FORGOTTEN GODS

URBAN IMAGINATION GAME

10 - 30 players | 2 - 7 hours | age 13+

NAUSIKA

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the European Union

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FORGOTTEN GODS

🎭 urban imagination game

🔱 designed by Nausika, Selkie & Erea

👫 up to 30 players, age 13+

⏱️ 2-7 hours of gameplay

🏰 playable in various cities

🌍 co-founded by the European Union

⌛ Gods and goddesses from ancient myths are alive, mingled among the human citizens, and making their living through the XXI century on Earth.

🍀 A thousand years ago they made a bet – what would become of the civilization if the gods withdrew the powers and let the humans act on their own?

⚖️ Now is the time to raise the stakes and call the shots. Is the world going in the right direction, or should the ancient gods reclaim the leadership once again?

🎭 A city game in which you would play ancient gods dressed up as ordinary humans, walking around the city in search of forgotten worship, ritual twists, and the meaning of the human civilization.

DEAR READER

You can organize the “Forgotten Gods” game by yourself.

This Manual is to explain the process and guide you step by step.

All game materials are published on the webpage:

www.nausika.eu/forgottengods

The whole Game consists of:

- this MANUAL
- CHARACTER CARDS
  (main part to print)
- QUESTS AND CONTACTS
  (customizable document)

LEARNING ASPECT

The Forgotten Gods game is designed to provide:

- a fresh perspective to discover a new city or re-discover your own place of living
- meaningful integration between local habitants and newcomers to particular cities
- structured reflection on the sustainable aspects of a chosen city in particular and on the global civilization in general
- role-playing and story-telling experience framed into non-formal education framework
- understanding of cultural codes and symbols hidden beneath the layer of urban fabric
- a boost to imagination, empathy and observation skills in the context of diversity
- basic knowledge about ancient methodologies and their protagonists

TARGET GROUPS

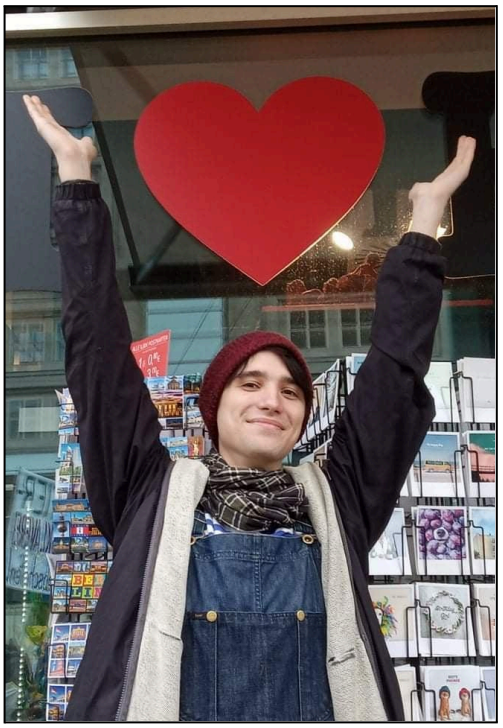
The game **can be run in any European city**. You don't even need to know the city well to run the game, as the players will be walking and interacting with the city by themselves. There are no site-specific quests or content in the game.

The first target group are **participants of youth projects** (youth exchanges, summer camps, school excursions). The game is designed to provide a full-day set of learning sessions and a meaningful alternative to simple city games.

The game can also be organized as a stand-alone event, whether for free entry or ticketed. We see a possible implementation in **sustainable tourism**. The first prototype, before it became an supported by the Erasmus+ project, was co-created by Nausika Foundation and Any van der Zee, then an intern in Kraków, who presented the Scenario and research on the Players as part of her successfully defender master thesis in Uppsala University at the faculty of Sustainable Tourism Destination.

The Games is designed for Players of any **age above 13**. For safety reasons, please be mindful if you organize it for underaged people - they might need special rules and attention if they are allowed to walk in the city in groups without a legal guardian.

CALIBRATION



It's your decision, dear Organizer, how would you like to shape your event, in which direction would you like to lead the Players' experience:

- **role-playing experience**
  focused on immersion into characters and relations,
- **city-game experience**
  focused on achieving quests and finding locations,
- **philosophical experience**
  focused on interpretation of urban space as text of culture,
- **touristic experience**
  focused on particular points of the cultural heritage.

The design documents are modular. There are more Quests and more Workshops described than you need to run the game. You should make choices before the game which Quests and which Workshops you prepare, and which you skip.

