

Dystopia

Instructions

This is a game for four players. Each of you will take on the role of a teenager, growing up in a future society. Like those futures described in books such as *The Hunger Games*, *Uglies*, and *Divergent*, people in this society are not free to choose their own path. A threatening authority controls the citizens. The truth is always hidden. As four teenagers in this world, you will struggle to change your future for the better. Through your decisions together, you will tell a story about these four teenagers.

Here's what you will need:

- First, you will need to print out this document. It must be printed out *double sided*. You will only need one printed copy. You may want to clip it at the top to keep the pages in order. You do not need to read through the document before playing. All the rules will be explained as you play the game.
- Second, you will need four players total, including yourself. Because of the serious themes of this game, players should be at least thirteen years old.
- Third, you will need a place and time to play. This game will take about two hours to play through. It can be played sitting on the ground outside or sitting around a table. You will need a space quiet enough so that everyone can hear each other clearly and enough light to be able to read this document.
- Fourth, you will need scissors that each player can use and some method of keeping track of time.

This is a game that anyone can play. It has themes of fighting against an authority, seeking personal freedoms, and becoming an adult. Any of the instructions above can be altered so that everyone can play the game. If a person cannot read the printed text of this document, it can be read aloud by an electronic device or another player. If a player wants to translate this document into another language, or sign the contents as play progresses, they are encouraged to do so. If a player needs to take a break in the two hour playing time, they are encouraged to take one. If a player cannot use the scissors, the portions of the document that require it can be cut in advance, or by another player.

A major part of this game involves touch between players, specifically holding each other's hands. If this is uncomfortable, impractical, or difficult in any way, for any player, handholding can be simulated through another physical or non-physical method.

Themes of this game can be troubling. However, they should never become harmful to the players. If the game ever reaches a point where continuing to play would be harmful to them, that player should say, "CUT". At that point, all players should stop game play immediately. Either the game can end there, or it can continue after discussion of how the game can be played safely for that person.

When you are all gathered and ready to play, each player should read this first page. When everyone has done so, the person who printed the document should pass it to the person on their left. That person should read aloud, starting with page 2.

Introduction (read this aloud)

There are three things you will do in this game: tell a story, roleplay your character, and participate in Challenges. The storytelling and roleplaying parts of this game are cooperative. The goal is to make a compelling story and create interesting characters. The Challenge part of this game can be both cooperative and competitive. Your character may have goals that conflict with the goals of another character. But your characters may also have to work together to accomplish those goals. The conflict and cooperation between your characters becomes a part of the story you are telling together. Pass this document to the player to your left and have them read the next section aloud.

Storytelling and Roleplaying (read this aloud)

If you have played story games or roleplaying games before, this game may be familiar to you. In this game, there is no moderator; all players participate equally in the story. Here are some guidelines for how to tell the story and roleplay your character.

Describing: When you see an instruction that asks you to *describe* something, you can imagine and describe anything you want. Remember that this game is about a dark, hostile future. Try to keep your descriptions to something that fits into this world well. You can describe things that are happening in the world to your character and the other characters. But don't tell another player what their character does or says.

Explaining: When you see an instruction that asks you to *explain* something, you should talk about your character's thoughts and motivations, so the other players can understand your actions. The other characters do not necessarily know what your character is thinking, but the other players should know so that they can help to build the story.

Asking: When you see an instruction that directs you to *ask* the other player something, give each player a turn to *explain* how their character reacts and feels to what has happened.

Speaking: Before, after, and during a Challenge, your character can always *speak* to other characters in the game. Speaking is like pretending you are in a movie and acting out the role of your character, saying the lines that they would say.

Place this piece of paper so that page two is face up in the center of the circle of players. Pass the remainder of this document to the player to your left and have them read the next section aloud.

Challenges (read this aloud)

Your characters will face four Challenges during this game. Each Challenge will ask you to decide how much your character trusts the other characters in the game. Each Challenge may result in a betrayal of that trust. When a challenge begins, all players must close their eyes. You may *speak* as your character with your eyes closed if you want. Everyone should mentally count to fifteen. During this time, you will decide to do one of the following:

- *Extend both hands* into the center of the circle of players. You trust them completely.
- *Extend one hand* into the center of the circle of players, and keep one behind your back. You trust them, but there are some things that you need to keep to yourself.
- *Keep both hands* beyond your back. You do not trust the players, or even if you do, you cannot risk being betrayed.

