

Uplift.

A game for 4-6 players.

Note there is a lot of touch in this game, if people are not ok with touch other methods such as describing what actions people wish others to take can and should be used. No one should be touched without active consent. If that is the case however the times on the timers should be increased since describing things takes longer than doing them.

Requirements:

This game requires paper and 2 timers, other props are helpful but unnecessary.

2 musical themes are suggested, one for the waking world one with a more dreamlike quality.

Directions:

Setup:

2 players, chosen by volunteering or at random, leave the room, they are the Apes.

Everyone else is the aliens.

Alien Instructions:

You are a group of aliens trying to somehow uplift an ape or other primitive life form into sentience. There of you. Decide on which aspect of sentience your alien species or group is most in charge of. The aspects are: Transportation, Tool Use, Language, and Self Control.

The aliens also have goals, Self Control wants the food to end up uneaten and in the bowl.

Transportation wants the food to be given to the animal, Language wants both Apes to each be sharing the food, Tool Use wants the stick to be in the bowl.

The Aliens now engage in setting up the room for their experiment:

If you can round up objects for use in this game that is great otherwise just use a piece of paper and write the names of the objects on the paper. The object should be a Ball or fake piece of fruit to represent food; some sort of stuffed animal (to represent an animal); A stick preferably of a convenient size to be easily used as a lever or something to extend reach no more than 2-3 ft long, unless you have a particularly together group a foam stick or piece of rolled up paper or other soft stick is suggested to prevent potential injury; Lastly there is a bowl. All of these objects should be placed by the aliens in different corners of the room.

Two timers should be placed where people can easily reach them. One timer is the dream timer, the other is the waking timer. Both should be given 5 minutes. It is suggested that 2 songs (or short playlists) of approximately equal length should be used instead on separate players for use as timers.

The Apes should then be let back into the room.

Ape Instructions:

Three pieces of paper should be put in a hat and randomly used to determine the ape's motivation. Eat the food, Embrace/Groom the other ape, Kill the animal. (the animal can be killed by either holding on to it for a solid waking minute or hitting it for 30 waking seconds with the stick.) The Apes should then close their eyes. The apes should then keep their eyes closed, but go about trying to get their tasks done.

Troupe Gameplay Instructions:

The waking timer should begin and let run for 30 seconds, the Apes can feel their way around and try to achieve their goals without Alien interference.

The apes can not talk only grunt a bit. If it looks like someone is going to run into something one of the aliens can and should call out to prevent accident or harm to the players ooc.

After the initial 30 seconds anyone can call for a dream. When they do, stop the waking timer, start the dream timer and follow the dream rules.

Dream Rules:

Any alien or ape can call for a dream. The waking timer ends and the dream timer begins. . During this time an ape can open its eyes and look around but can take no action. Tool Use can move the arms of any ape into any position, Transportation can move either ape 5 steps in any direction. Language can speak to either or both apes but they only get 25 words total. The apes can speak to language each for 5 words but they must be written or whispered so no one else knows them. Language can reveal these to other aliens if they wish.

When whoever called for the dream calls for the dream to end, it ends, Apes must stop talking, and can only grunt, the waking world returns.

Endgame:

When the dream timer ends no more dreams can be called for.

When the waking timer ends the game ends, whoever has achieved their goals, good for them. It may be everyone, it may be no one. If all the aliens have achieved their goals at some point in the game the Apes have been uplifted to being a civilized species, perhaps in a few millennia they can be guiding aliens themselves. If not, this species is sadly incapable of uplift for at least this generation. .