



No se puede mirar.

JOURNALISTIC INTERFERENCE

A SOLO GAME BY BEN AUDEN ROSWELL

How to Play: When you or your friends play laser tag, have a nerf gun war, or a water gun fight you take on the role of a war reporter and not a combatant then follow these rules.

Before You Begin:

Announce to your fellow players that you will be reporting on their conflict. Tell them you will be documenting the casualties of war, and the actions taken by both sides during the conflict. Pick a side with which you are to be “embedded” these are the “soldiers” or “friends” with whom you will start the war and whom are responsible for your safety.

Next, privately or out loud ask yourself these questions:

- 1) Why have I chosen this role?
- 2) Where will the story I tell go when I am done writing it? What is the afterlife of my Journalism? Who is my Audience?
- 3) What do I want my audience to look at? What do I want them to feel? What do I want them to understand from the story I will be telling?

During the Conflict, follow these rules of play:

1. You must treat your role seriously and with care.
2. You may carry a gun, you may not fire it.
3. You may carry camera or other recording device, you do not have to.
4. You may interview participants, you do not have to.
5. You must rely on your team to protect you, you cannot defend them or your self.
6. You must describe your teams actions as thoroughly as you to the other team.
7. You must bear witness.
8. You must not participate In violence of any sort.

**AND GREATER
TRUTHS OFTEN
LIE IN WHAT WE
DON'T SEE OR
THAT WHICH
CANNOT
BE
PHOTOGRAPHED
- LORIE NOVAK**

Also make sure to keep track of these things:

- 1) The sights sounds and feel of what is around you
- 2) The casualties and injuries sustained by both sides
- 3) The words said by moth sides about intent and plans
- 4) The actions taken by both sides regardless of what is said

After the conflict has ended:

Return to the questions you asked yourself before you began. Have the answers changed? Create a record of the conflict in whatever way you deem fit; whether or not it was the way you originally planned to document it does not matter. What is important is that it is something that can survive this conflict. It should not be ephemeral.

Finally ask you friends and fellow players if your presence changed their actions during play. Also ask them how it made them feel to have you documenting it seriously. Consider their answers carefully.