During the course of this game, things may happen that prevent you from choosing one of these options. You may even be limited to only one option. You must seek to overcome the obstacles that your character has encountered if you want the freedom to choose for yourself who to trust and who not to trust.

After a count of fifteen, everyone should open their eyes. If you have a hand in front of you, you must agree with another player to take their hand. You cannot take your own hand, if you have both extended. You cannot take the hand of a player against their will. You can *speak* as your character during this time.

Pass the document to the player on your left to read aloud.

Interpreting the Results of a Challenge (read this aloud)

If, at the end of a challenge, you have both hands behind your back, your character has decided to go it alone. You have not reached out, so you cannot be betrayed.

If you have extended one hand, and it has been taken, you have formed an alliance or a friendship. You and another person may be able to accomplish more working together, even though your goals may not be the same.

If you have extended both hands, and the same person took both of them, you have a strong relationship with that person. You can trust that person to have your back no matter what in the obstacles to come.

If you have extended both hands, and had both of them taken by different people, you have formed a team. Your participation in this team is vital, without you they would fall apart. That responsibility may be difficult to handle, but you have to be strong for their sake.

If you have extended a hand, and it has not been taken, you have been let down or betrayed in some way. This may make it harder for you to trust the other characters later on.

You can try a practice Challenge if you want to get a feel for how it works. This is the last page of instructions. When you are ready to begin playing the game. Place this piece of paper so that page three is face up in the center of the circle of players. Pass the remainder of this document to the player to your left.

The First Challenge

Ask the other players to close their eyes. Read the following aloud:

There was never a time in your life that you felt completely safe and secure. All around you, adult conversations stopped when you drew near. When they spoke to you, they told you that things were good, even wonderful. Everything was going according to plan. The adults in charge were confident, and they knew what was best for you. But when they spoke with each other, you could hear the fear in their voices.

Imagine that you have grown up like this, surrounded by the whispers of fear never spoken loudly enough for you to hear. Imagine the time when you first consciously realized that things were not wonderful. Imagine the time when you first realized that you were not a child anymore, to be kept in the dark. Imagine the time when you first realized that you needed to know what was really going on, and that you needed to have the power to change it. You are fifteen years old.

Ask the other players to open their eyes.

Ask: What is your name?

Ask: What do you look like?

When each player, including yourself, has answered these questions about their character, take the next piece of paper (pages seven and eight) and cut them into quarters along the dotted lines. Pass a quarter to each player, keeping one for yourself. You can look at the papers and choose who to pass them to if you want. Ask the players to read to themselves just the front side of each page.

When everyone has done this, read the following aloud:

You have been assigned a place in society. You are there because you were born there; your placement was determined at birth. Maybe it was because of who your parents were, or maybe some other reason. You are supposed to stay with your own kind, but you have broken this rule. Each of you are from a different place, but you have all met each other.

Ask: What is your place in society?

Ask: How do you fit in?

Ask: How do you not fit in?

Ask: What would you change if you could?

Then pass this document to the person to your left.

Sheet One

Front

Elite. You are an Elite in your society. You have been given access to the best society has to offer: the best education, the best food and housing, the best luxuries. However, you know that your society is unjust.

- If you choose to continue to use the benefits of your Elite status, keep this sheet face up until the end of the game. At the end of the game, *explain* why you did so. Ask the other players how they feel about this.
 - If you choose to try to throw down the system that makes you an Elite, you must make a plan with the other players for how you will accomplish this together. If in the next Challenge you reach out with both hands, and different players take both hands, turn over this sheet of paper.
-

Sheet One

Front

Soldier. You have been trained to fight and kill since a very young age. Your place in society is to defend the authorities and keep all citizens in line. At some point in the past, your duties forced you to do something that has haunted you ever since.

- You must keep your right hand behind your back while this page is face up.
 - Choose whether or not to confess your guilt over your past actions to another character. If you choose to try to do so, in the next Challenge, extend your left hand. You can do this even if another page says that you cannot. If that player takes your hand, flip this page over.
 - If you choose not to do so, keep this page face up for the rest of the game. *Explain* why you made that decision.
-

Sheet One

Front

Servant. You are from the lowest class possible in your society. You have the least freedom of any other character. You and your family have suffered the most hardship. You have the most to lose from acting against the authorities.

