

What we are in the dark



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4 - 8 players

Miners trapped in the darkness, awaiting rescue after a mine collapse. Things that change us. To be played in darkness, using a torch.

Safety Techniques:

Green - Intensity of the scene can be increased

Yellow - Lower the intensity of the scene - for example, if you are shouting at someone who says 'yellow' stop shouting, but continue to play out the scene.

Red - Cut the scene

Meta techniques:

The game should be played in darkness with only a torch light. If you want a monologue from a specific character you can pass the torch at them or if you would like to give a monologue pick up the torch. The monologue isn't heard by the other characters, but the players can use it to steer play.

Character creation:

Think about your character's name, age and background. Then pick two or three of these questions and answer out loud about the other characters and consider the circumstances that made your character believe this. The answers don't define the other character, rather they are an insight into the thought process of your character:

- Who did you share your happiest moment with?
- Who do you consider to be part of your family?
- Who do you think is too good for this job?
- Who do you think slept with your partner?
- Who do you think you owe your life to?
- Who do you think doesn't have the skills

- that they claim to have?
- Whose soul do you think needs saving?
- Who do you think made the collapse more likely? Who do you think wasn't pulling their weight?
- Who do you think suspects that you're gay?
- Who do you feel is the only person that you can trust?
- Who do you think suspects that you're ill?
- Who do you feel betrayed by?
- Who do you feel responsible for?
- Who's the only person you don't feel that you can trust?
- Who do you think has more than they deserve?
- Who do you think deserves to be trapped here?
- Who do you feel afraid of?
- Who do you think has the most influence on you?
- Who do you think that you have the most influence on?
- Who would you give your life for?
- Who are you secretly in love with?
- Who do you think has been pulling too many double shifts?
- Who do you consider your best friend?
- Whose admiration do you need?

Setting

Discuss where the mine is? Which country? Is it modern day? Near future? Distant past?

Go round the group - each player should give a fact about the mine (e.g when it opened or who it employs.)

Go round again - this time each player should give a fact about the town the miners come from.

Once you have answered the questions and created a narrative that makes sense to your character (and agreed with the other player if necessary), then imagine the character's day prior to the mine collapse? Did they wake up alone or with someone? Did they talk to anyone? What about? What were they thinking about?

The game

As a general guide, scenes should take around 10 - 15 minutes to play out. However, if they take more or less time this is fine. Go with what works and cut when it seems appropriate.

The aim of the game is to explore the inner lives, fears, hopes and dreams of your character while they are awaiting rescue and to try and to explore and resolve your relationships with other

characters.

Apart from during the very end of the last scene the game should be played in darkness with the use of a torch to prompt monologues. However, you should try to make use of the space for private conversations and to explore the area.

Scenes

One player should take responsibility for setting the scene in the game. However, the game doesn't require a separate GM - this person can also be a player.

Scene 1: The Collapse

Theme: Everyday life to panic

This scene takes place just after the mine collapses. What's your immediate reaction? Do you try to take charge of the situation? Wait for someone else to? Are you optimistic or pessimistic? Calm or panicked? Characters should realise early on that there is no way out. The only option is to wait for rescue.

Scene 2: First Contact

Theme: Panic / despair to hope

Two or three days after the collapse you're hungry, thirsty and trapped. Have you given into despair? Are you still hoping? This scene takes place just after rescuers have made first contact with the group by passing a note, food and water through a small gap in the rock. What are you feeling now?

Scene 3: Contact from Family

Theme: Monotony to excitement

Seven days after the collapse you have been provided with food and water, but your rescuers haven't been able to do much to open the gap in the rock. You're still trapped with the same people, and although you know that people know you are there you're becoming worried that it won't make any difference - that you won't be rescued. This scene takes place after notes from loved ones have been passed to the miners. Do you get a note? Who from? What will it change?

Scene 4: Speculation

Theme: Uncertainty

10 days after the collapse you are still waiting. For all you know you'll be stuck here forever. This scene is about speculating about the future and what it could be. How have your relationships evolved in this time? What has changed and what has stayed the same?

Scene 5: Rescue plans

Theme: Optimism

Fifteen days after the collapse and the rescuers have been widening the gap in the mine and there hope that you can be rescued. Once the hole is big enough a rope will be dropped down to pull you out Who should go first, potentially taking the risk that rope might break or the mine might not be stable enough? Who should go last and risk being left behind if anything goes wrong during the rescue?

Scene 6: Sharing dreams and fears

Theme: Intimacy and reconciliation

You have been with the same people for the last twenty days, and your world seems to have shrunk down to just them. If there's anything left to say, anything you want to confront anyone about, or anything that you want to confess, now is the time to do it. If you get out then you can say things which might make a difference to your future. If not, then at least you've said what you wanted to say.

Scene 7: Rescue

Theme: Joy

You are being rescued from the mine. Work out who goes first. When you're ready, turn the lights on. All character should give an epilogue describing the changes in their life and relationships.