

# Soldier, Spy, Psilocybin

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This game may be played either with 2 players and no facilitator or any even number of players and a facilitator.

## 2 Player Setup

One player should take the **Soldier Sheet** and one player should take the **Spy Sheet**. Players sit at a table, across from each other. Place a token (a coin, a die, etc) in the center of the table. The game will be played in a series of rounds. Each round, read the instructions on your sheet and consider the questions asked or follow the instructions. Neither player will speak at any point during the game. When you're finished considering your questions, take the token and place it in front of your partner to signal that you're ready to move on. If the token is already front of you, move it back to middle of the table to signal you're ready and that the next round may begin.

## 2+ Player Setup

Each player should be paired with a partner and sit across from each other. Within each group, decide who will be playing the Soldier and who will be playing the Spy. The facilitator will read out each round in turn and signal when each round ends by clapping or ringing a bell. The facilitator should allow no more than 30 seconds between rounds. Don't both to set a timer – it's not important to be precise. Players will not speak at any point during the game.

## Facilitator Script

Ten years ago, the Empire of Dust conquered Vicen, a city of strange and sinister arts. The occupation has not gone smoothly and an active resistance movement still has a powerful presence in the city. Moments ago, soldiers entered the home of a Spy working for the resistance. A spy who one Soldier is only now realizing they know very well.

1. Soldier, Look at nothing in particular and remember when you first came to Vicen. Were you young and naive then or old and cynical? Why had your heart already turned against the Empire?

Spy, Study the Soldier's face without meeting their gaze. If they notice you looking, look away. Remember when you first saw them, many days before they first saw you. What made you think they would be willing to turn against the Empire? What made you think they'd be a good fungal host?

2. Soldier, Study the spy's face without meeting their gaze. If they notice you looking, look away. Remember the day when they approached you at that bar. Did you realize then that they were part of the rebellion? What had you heard about the resistance's terrifying biological weapons? Did you agree to join them hesitantly or immediately? Why?

Spy, look down. Remember the rebellion. What did you do before the Empire of Dust came to Vicon? How has the empire hurt you personally? Why didn't you feel bad about infecting the Soldier then?

3. Both of you, think of something you did together for the resistance. Share a tiny, fleeting smile. Those were good times and you're still proud of what you did.

4. Soldier, You have been feeling off lately. You have dizzy spells, vivid dreams, and you hear fleeting voices you cannot place. When did you start to suspect that someone had infected you with one of the resistance's mind altering fungi? The Spy is the obvious culprit. Do you think it was them?

5. What did you do to betray the Spy? Was it intentional or not? Look at the Spy and, moving your head the smallest amount you can manage, either nod or shake your head to indicate if you betrayed them. Or do nothing, if you wish to tell them nothing.

Spy, there is a drug in this room which will cure the Soldier of the fungus you infected them with. Where is it? If the Soldier does not take it soon, they will die. If the Empire gets their hands on it, it would be a major blow to the resistance. If you wish to give the drug to the Soldier, try to tell them where it is using only your eyes.

6. Look down. What happens to spies captured by the Empire? Spy, are you afraid? Soldier, are you afraid for the Spy?

7. It's said that the infected can sometimes hear others' thoughts. Look at your partner. Try with everything you have to mentally communicate one last message..  
When you look away, that will be the last time you see them.

## Reference Note

Psilocybin is pronounced sil-uh-sigh-bin.

## Soldier Sheet

Ten years ago, the Empire of Dust conquered Vicen, a city of strange and sinister arts. The occupation has not gone smoothly and an active resistance movement still has a powerful presence in the city. Today, you and your fellow soldiers arrested a spy working for the resistance. A spy that you only now realize you know very well.

1. Look at nothing in particular and remember when you first came to Vicen. Were you young and naive then or old and cynical? Why had your heart turned against the Empire, even then?
2. Study the spy's face without meeting their gaze. If they notice you looking, look away. Remember the day when they approached you at that bar. Did you realize then that they were part of the rebellion? What had you heard about the resistance's terrifying biological weapons? Did you agree to join them hesitantly or immediately? Why?
3. Think of something you and the Spy did together for the resistance. Share a tiny, fleeting smile with the Spy. Those were good times and you're still proud of what you did.
4. You have been feeling off lately. You have dizzy spells, vivid dreams, and you hear fleeting voices you cannot place. When did you start to suspect that someone had infected you with one of the resistance's mind altering fungi? The Spy is the obvious culprit. Do you think it was them?
5. What did you do to betray the Spy? Was it intentional or not? Look at the Spy and, moving your head the smallest amount you can manage, either nod or shake your head to indicate if you betrayed them. Or do nothing, if you wish to tell them nothing.
6. Look down. What happens to spies captured by the Empire?
7. Look at the Spy. It's said that the infected can sometimes hear others' thoughts. Try with everything you have to mentally communicate one last message to the Spy. When you look away, that will be the last time you see them.

## Spy Sheet

Ten years ago, the Empire of Dust conquered Vicen, a city of strange and sinister arts. The occupation has not gone smoothly and you are a spy in the resistance movement. Moments ago, a group of soldiers came to arrest you. Including one soldier that you know very well.

1. Study the Soldier's face without meeting their gaze. If they notice you looking, look away. Remember when you first saw them, many days before they first saw you. What made you think they would be willing to turn against the Empire? What made you think they'd be a good fungal host?
2. Look down. Remember the rebellion. What did you do before the Empire of Dust came to Vicen? How has the empire hurt you personally? Why didn't you feel bad about infecting the Soldier then?
3. Think of something you and the Soldier did together for the resistance. Share a tiny, fleeting smile with the Soldier. Those were good times and you're still proud of what you did.
4. There is a drug in this room which will cure the Soldier of the fungus you infected them with. Where is it? If the Soldier does not take it soon, they will die. If the Empire gets their hands on it, it would be a major blow to the resistance. If you wish to give the drug to the Soldier, try to tell them where it is using only your eyes.
5. Lock eyes with the Soldier. Ask them using only your eyes if they betrayed you. Do not let them weasel out of this. Do not let them look away until they answer you.
6. What have you heard happens to spies captured by the Empire? Are you afraid?
7. Look at the Soldier. You've heard the infected can sometimes hear others' thoughts. Try with everything you have to mentally communicate one final message to the Soldier. When you look away, it will be the last time you see them.