- Choose how you will seek freedom for yourself and your family. If you choose to try to free yourself, keep both hands behind your back in the next Challenge. After that Challenge is over, flip this page to the other side.
 - If you choose to seek the aid of others to free you, put both hands forward in the next Challenge. If both hands are taken, flip this page to the other side.
-

Sheet One

Front

Keeper. The group that you belong to has access to more knowledge than any other group except the authorities. You are trusted with this knowledge, but there is a terrible price to pay if you reveal it to anyone.

- Every time you extend a hand, you are giving information to a character in violation of the rules. As long as your hand is taken, keep this paper in front of you. If at any time someone fails to take your hand, flip this paper over.
- At the end of the game, *describe* how you keep the remaining secrets safe.

Sheet One

Reverse

Revolutionary. You are now being actively pursued by Government forces for crimes against your former Elite group.

-- When you reveal this page, *describe* how successful your plan was. *Ask* the players who took your hand what their part in the plan was. *Explain* how you feel about leaving behind your Elite status.

-- At the end of the game, *describe* the benefits of your actions to society. *Describe* the inadvertent harm of your actions to society. *Explain* whether you would act this way again. *Ask* the other players whether they would still follow your plan, if they had it to do over again.

Sheet One

Reverse

Veteran. You have found someone you can unburden your thoughts to. You realize that you were as much a victim of unjust laws as the people you harmed enforcing those laws.

-- *Describe* what it was that you did that you feel guilty about. *Explain* how you feel having told someone else about what happened. *Ask* them for forgiveness. You no longer must keep your right hand behind you, but are free to do so if you want.

-- At the end of the game, *explain* how your experiences have changed how you feel about violence and fighting. *Describe* your efforts to find a new path in life. *Ask* the person you trusted if they still feel the same way about your character.

Sheet One

Reverse

Empowered. You have broken free of the system, and are now on the run. But even though your every move is filled with danger, you feel free for the first time in your life.

-- If you freed yourself, *describe* how you did so. *Explain* to the other players why it was important that you did this without their aid. *Ask* them if they would do the same in your place.

-- If you freed yourself with the help of the other players, *ask* them to *describe* how they did so. *Explain* how this has changed the way you feel about them.

-- At the end of the game, *describe* whether what you have accomplished has affected all citizens equally. *Describe* how your family, in particular, was affected by these changes. *Explain* what more you believe needs to be done.

Sheet One

Reverse

Traitor. Everyone knows that you have betrayed the trust you were given and you told secrets. The authorities will hunt you mercilessly for this, knowing that all your other secrets could fall into the hands of those who fight the authorities.

-- *Describe* the secrets that you revealed. *Ask* the other players to *describe* how the authorities found out about it. *Explain* whether you would make the same choice again.

-- At the end of the game, *describe* how all of the secrets you once held have now been revealed. *Explain* whether you would have preferred that some knowledge never have come to light.

Take the next piece of paper (pages eleven and twelve) and cut them into quarters along the dotted lines. Pass a quarter to each player, keeping one for yourself. You can look at the papers and choose who to pass them to if you want. Ask the players to read just the front side of each page.

When everyone has done this, read the following.

On a certain day, all of your lives will change forever. You will become adults. Maybe your places in society will change, for better or for worse. However, no matter what happens, you don't have a choice. Other people will make this decision for you. That day is coming soon. You have gathered together, in secret, to talk about what will happen.

Describe the place where you have all gathered. *Describe* what you hear, what you see, what you smell. *Describe* how you managed to gather together here, in secret.

Ask: What are you hopeful for?

Ask: What are you fearful for?

Ask: How are you planning for that day?

Ask: How can we take control of our fate?

Encourage each player to *speak* in character and *describe* their plan for what they will do on that day. Keep track of time, and when about ten minutes have passed in talking, or when everyone seems to be ready to continue, say the following:

It is time to begin the challenge.

Proceed with the challenge as described on page 3. Each player should feel free to read page 3 over before starting if they have any questions about how the challenge works. After the challenge is over, some players may be able to turn over one or both of the papers in front of them to show the reverse side. When they do so, ask them to follow the instructions on that side.

When everyone has followed the instructions on any paper they have flipped, pass this document to the player to your left.

Sheet Two**Front**

Fearful. You are terrified of what is going to happen on that day. Other people have tried to tell you it will be all right, but you know something awful is going to happen. You are never going to be able to meet their expectations.

