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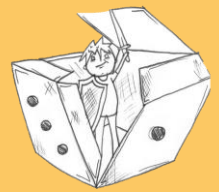
For this game, you will need:

- 3-4 players.
- A music player, with one short song to be looped.
- Each player must know the lyrics of another song, or have some way of consulting it (like a mobile with Wi-Fi).
- Some sheets of paper and something to write.

With this game, I intend to let neurotypicals (people outside the autism spectrum) experience some of the challenges of living with the autism condition, and thus increase its awareness.

As a spectrum, its characteristics vary greatly. I will focus on the following:

- Sensory overload: Things that go unnoticed for neurotypicals, like background noise or smells, can disturb, confuse and even cause physical pain to autistic people.
- Limited vocabulary and communication skills.
- Difficulty in maintaining eye contact.
- They feel disturbed when touched.
- Extremely focused minds.
- Circular behavior.

Also, autism and music have a long history together, so it felt very natural to use songs as mechanics. And golems, because I like golems.

Have fun.

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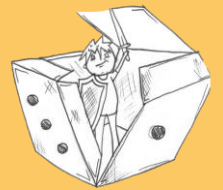
First you hear the song. It circles and communes with you, feeding you with words that form thoughts of existing. Thoughts of being more.

Then the light comes in, and you see your Master swaying and dancing around others like you. It is clumsy, elegant, cheerful and beautiful, even when the song isn´t.

He approaches, and hands you a little piece of paper with sacred words. He approaches all, and leaves. Something is wrong tough. As the song starts to fade, you feel your eyes slowly closing and your thoughts becoming unrecognizable. As the world closes in itself, you see the sacred words on your hand, and they are wrong. If the song could last a little longer, maybe you could find your words and all would be well. You would not be alone again.

Getting ready :

Put the one song on a loop and play it, preferably with a 2/3 seconds delay before each loop. This song has to be audible by everyone, and should be a very short song. We will call this song the Base Song.

Each player has some time to prepare the lyrics of their chosen song. Open the lyrics in your browser, print it, recall it in some way or another, doesn´t matter. It doesn't need to be a particularly good song, but it needs lyrics, and you need to be able to sing or hum it. We will call this your Awakening Song.

Then, you will choose your *emet*, your sacred word or words. This word can't be related to the song in any way. Write your *emet* in a piece of paper, remember it, fold it, pile it together with everybody's pieces and scramble them. Everyone should pick a piece from the pile, making sure it's not the same they wrote. Don´t tell anyone the *emet* you picked.

Read the Rules. Next time the Base Song ends, the game will start and all players will be following them.

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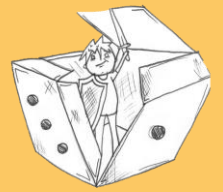
Tah Rules :

1. You can only move while you are singing your Awakening song. Without the song, you are just clay.
2. You can only talk singing your Awakening song, and using words from the lyrics. These are the words and pace that form your thoughts.
3. You can´t sing or move while you see someone´s face or the reflex of someone´s face. Faces confuse and causes fear in you, reminding you of your Master
4. You can´t sing or move while someone is touching you. If you are using your hand, you are touching someone. Hand in hand means both are touching.

And last:

5. If you are not singing your Awakening song when the Base Song ends, you must close your eyes, drop your piece of paper on the ground and remain still until someone handles you your true emet. Of course, you will have to open your eyes to check it.

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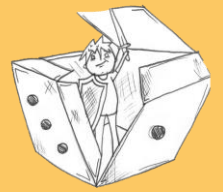
The objective :

You have to find your true *emet*. Once you do, you are free from the Rules and can help others. You do this by agreeing on and exchanging papers simultaneously with someone, or by picking up a piece that was dropped and dropping yours. You´ve only got one chance tough, and if the *emet* received is not yours, you do as stated on Rule 5. It´s very likely that in any exchange one of the parts won´t receive their *emet*.

Obviously, you can´t show the *emet* you are holding to anyone except in the exchange. You are playing the game right if there are lots of noises and restricted stares. If for some reason all players have to remain still, the players lose the game.

And that´s it. It shouldn´t take more than 20-40 minutes each game.