

# Walk

A GMless collaborative storytelling game about those who we cannot ignore, as much as we sometimes wish we could.

# Gameplay

Gameplay in *Walk* is very simple, but may seem unusual if you are used to more traditional roleplaying games.

Gather your group (even if the group is you and you alone) and have this document on hand.

*Walk* is broken into three phases: **Us**, **Them**, and **Therefore**. Each phase is contained on its own page.

First, read the **Us** page individually or together, and follow its instructions as a group. When you are done, do the same for the **Them** page, then, in turn, the **Therefore** page.

When you are finished, check in with your group. The topics touched on by *Walk* can be uncomfortable for some, and it is important to ensure that everybody is okay.

At any point during the game, if a player decides that a decision made by another player or the group is distasteful or contrary to the group's purpose in playing, the decision is unmade. *Walk* presents difficult situations, but the safety of all its players is paramount. There is no responsible gaming without the safety of players being placed first and foremost.

When you're done, use what you've decided and apply it to your life, as best as you are able.

# Us

You live in a truly wondrous society. This is no delusion, no propaganda, and no lie, simply the truth of where you live. There is little you could want, there is hardly any strife, and you have every opportunity to achieve your goals.

Take a moment to discuss this society. Name it, if you feel the need. Talk about what makes this society great, and *only* what makes it great, for you. Define it *only* as much as you need to in order to inhabit it. More detail will confuse things.

Then, answer as many of the questions below as you wish. Answer any others that come to mind. Celebrate your utopic life.

Who is your closest friend here?	Who supports you when you need it?
What do you celebrate publically?	What do you celebrate privately?
When did you first come here?	When was the society realized?
Where do you most love to go?	Where do you keep to yourself?
Why would you not live elsewhere?	Why can you not live elsewhere?
How have you bettered the society?	How has the society bettered you?

When you are finished discussing Us, turn the page and discuss Them.

# Them

You live in a truly wondrous society. This is no delusion, no propaganda, no lie... but not the whole truth.

Recently, you became aware of the fact that you are only afforded such utopia because They suffer.

Name Them, then answer the following questions and any others that come to mind. Tell the truth, no matter how difficult.

How do you know Them?

How do They know you?

How are you like Them?

When must you ignore Them?

Why can't you forget Them?

When do you defend Them?

Where are they forced to live?

Who first showed you Them?

When did you learn about Their suffering?

Why don't others care about Them?

How are They like you?

Who have you discussed Them with?

When you've learned as much as you can stand to learn about Them, turn the page and prepare to stand by your decision.

Therefore

**What,  
therefore,  
should you do?**

What, therefore, do you do?

## Thanks and Credits

*Walk* is a game by Spencer Austin. It was originally released on October 11, 2019 under a Creative Commons Attribution 4.0 International License. To view a copy of this license, visit <http://creativecommons.org/licenses/by/4.0>

Spencer can be found on Twitter @AAdventures2, on an account they share with their wife, Nikkole. If you enjoyed this game, they and their game design can be found on Itch under the name AustintatiousAdventures.

*Walk* is heavily inspired by the short story *The Ones Who Walk Away From Omelas* by Ursula K. Le Guin.

Thanks to Dr. Gail Ivy Berlin, whose Honors Core unit viewing the question “How do we discern the good from the bad?” through the lense of dystopian and utopian literature also served as a strong inspiration for this game.

Special thanks to Robert E. Cook whose patronage supports the Robert E. Cook Honors College at Indiana University of Pennsylvania, a wonderful discussion-based curriculum challenging students to seek connections in strange places and follow them through, and always asks of its students that ever-important question “what, therefore, should we do?”