



THE OTHER PLACE

Inspired by the work
of Henry Darger

4 players, ~30min-1hr

This is a mirror
that traps the
souls of children.
It's been residing
in the attic of
an old house for
years.

(living)
Two children find
the mirror in their
grandparents' attic.

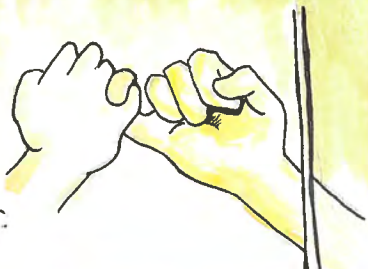


(spirit)
Two other children
are trapped in the
mirror trying to get
out.



There can only be two
children in the mirror
at a time, unless the mirror is
broken. Children can move out of
the mirror if another child
does a pinkie swear with them.

However, the
other child
must take
their place
in the mirror.



PLAYSPACE



The game ends when any two children leave the attic (the playspace) in game, or when the mirror is broken. When the mirror is broken, all souls in the attic are trapped in the glass shards.

ENDING

Each character will monologue the reason(s) behind their actions and what happens to their characters.

NOTE: the spirit children are not bad spirits, they have just been in the mirror a long time.

LIVING



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.

Younger sibling: cautious, believes in the supernatural, loyal.

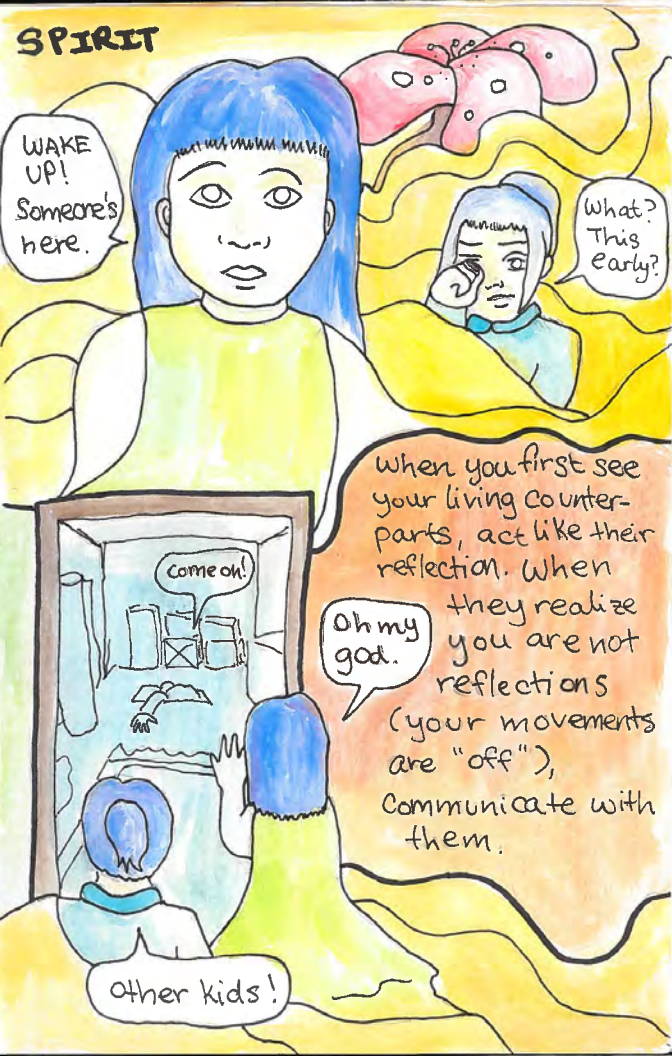
Older sibling: doesn't believe in the supernatural, rebellious, curious.

THINK ABOUT:

Why are you at your grandparents' place?

What time of year is it?

SPIRIT



WAKE
UP!
Someone's
here.

What?
This
early?

When you first see
your living counter-
parts, act like their
reflection. When

Oh my
god.

they realize
you are not
reflections
(your movements
are "off"),
Communicate with
them.

other kids!

come on!

You are spirits of two children who are trapped in this mirror. Two other kids are approaching the mirror. The only way to get out is by taking their form and place.

To do that, gain their trust to pinkie swear with you. You gain the

NOTE: You gain the form of whoever is on the other side of the mirror.

Your younger counterpart: believes in the supernatural. They are cautious of you.

Your older counterpart: is rebellious and does not believe in the supernatural.

THINK ABOUT:

How long have you been trapped?

How did you get trapped in the mirror / Who trapped you?