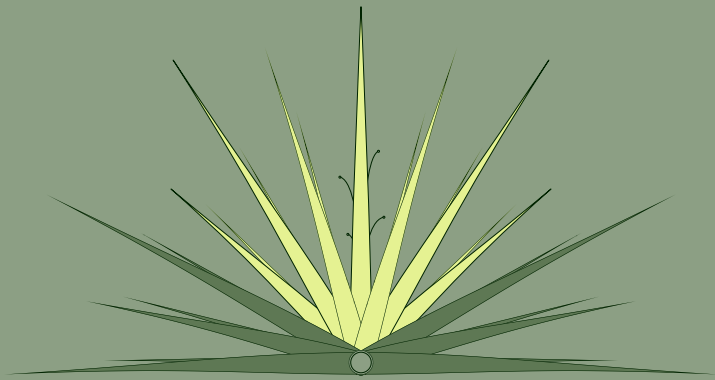




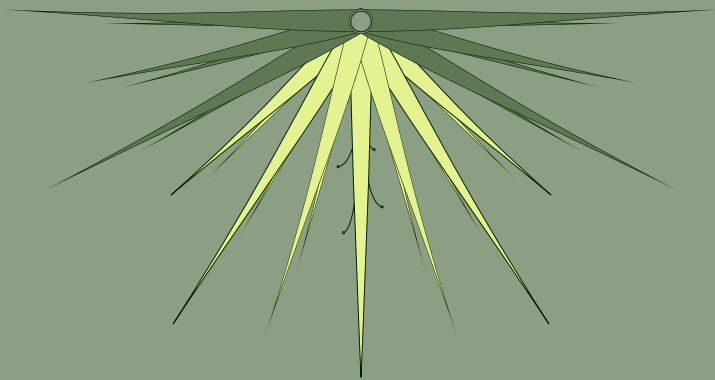
a game for two players

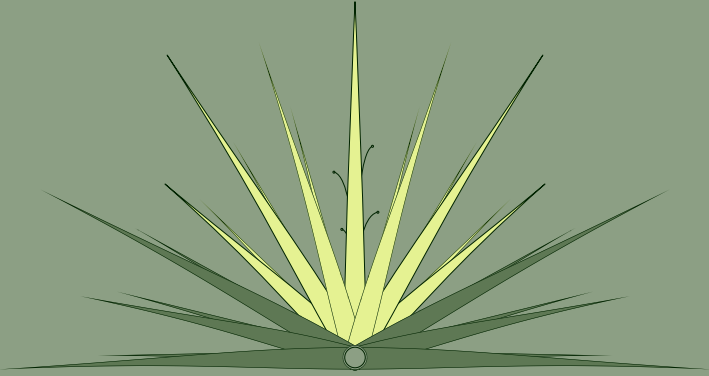
by Dee Pennyway

Made for the Big Bad Game Jam 2019.

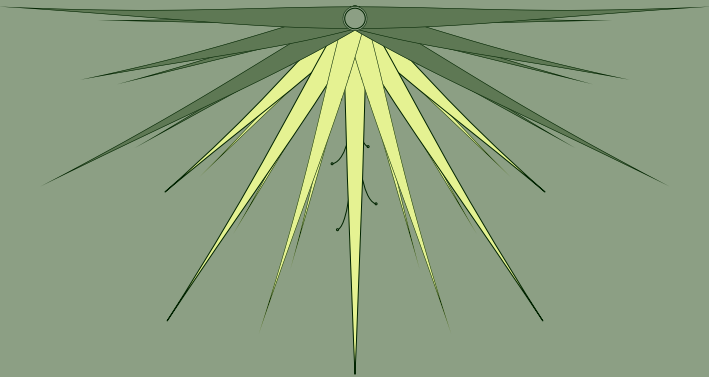


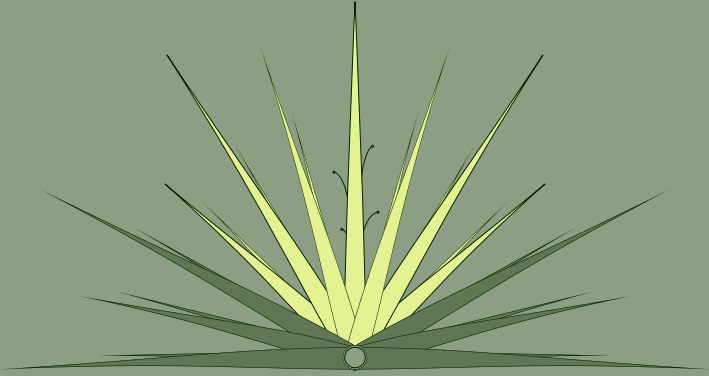
You are not from the other world.



