



INCARCERATA

WAITING FOR DAYLIGHT

ONE-SHEET
PROTOCOL
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INCARCERATIA

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You don't remember what came before. Where were you before you woke up here? The store? Buying groceries? The gas station on the way home? Your desk? Your kid's recital? Wait. What is this place? How did you get here? And who are these other people with you.

There seems to be plenty of air, but no way out. The room is large, almost too large. You've walked from one end to the other so many times, your legs are tired. But where is this place? Who brought you here? Is there a way out? Is food coming? What's the meaning of this?

"I've done nothing wrong!"

RULES

In order to play Incarceratia, the players need to own at least one copy of the Protocol rules. This one-sheet assumes the players are familiar with the Protocol rules system. There is no need for a deck of cards to play a one-sheet, however drama points are still required. Each scene is pre-defined as a vignette, interrogation, interlude, ensemble, or flashback. The locations are pre-chosen as well, with values for both. **I recommend not reading ahead to the next scene-definition while playing. Allow for some air of mystery.**

SET-UP

A group of disparate people have been taken prisoner and forced to share a large prison together. None of them have memories. Or names. Or identification beyond their unique wrist tags. Below is a list of characters, with motivations and relationships already defined. The first four are vital to the story. If you have five players, add Kraken. Each player should choose one character and become familiar with it. Start playing immediately after that.

CHARACTERS

Carlos. Fabricator. Inexplicable inertia. Toe: Rivals codependency.

Toe. Unknown. Vehement fear. Sister Graves: Community contentious.

Sister Graves. Nurse. Patient glory. Rex: Strangers uncommon interests.

Rex. Tattooed victim. Irresistible self-interest. Carlos: Family dominion.

In case of a five-player game, add Kraken.

Mechanic. Quixotic time. Toe: Friends guardian.

OPENING SCENE

Select one player randomly to narrate the opening vignette as the 'prisoners' slowly awaken into their new surroundings. All of the characters are present.

SCENES

One-sheet protocols are 20 scenes long, regardless of the number of players.

1. Ensemble. Confusion. Prison. Dimly-lit.
2. Interlude. Fear. Private corner. Stench.
3. Interrogation. Identification. Private cell. Echoes.
(Potential NPC: Hushed intercom voice)
4. Ensemble. Concerns. Prison. Huddled.
5. Vignette. Cameras. Prison. Bright lights.
6. Interrogation. Purposes. Open cell. Feedback.
(Potential NPC: Gravelly intercom voice)
7. Interlude. Suspicions. Prison. Dark corner.
8. Vignette. Hunger. Prison. Static.
9. Interrogation. Desperation. Secret room. Buzzing.
(Potential NPC: Sweet intercom voice)
10. Ensemble. Feeding time. Prison. Music blaring.
11. Interlude. Alphas. Prison. While others sleep.
12. Vignette. Captors. Outside the Prison. The Walls.
13. Interlude. Confessions. Secret room. Needles.
14. Ensemble. Distractions. Prison. Music and movies (that don't match).
15. Vignette. Lost and alone. Anywhere but here. Anything but this.
16. Interlude. Plans. Secret room. Being watched?
17. Interrogation. Authorizations. Secret room. Pen and paper.
(Potential NPC: Delicate intercom voice)
18. Ensemble. Decisions. Prison. Weapons.
19. Interrogation. Final questions. Secret room. Food and drink.
(Potential NPC: Familiar intercom voice)
20. Ensemble. Conclusions. Prison. Video projections.

FINALE

Once all 20 scenes have been directed, the finale begins. Tally up all the remaining drama points and consult the following chart.

- 0-2 One of you is released
- 3-5 Two of you are released
- 6-9 Three of you are released
- 10+ None of you are released

The player with the most drama points (or the person who directed the final scene of the game, in case of a tie) narrates the first vignette of the finale. After that, each player directs only one (and only one) vignette.