- If you do nothing to change it, this fear will stay with you for the rest of the game. At the end of the game, *describe* how your fears have kept you from doing what you wanted to do. *Ask* the other players how they overcame their own fears.
 - If you extend both hands in a Challenge, and both hands are taken, turn this sheet of paper over.
-

Sheet Two**Front**

Trusting. You may be a bit nervous as the day approaches, but you feel confident that you will get through it. You don't believe that any test would be impossible. And you know that you can rely on your friends for help if you need it.

- You must reach out with at least your left hand for each Challenge while this page is face up.
 - If every time you extend a hand, it is taken, then this page will stay face up. If it is still face up at the end of the game, *explain* how your faith and trust in your friends makes you feel. *Ask* the other players if they feel the same way.
 - If you ever extend a hand that is not taken, turn this sheet of paper over.
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Sheet Two**Front**

Guardian. You aren't concerned about your fate on that day, because you are too concerned with what might happen to someone else, a person who is not one of the other three characters in this game. No matter what happens to you, you must keep that person safe.

- You must choose to keep your left hand behind you, in order to keep this page face up.
 - If this page is still face up at the end of the game, *describe* how you were able to keep your loved one safe throughout the chaotic events. *Explain* whether you feel that the sacrifices you made, and caused your friends to make, were worth it.
 - If you ever choose extend your left hand, turn this sheet of paper over.
-

Sheet Two**Front**

Cynical. You are fairly certain that the day coming up is going to be a disaster. You are just trying to get past it. You know that you will do whatever it takes to survive, and you hope that you don't let anyone down as a result.

- You must keep your left hand behind you while you have this page face up.
- If this page is still face up at the end of the game, *describe* the problems that have not been solved by your and your friends' actions. *Explain* whether you feel that these problems will ever be solved. *Ask* the other characters what keeps them going, despite all that has been lost.
- If you ever witness two characters take both of each other's hands, turn this sheet of paper over.

Sheet Two

Reverse

Courageous. You have overcome your fears in order to act. You are still scared, and sometimes you feel that you will never win against the authorities. But, despite your fear, you will keep trying.

-- When you reveal this page, *explain* how you found the courage to act.

Describe what you were able to accomplish as a result.

-- At the end of the game, *describe* the character that inspired you the most to face your fears and continue to fight.

Sheet Two

Reverse

Hardened. Sometimes being too trusting can be a liability. You had to learn this the hard way. You hope that it has not made it impossible for you to trust again.

-- When you reveal this page, *explain* how you felt when no one took your hand.

Describe what happened as a result, and what harm you suffered.

-- At the end of the game, *explain* how the events have changed your character.

Describe what has given you the possibility of trusting again.

Sheet Two

Reverse

Survivor. This was the hardest lesson to learn and the greatest sacrifice you have had to make. You couldn't keep everyone safe, and you choose to fight with your friends, rather than let the authority hold your loved one hostage to stop you.

-- When you reveal this page, *describe* what harm came to the person you were protecting because you were doing something else. *Explain* why you had to make that decision. *Ask* the other players whether you did the right thing.

-- At the end of the game, *describe* whether your loved one made it through alive.

If you aren't sure, *describe* what your character is doing to try to discover their fate. *Explain* how your decision changed the way that you look at the world.

Sheet Two

Reverse

Hopeful. You had never seen real trust before, but the two characters you witnessed have inspired you. Where before, you could never see a way out of this, now you think it just might be possible.

-- When you reveal this page, *explain* how you felt when you saw those two characters trust each other. *Ask* them where they found the courage to have that trust.

-- At the end of the game, *describe* the work that remains to be done after everything is over. *Describe* how your character is tackling that work head on, despite the difficulties.

The Second Challenge

Take the next piece of paper (pages fifteen and sixteen) and cut them into quarters along the dotted lines. Pass a quarter to each player, keeping one for yourself. You can look at the papers and choose who to pass them to if you want. Ask the players to read just the front side of each page.

When everyone has done this, read the following.

You have passed the first Challenge. Maybe you have taken the first step toward change. Maybe you have just begun to realize how hard change will be to accomplish. But either through success or failure, you have become closer to each other. Friendships have been started, or perhaps something even closer. In this world, love is dangerous, especially love between groups that are meant to be separate. Dangerous for you, if you are found out. But also dangerous for the authorities, because your love can inspire bravery beyond what you thought was possible.

Describe how much time has passed since the First Challenge. *Describe* what has happened in that time. *Describe* how the authorities have reacted to what happened. *Describe* how you managed, despite heightened danger, to once again gather together in secret.