It is up to you how you brief and introduce the players to the game. The way of your facilitation and explaining the rules will lead them into one of the directions.

REQUIREMENTS

To organize the game, **you will need to**:

- print around 60 pages in color (3 pages per player)
- invite and recruit the players - from 10 to 30 people
- arrange the venue which:
    - has a room big enough for all your players to meet inside
    - is located in the historical center of the city
    - can be used by your participants only, with no external people passing by
- prepare papers, pens and envelopes (for some of the Quests only)
- have at least 2 facilitators present during the whole event
- prepare prizes for the players (minimum 1 prize as a reward for each Queset)

Beside that, as the organizer, **you don't need to**:

- walk in the city by yourself
- know the map nor the history of the city in which you play
- remember the stories in the Character Cards
- be an expert in mythologies, urban development nor cultural symbols
- make any arrangements with the local places or external persons
- distribute the Character Cards before the event

The Character Cards include descriptions of ancient gods and their adventurous stories throughout human history. You can see it as fan-fiction to American Gods (by Neil Gaiman) and some poems of Zbigniew Herbert. It may also serve you as a good read if you like urban fantasy books. We've put a lot of effort into creating these stories and we are proud to share them!

LIST OF CHARACTERS

GUILDS:		WAR	LOVE	WISDOM	NATURE	DEATH
PANTHEONS:						
NORSE		Thor	Freya	Odin	Idunn	Baldur
CELTIC		Morrigan	Brigid	Lugh	Cernunnos	Manannán
SLAVIC		Perun	Kupala	Veles	Siwa	Nija
GREEK		Ares	Aphrodite	Athena	Demeter	Hades
EGYPTIAN		Set	Bastet	Thoth	Geb	Anubis
SUMERIAN		Nergal	Inanna	Enki	Enlil	Ereshkigal

INTRO FOR PLAYERS

The next page contains the general storyline - a common knowledge of all Characters about who they are, why they have gathered here and what is their mission. Each Player will receive it printed on the back side of their Character Card.

INTRO

You are a god - one of the **eternal beings** that have lived among humans for thousands of years.

The gods could use their **divine powers** to bend the laws of physics, producing miracles and unexplainable events.

They could also **change their bodies**, each of them could be of any gender, any age and fashion style.

THE OATH

Exactly 1000 years ago the gods from ancient pantheons gathered in this city to proclaim an unprecedented **social experiment**, which they called **The Oath**.

After guiding and protecting the humans for millennia, they decided to **withdraw into the shadows** and check if the mortals could survive on their own.

The gods have taken The Oath, **binding them by Fate**, that none of them would use their divine powers in this world, under the punishment of losing all of them until the time of The Oath is fulfilled.

LOSING POWERS

Time after time, each of the Gods present here today, each for a different reason, had used their powers and **broke the Oath**.

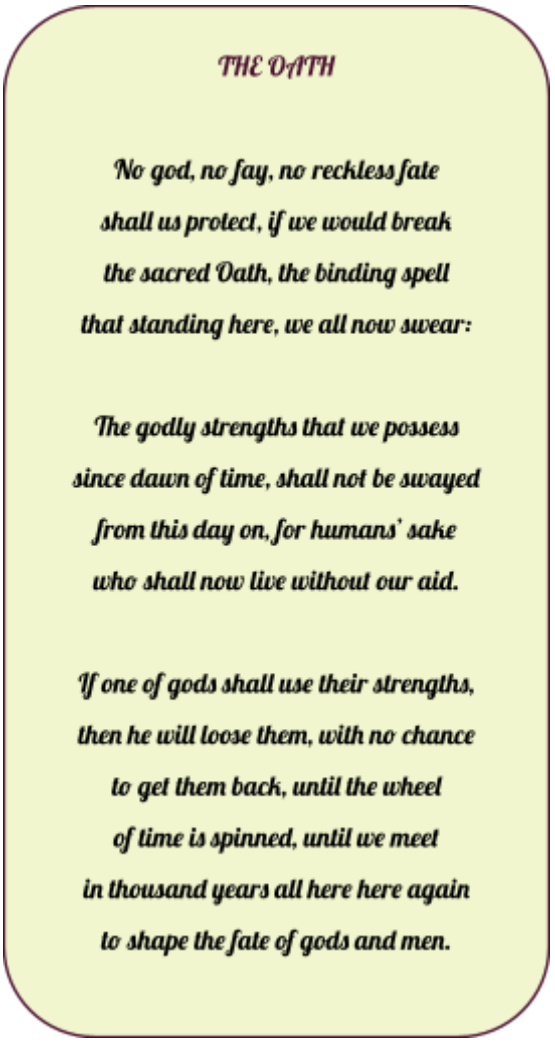
THE WALK

That time of the Oath is coming due in a couple of hours. The gods have gathered again in this **sacred city**. They are about to take the last walk among the humans before making a grave decision:

Should The Oath be **prolonged** for the next thousand years, or should it be **disbanded**?

