



A game by Andy Morales C., 2018

A former colony has been handed its independence unexpectedly. The people of this newly-founded country receive the news on a gloomy, cloudy night, delivered by a group of messengers carrying a torch. As the flame of freedom spreads from town to town, a question quickly unveils itself:

can a nation gifted agency build a truly shared future?

(CHOOSE A PLAYER TO BEGIN READING OUT LOUD.)



SETUP

Torch is a narrative game for 3 to 9 people. One game should last around 90 minutes.

The game is played in short rounds that represent generations leapfrogging into the nation's future. The game is best played in a dark room with some natural light coming in.

There are as many rounds in the game as there are players.

(PASS INSTRUCTION SHEET TO ANOTHER PLAYER.)



To begin playing, let's get some setup out of the way:

1. Play in an **almost completely dark room**. Only let nighttime light through the windows.
2. Get a **flashlight**, turn it on, and hold on to it. Refer to it as The Torch, from now on. Make sure it has working batteries! Keep the flashlight on until you are instructed to turn it off.
3. Give the flashlight to any player. They must hold it facing up (the ceiling or the sky).
4. Lay down on your backs, with your heads next to each other, like you're forming a star. Only the person that is reading this sheet at any point is allowed to lay on their stomach so they can read.
5. Position a **smartphone or computer** within earshot of all of you. Connect it to the Internet but shush all incoming notifications. Make sure the speakers are on.
6. Give a **Cheat Sheet (page 3)** to each person that is playing (make sure to print them before!). Read them silently. Come back to reading this instruction sheet when you are all ready.

(PASS INSTRUCTION SHEET TO ANOTHER PLAYER, TURN ON YOUR BACK AS YOU GIVE THE SHEET AWAY.)



REJOICE, THE TORCH HAS ARRIVED!

Let us remember to honor those that came before us and those that will come afterwards. Everyone, please stand and hold your hand over your heart while we listen to our new, and eternal, national anthem.

(TURN THE PAGE.)



3-9 players



90 minutes



(Instructions between parenthesis should not be read out loud.)

(GO TO THIS WEBSITE
<https://bit.ly/2AbMEKo>)



(SHUFFLE THE SONGS AND
PLAY ANY OF THEM.)

(STAND UP, PUT YOUR
RIGHT HAND OVER YOUR
HEART, AND STAND AS
FIRMLY AS YOU CAN.)

Thank you for joining me. You may now sit again.

(PASS INSTRUCTION SHEET TO THE PLAYER
HOLDING THE FLASHLIGHT, TURN ON YOUR
BACK AS YOU GIVE THE SHEET AWAY.)



We will begin to tell the stories of our nation, from Year 0 to the present. How many years and stories we go through is up to us.

ZEITGEIST

On this year, our nation experiences...

(CHOOSE A ZEITGEIST FROM THE
TABLE THAT FOLLOWS.)



Bloodlust
Elation
Unity
Remorse
Redemption
Fear
Rupture
Trepidation

We are all one, and yet we are not. As the torch is passed to you, give yourself some time to remember the story of those that came before us. When you are ready to tell the story, turn the flashlight on and point it to the sky, lighting our way. Turn it off when you are done, and pass it to your right.

(KEEP THE SHEET.)



(TURN OFF THE FLASHLIGHT AND
PASS IT TO YOUR RIGHT.)

(SWITCH TO LAYING ON YOUR BACK.
WHEN THE ROUND IS DONE, GO TO
NEXT SECTION.)

(TURN ON THE FLASHLIGHT, LAY ON
YOUR STOMACH.)



(THE NEXT PART ALLOWS PLAYERS
TO DECIDE TO END THE GAME. READ
ALoud THE APPROPRIATE SECTION.)

END OF CYCLE

With another anniversary gone, we must decide: do we wish to keep telling the stories of our nation?

(IF PLAYERS WISH TO CONTINUE PLAYING)

History has not forgotten our nation! But it may have forgotten us.

We continue on to...

(CHOOSE THE NEXT APPROPRIATE YEAR.
YOU CAN ONLY GO INTO THE FUTURE.)



Year 1
Year 5
Year 10
Year 20
Year 50
Year 100
Year 200
Year 500
Year ... (FILL YOUR OWN)

(PASS THIS SHEET TO THE PERSON
TO YOUR RIGHT, POINT TO ZEITGEIST
SECTION.)



(IF PLAYERS WISH TO END THE GAME)

This is the end of history, at least for us. We gather our memories, and watch the torch gently fade away, one last time.

(TURN OFF THE FLASHLIGHT WHENEVER
YOU'D LIKE TO.)



CHEAT SHEET (print one per player)

How A Round Works

Torch is played in short rounds.

The minimum amount of rounds is 1 and the maximum is infinite (though 4 to 5 is probably more than enough).

During each round, all players must lay on their backs and listen to the stories of a wide array of people living through the anniversary of the Independence of their nation. Each story represents a snapshot in the life of a citizen of the newly founded nation.

The flashlight functions as a symbol for The Torch that brought the good news of independence in the past.

How You Play Each Round

1. Listen to the Zeitgeist.

The person in charge of the round will read a Zeitgeist, which tells you what your country is going through. It's the overall atmosphere that all citizens are experiencing.

2. Take the Torch and think about a story.

Before your turn, the person next to you will hand you the Torch (flashlight).

3. Turn on the flashlight.

Think about your story. When you think you're ready to begin your turn, turn on the Torch (flashlight).

4. Tell your story.

Tell a single story, in first-person. This story represents a snapshot in the life of a citizen of the newly founded nation.

5. Turn off the Torch.

6. Pass The Torch to person next to you.

How to Tell A Story

You, the player, may choose to relate the story you're telling to that of other players and rounds. Or, maybe you'd like to tell a completely different story. It all feeds into the broader picture of the nation you're building with other players.

Each story should be short (think 2-3 minutes at most), and is almost like a moving photo.

One good recipe tends to be to tell a story through the eyes of a character, what they think, see, smell, hear, say, and feel. **Relate it to the Zeitgeist to have a successful story.**

(Optional) Story Inspiration

This is a final section if you need a little bit of extra help crafting your story.

Here are some words and images that may inspire you:

In Relation to The Zeitgeist, Your Character Feels...



Terrified	Determined
Cornered	Delighted
Disappointed	Accepting
Helpless	Generous

In Relation to The Zeitgeist, Your Character Sees...



The Torch	Blackness
Their Family	The Future
Their Enemy	A Candle
The Ocean	Their Lover

In Relation to The Zeitgeist, Your Character Hears...



A Crowd	Running Water
Distant Howling	Rattling Chains
A Teapot	Music and Laughter
The Wind	Crinkling Leaves

In Relation to The Zeitgeist, Your Character Smells...



Flowers	Rusted Metal
Baking Bread	Rotting Flesh
Perfume	Moldy Leaves
A Baby's Scent	Blood