Ask: Who do you love?

Ask: How has your love for another been used against you in the past?

Ask: How could love ruin your life?

Ask: How could love save it?

Encourage each player to *speak* in character and *describe* their plan for what they will do next. Keep track of time, and when about ten minutes have passed in talking, or when everyone seems to be ready to continue, say the following:

It is time to begin the challenge.

Proceed with the challenge as described on page 3. After the challenge is over, some players may be able to turn over some of the papers in front of them to show the reverse side. When they do so, ask them to follow the instructions on that side.

When everyone has followed the instructions on any paper they have flipped, pass this document to the player to your left.

Sheet Three**Front**

Romantic. You feel strongly about another character in the game. Is it love? You weren't sure at first, but you know that you trust them beyond reason. Maybe you were destined to be together. It is up to you whether you tell them how you feel.

-- Whenever you extend a hand, ask that character to take it. If they take your hand every time, then keep this page face up. If it is still face up at the end of the game, *describe* the moment where you finally tell them how you really feel, or if you already have, *describe* your affirmation of these feelings when everything is over. *Ask* them whether they feel the same way about your character.

-- If any point in time you have a hand extended and that character does not take it, flip this page over.

Sheet Three**Front**

Loyal. The kind of love that is most important to you is the strong friendship and trust that you have in the other characters in this game. Whether or not you feel romantically toward them, you know that it is only by sticking together that you will survive the events to come. You would do anything for them.

-- If you have agreed to take a character's hand before the Challenge begins, you must take it. If they have agreed to take your hand, and they do so, keep this page face up. If this page is still face up at the end of the game, *explain* how you feel about the friendships that you have with the other characters.

-- If any point in time another character has agreed to take your hand and then does not, flip this page over.

Sheet Three**Front**

Searching. How do you even know when you are in love? For your entire life, you have lived without the freedom to truly express yourself. And while you hope that love waits for you someday, it is hard to keep that hope alive, that someday you will have the freedom to pursue a relationship.

-- Keep this page face up until you reach out with both hands, and have both hands taken by the same person. If this page is still face up at the end of the game, *describe* how your search has continued after the events of the game are over. *Explain* whether you have more hope that you can find love now, because of what you and the other characters have accomplished.

-- If another character takes both of your hands, flip this page over.

Sheet Three**Front**

Independent. You don't want to define yourself around who you care about and your relationships. You want to find out who you are as a person first. Maybe after all this is over, there will be time for love, but for now, you need to keep focused on the task at hand.

-- Keep this page face up until you reach out with both hands, and have both hands taken by the same person. If this page is still face up at the end of the game, *explain* what you feel you have learned about yourself during this journey. *Ask* the other players whether they felt you were a person they could rely upon.

Describe a time where you felt the most lonely and what you did about it.

-- If another character takes both of your hands, flip this page over.

Sheet Three**Reverse**

Heartbroken. Your love was not to be. Some days you tell yourself you saw it coming, and knew that it would happen, but you still cannot make your heart hurt any less.

-- When you reveal this page, *explain* how you felt when your loved one did not take your hand. *Describe* what you do to cope with those feelings.

-- At the end of the game, *describe* how your character has found love again.

Explain how you feel about the person you first fell in love with. *Ask* them how they feel about you.

Sheet Three**Reverse**

Disillusioned. You don't necessarily blame anyone for how things worked out. After all, you still share a goal. It is your struggle against the authorities that is keeping them from being entirely trusting. But at the same time, you feel as though something inside you has broken that may never be fixed.

-- When you reveal this page, *explain* how you have been changed after this challenge. *Describe* how it has changed the way that others may perceive you.

-- At the end of the game, *describe* a time when your character has to go off alone, without the rest of the group. *Explain* why you needed this time. *Ask* the other players if they ever come looking for you. *Describe* whether they ever see you again.

Sheet Three**Reverse**

United. If only for a moment, you feel as though you truly understood another person and they truly understood you. Who knows whether your love will last? Maybe for just that moment, and then it is gone. But now you understand what it was that you had been looking for all this time.

-- When you reveal this page, *explain* how you felt when the other player took both of your hands. *Ask* them how they feel about you.

-- At the end of the game, *ask* the other player you shared hands with whether they still feel the same way about you. *Explain* what sharing that moment with them has meant to you throughout your struggles.