If the Oath is prolonged, the humans will continue the development of their civilization in its current direction.

If the Oath is disbanded, ALL gods will regain their divine powers and shape the world according to their wishes.



Think carefully, take your time, observe the world around you, and discuss it with your companions. Take a walk in the City along with your **group.** It's been centuries since you met in this company, and the world was definitely a different place back then.

THE QUESTS

The Keepers have prepared a set of **Quests** to prepare you for making the final judgement.

You will find the Quests for **Individuals** and for **Groups** on another Card.

Support each other, allow everyone to speak, help other members of your group with their individual quests as well.

BEFORE THE EVENT

1. Create the Group Chat

You will need to be in contact via **Group Chat** with all Players during the game, especially in the part when they walk in groups in the city.

You don't need the Players to enter the chat before they come to the event. It's enough to prepare a QR code to the Chat and print it as part of the "Quests and Contacts" card (see next point - Printing).

Preferably you should be able to change the names (or nicknames) of the Players, as during the game they should use their Character's name instead of their Player's name.

In the current year (2024) Messenger and Discord allow this option for sure, so use them preferably. You can use other chats or programs if it fits you.

2. Print the materials

CHARACTERS

- A4 or A5 format, double-sided, in color, on hard paper
- each sheet of paper should include Character Story (different for each Player) on one side and Intro (same for every Players) on the other side
- there are 30 Characters, you can print all or, for a smaller event, choose those which you want or feel relevant for your event
- don't change any of the content in the Character Cards document

QUESTS AND CONTACTS

- first, edit the document to craft a specific list of Quests and Contacts for your own event (follow the instruction in the Quests document)
- then print the Quest document, 1 sheet of paper for every player

All materials are available on the webpage: www.nausika.eu/forgottengods

3. Book the venue

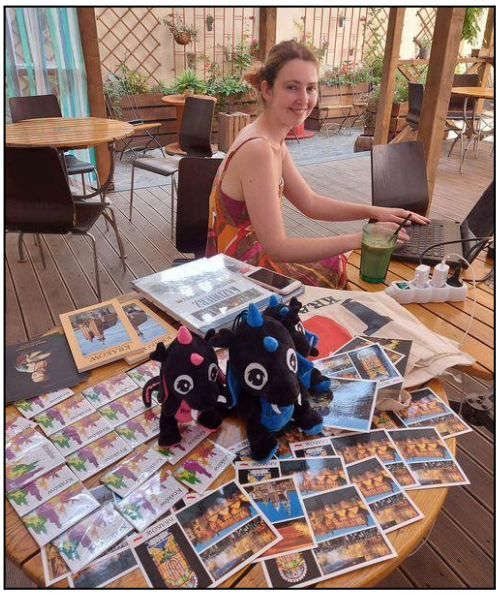
Find and book a venue that:

- has a room big enough for all your players to meet inside
- is located in the historical center of the city
- can be used by your participants only, with no external people passing by

4. Select the workshops

- choose the Workshops which you will facilitate before the game starts
- select no more than 3 out of 10 Workshops described in this Manual, think which of them will fit the best your expected group of Players and their needs
- print them to have the instructions at hand.
- you can also come up with your own workshop ideas, just remember that it's important to warm up the Players and get them into the mood before the game starts

5. Prepare rewards



The Players should receive physical rewards for completing the Quests.

For each Quest, at least 1 Reward is needed for the player or group of players who completed this Quest in the best way. The rewards are mentioned in the descriptions of the Quests, so don't forget about it!

Example rewards: for example: books, games, souvenirs.

The rewards can be fancy if you have the budget or symbolic if you don't. Perhaps chipping in some money at the start for buying the rewards would make sense and raise their motivation to play.

6. Prepare additional props:

- pens, pencils, blank papers, envelopes (if you have selected the LETTER quest)
- strings, tapes, cloth and basic crafting tools and materials (if you have selected the SHRINE quest)

DURING THE EVENT

1. Prepare the venue

Come to the place at least one hour before the Players.

Arrange the space for your selected workshops.