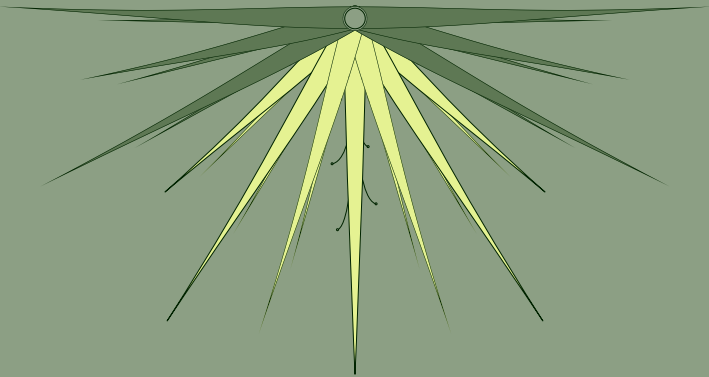


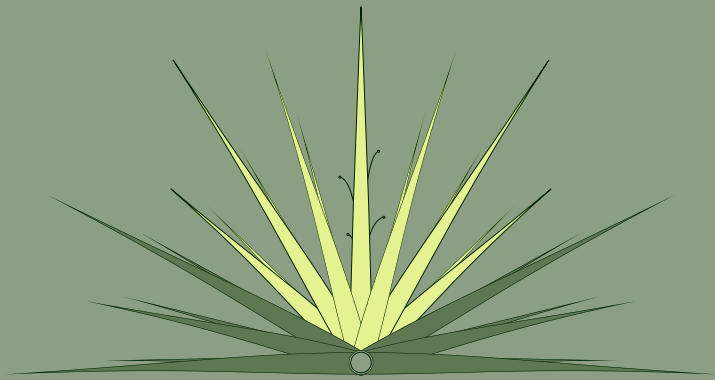
*You are just like everybody else.
Always have been.*



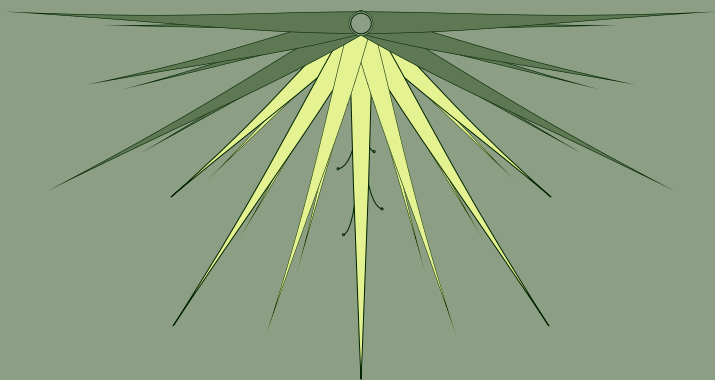


*We told you this and no other story for
as long as you remember.*





It's time to tell you the truth.



The Unfolk

The world has suddenly become a frightening and dangerous place. Your family has successfully remained hidden for generations, walking among the free peoples of the world without question or harassment. Until today.

News has arrived that the government will be looking for members of a certain group of individuals, rooting them out, and ending their existence. Your family is in that group.

Parents, you knew this day would come but you thought you had more time. You let your children believe that they were like everybody else: you taught them how to behave in public, that their powers were just silly children's games. You had planned to tell them when they were older, about your people and where they came from.

But now there's no time; you have to tell them everything.

Children, you've never heard of these people before, and you wonder why everyone is making such a big fuss. If the government says these people are bad, you've been taught to agree. Why should you worry about a bunch of no-good-doers?

And why do your parents look so worried?



How to Play

The Unfolk is a game for two players. One player inhabits the role of the children; the other player inhabits the role of the parents.

The game is played in four scenes by following the instructions and prompts in each scene; at the end of the final scene, the game ends.

You will need:

- A writing implement
- Some paper to write on
- A blank sheet of paper
- An envelope
- A six-sided die

Scene One: The Truth

The details of your people are up to you to decide. This scene is for setting the parameters of the world in which the game takes place.

Children

Present the following questions and record the answers. You may ask follow-up questions as needed.

- Who or what are we?
- What do our people believe that is different from the people pursuing us?
- What do the people pursuing us think we can do that is dangerous?
- What can our people actually do?
- What customs do our people have that are different from the ones we were raised with?
- What are our secret names?
- Why did you keep our reality a secret?
- Where did our people come from?
- Where are the rest of our people now?
- Why have we not joined them until now?

Parents

Answer as best you can.

At the End of the Scene

Children, set the answers aside. Parents and children may refer to these answers as needed throughout the rest of the scenes.

Scene Two: What You Need

There are some things that cannot come with you to the other world--and other things that must not be left behind.

Parents

On an empty sheet of paper, write out a list of ten things the child will need to either bring with them or leave behind, and record answers to the following questions for each item:

- What does it do?
- Why is it significant to our people?
- Why is it significant to us?
- Why is it dangerous?
- When will it be important?
- Can it be replaced?

Read aloud the names of the items in the list, but do not reveal which items must be left behind or which ones must be brought with them.

Children

For each item, roll a six-sided die. This is the number of questions you can ask about that item. The rest remain unanswered.

Choose five items to take with you, and five to leave behind.

At the End of the Scene

Parents, fold the sheet of paper into thirds and slide it into an envelope. Seal the envelope. Write your child's secret name on it.

Scene Three: Separated

Parents, you have become separated from your children. Will they be alright? Do they have what they need? What will happen to them when they cross over without you? Will they be accepted in the other world?

What will happen to you?

Parents

Decide how and where you become separated from the child by answering the following questions:

- Did you become separated before, during, or after their escape?
- Did you make it to the other world?
- Did you get caught by the government? Did you escape? How?

Children

Roll a six-sided die. Choose this number of items to have been lost in the journey to the other world. How did you lose them?

At the End of the Scene

Parents, pass the sealed envelope to the children.

Final Scene: Left Unsaid

Children, you are alone in the other world. All you have to remember your parents is an old coat-- with an envelope in the pocket.

Children

Open the sealed envelope. Read the list aloud, along with the answers your parents recorded for each item and whether you brought it with you, lost it along the way, or left it behind.

At the End of the Scene

Parents and children, you may briefly discuss what happens in the other world, or keep that story to yourself. What happens next is up to the children.