Sheet Three**Reverse**

Reliant. Sometimes the greatest strength lies in relying upon friends you can trust. You know that you *can* stand on your own, but what you have learned is that you don't always *have* to.

-- When you reveal this page, *ask* another character for help with something. *Describe* how their help allows you to achieve something you could have never done on your own.

-- At the end of the game, *explain* what your friends have meant to you throughout these times. *Ask* them what you can do to help them achieve their goals. *Describe* how you are able to do so.

The Third Challenge

Take the next piece of paper (pages nineteen and twenty) and cut them into quarters along the dotted lines. Pass a quarter to each player, keeping one for yourself. You can look at the papers and choose who to pass them to if you want. Ask the players to read just the front side of each page.

When everyone has done this, read the following.

You have passed the Second Challenge. You are now far enough down this path, that there is no turning back. The authorities are aware of your resistance. You have now begun to place others in danger, your families and loved ones. But the authorities have confidence that they can deal with the threat you have created. After all, they have had control over you since you were born. They have controlled your education. They have controlled everything that has happened in your life. Even your body is not your own property.

Describe how you have survived since the Second Challenge. *Describe* the sacrifices you have been forced to make. *Describe* the dangers you have faced. *Describe* how you have come to be able to rest, if only for a short time, and discuss what you must do next.

Ask: What control has been placed over your body?

Ask: What have the authorities told you about why it was done?

Ask: What did you not want?

Ask: What changes do you wish you could make?

Encourage each player to *speak* in character and *describe* their plan for what they will do next. Keep track of time, and when about ten minutes have passed in talking, or when everyone seems to be ready to continue, say the following:

It is time to begin the challenge.

Proceed with the challenge as described on page 3. After the challenge is over, some players may be able to turn over some of the papers in front of them to show the reverse side. When they do so, ask them to follow the instructions on that side.

When everyone has followed the instructions on any paper they have flipped, pass this document to the player to your left.

Sheet Four**Front**

Sheltered. You were never allowed to come to any real harm as a young child. The authorities placed a shell around you. They said it was there to protect you and keep you safe. But because of it, you never got to stretch your body to its full potential. You always felt that your true strength and expression were confined.

- If every hand you extend is taken, then leave this page face up for the rest of the game. At the end of the game *explain* whether you feel lucky to have gotten through relatively unscathed. *Ask* the other characters how the harm they took helped them to grow.
 - If you have a hand extended and it is not taken, flip this page over.
-

Sheet Four**Front**

Enhanced. Your body was changed in ways to make it a better tool for the authorities, and to make you fit better into your assigned role. You didn't ask for these changes, and sometimes your abilities scare you. You wonder whether the authorities can take them away just as easily.

- If only one person at a time takes the hand or hands that you extend, keep this page face up. If this page is still face up at the end of the game, *describe* whether you keep your body the way it is, or how you try to undo the changes that have been made. *Explain* the reason for your choice.
 - If you extend both hands, and both are taken by different people, flip this page over.
-

Sheet Four**Front**

Conformed. You look like you fit in perfectly. After all, you have been changed to look just right, just what is expected. You have no distinguishing features. There is nothing about your body that says it is your own.

- If you choose to always keep at least one hand behind your back, keep this page face up. If this page is still face up at the end of the game, *describe* how your ability to blend in has been useful. *Explain* whether you still wish to change your appearance, and if so, *describe* how you do this.
 - If another character takes both of your hands, flip this page over.
-

Sheet Four**Front**

Marked. Your body has a mark on it that tells the authorities you are someone to be watched. Because of this mark, it is easier for them to find and control you. You try to hide the mark, but even the act of covering it up is seen as suspicious. There is no way to remove it that you know of.

- If every hand you extend is taken, then leave this page face up for the rest of the game. At the end of the game *describe* how you were able to keep yourself hidden with the help of your friends. *Explain* how you felt, knowing that you were putting them at greater risk.
- If you extend a hand and it is not taken, flip this page over.

Sheet Four

Reverse

Scarred. You know that when people pass you by these days, you remind them of darker times. Sometimes your appearance scares people. But you wear these scars with pride. You made your own choices and you survived.

-- When you reveal this page, *describe* what happened to you as a result of your hand not being taken in the last challenge. *Explain* why it was your own decision to take the risk.

-- At the end of the game, *explain* how you feel about these scars and what they have taught you about yourself. *Ask* the other characters what they think when they see your scars.

