p>	<p>change: alien entertainment portrays a human character. it is inaccurate.</p>
<p>change: a human learns alien law. they are allowed to practice as lawyer.</p>	<p>change: humans are allowed to reproduce.</p>