Sheet Four

Reverse

Burned Out. You have stretched the limits of your artificial abilities to protect your friends. Now something inside you feels broken. Your body doesn't work the way it should.

-- When you reveal this page, *describe* how your enhancements were critical to accomplishing your team's goals. *Describe* what happened to you as a result.

-- At the end of the game, *explain* how you feel about your body now that you have gotten used to what has happened. *Ask* the other players if they think of you differently.

Sheet Four

Reverse

Unbound. Once you were on the run, it didn't matter what you looked like. The authorities could track you down anyway, so you decided to reclaim your appearance. Now you look on the outside like the person you feel you are on the inside.

-- When you reveal this page, *describe* what you have done to change your body to match the person you are. *Explain* why this was so important to you.

-- At the end of the game, *describe* ways in which other people have decided to emulate your new appearance. *Explain* how you feel when you see someone who has done this.

Sheet Four

Reverse

Betrayed. You always knew they would find you. Because of your mark, the authorities have found out who you are and what you have been doing. You have placed the mission at risk, and you aren't sure that you have the strength to run any longer.

-- When you reveal this page, *describe* how you were discovered and what happened to you as a result. *Ask* the other characters whether they think it is worth the risk to try to help you. *Explain* your relief in knowing, at least, that the waiting is over.

-- At the end of the game, *describe* whether you continue to wear your mark openly, or whether you hide it. *Explain* why you decided to do this.

The Fourth Challenge

Take the next piece of paper (pages twenty-three and twenty-four) and cut them into quarters along the dotted lines. Pass a quarter to each player, keeping one for yourself. Ask the players to read just the front side of each page. Note that all of these pages are the same.

When everyone has done this, read the following.

You have passed the Third Challenge, but not without great cost. No one you know had been told the whole truth about how things work. Now you have uncovered a small piece of that truth. And the remainder, once uncovered, will change your entire world. You have started to ask the questions that were too dangerous to even think about before. You have been hunted and tormented, but the need for answers drives you on.

Describe how your society has fallen into chaos since the Third Challenge. *Describe* what you have heard is happening in other parts of the world. *Describe* how the authorities are reacting and their desperation. *Describe* how you have come together to put an end, finally, to the lies and reveal the truth to all.

Ask: What special mission have you undertaken since the Third Challenge?

Ask: What have you found out as a result of that mission?

Ask: Who do you think might have the remaining answers you seek?

Ask: What might revealing these answers mean for your world?

Encourage each player to *speak* in character and *describe* their plan for what they will do next. Keep track of time, and when about ten minutes have passed in talking, or when everyone seems to be ready to continue, say the following:

It is time to begin the challenge.

Proceed with the challenge as described on page 3. After the challenge is over, some players may be able to turn over some of the papers in front of them to show the reverse side.

Pass the last page of document to the player to your left.

Sheet Five

Front

Beginnings. It's hard to believe that so little time has passed since that first day when you decided to change your world. Has what you have done really made a difference? Or will it be one more story to be told in hushed whispers by fearful adults. Will children ever be told who you are, what you have done here? Or will it be forgotten?

- In the last challenge, if at least one of your hands is taken AND if you have turned over at least two of your pages to the reverse side, flip this page over.
 - If these two conditions are not met, then at the end of the game *explain* what your character wants to do next. *Ask* the other players whether they will help. *Describe* how you begin on your next journey.
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Endings. It's hard to believe that it's all over. Of course, there is so much more work to do. But you can finally look back on everything that has happened and know that you made a difference, even when it was at great personal cost. Now all you want to do is rest, but you keep thinking to yourself: We did this. What more could we accomplish?

-- At the end of the game *describe* how the world has changed due to your efforts. *Describe* what was lost along the way. *Explain* whether you wish to continue to journey. *Ask* your friends if they will come with you.

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Endgame

Read the following aloud.

For your entire life, you have been surrounded by whispers of fear. Now, for the first time, all you can hear are whispers of hope. When people talk, they are excited. When people laugh they don't look over their shoulders. When people cry, there are others there to comfort them. You are sixteen years old. And the world will never be the same.

Beginning with Sheet One, ask each player to follow the directions labeled "at the end of the game" that are listed on their sheet. When everyone has had a turn, do the same for Sheet Two, Sheet Three, Sheet Four, and finally Sheet Five.

You have reached the end of this story. And the beginning of the next one.

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Editorial Assistance from Christopher Amherst and Daniel Abraham

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