Spread the Character Cards on the table in a way that Players will be able to look at them and choose the ones they like.

2. Welcome the Players | 15 minutes

Put on some music and create a proper atmosphere.

At arrival, make every Player sign in to the Group Chat (show them a QR code to scan or send them a link by what media you have).

Let those Players who arrive first read and choose the Character Cards.

Don't let them steal the Rewards now!

If you need them to sign participation lists, do it now, not to spoil the game flow later.

3. Facilitate the Workshops | 30 - 60 minutes

Conduct the Workshops which you have previously chosen and prepared (see Workshops chapter in this Manual).

4. Form the Groups | 15 minutes

Invite the Players to sit around and introduce themselves as the Characters they are about to play. You can make it quickly, if your design is towards more city game experience, or focus on this part deeply if you aim for a more immersive experience. Some of the Workshops (if you chose them) have already introduced the Characters, so this part may be already done.

During this phase you can already act as The Keepers - your in-game characters - mysterious beings (perhaps the Old Gods) which maintain the Oath and guide the gods through the process.

Hand out the Quests and Contracts cards - 1 for each Player.

Explain to them **the Masquerade Convention**: that they are playing gods who are pretending to be humans. This makes the game more comfortable for them, as they don't need to behave in a weird way in the city nor break any common social rules.

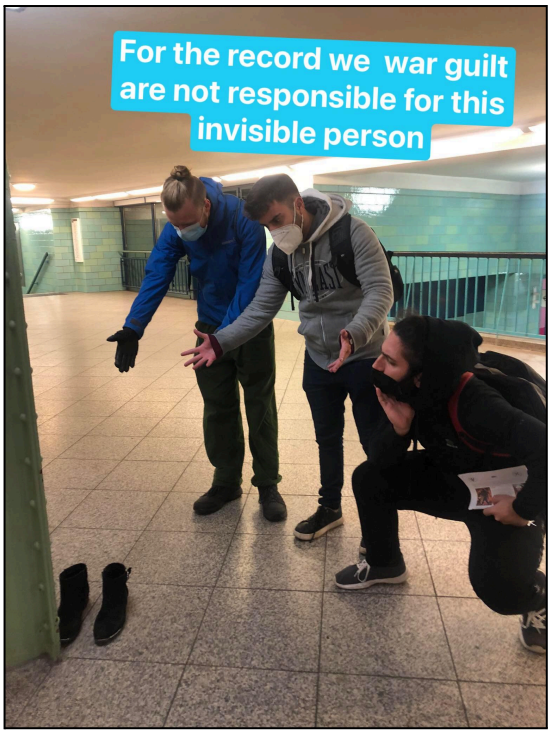
Divide the Players into groups, in which they will be walking and playing in the city. You can either choose by yourself or let them choose.

The Characters of the gods are divided into **5 Guilds** and **6 Pantheons** (see the List of Characters in this Manual). It is recommended that they form groups as either Pantheons or Guilds, but mixed groups are also acceptable.

The advantage of playing in Pantheons or in Guild is that at the end of the Game the Players can switch between the groups - if they walked in Pantheons in the city, then at the end they will be asked to make the decision in Guild, or vice versa.

Tell the Players that they must come back to the Venue at a certain hour. You must choose the hour, depending on how long you want the next phase to last.

5. Walking in the city | 90 - 240 minutes



For the longest part of the Event, the Players will walk in the city in groups and try to complete chosen quests. None of the quests are obligatory, so they don't need to get out of their comfort zone if they don't want to. But it's recommended that they try to complete most of the quests from the list which you have prepared for them.

The crucial part of keeping the Players engaged is staying in touch with them online on the **group chat**. This is why the Players are asked (in most of the Quests) to upload the materials (photos, videos, texts) in the chat. When one group sees that others are uploading interesting content, they will try to keep up and upload something themselves.

The group chat can also be used to stir the narrative part of the game: the Pantheons or Guilds can communicate with each other, mock each other, share comments regarding their methodological fields and stories.

On the chat you, as the Facilitator, should take on the role of "The Keepers" - communicate with players in-game as your role, also change your nickname appropriately.

If the Players during the game complain that their files or documents are too big to post on the Chat, respond to them that they can upload it first to any online drive and then post a link (everyone who uses a mobile phone should be able to do it easily).

It's OK if different groups meet each other in the City, they can even use the chat to organize the meeting. If they want to join groups to perform a Quest together, it's also OK, but for one Quest only.

Keep track of the time, remind the Players about the Meeting Time, for which they should come to the Venue for the final phase of the game.

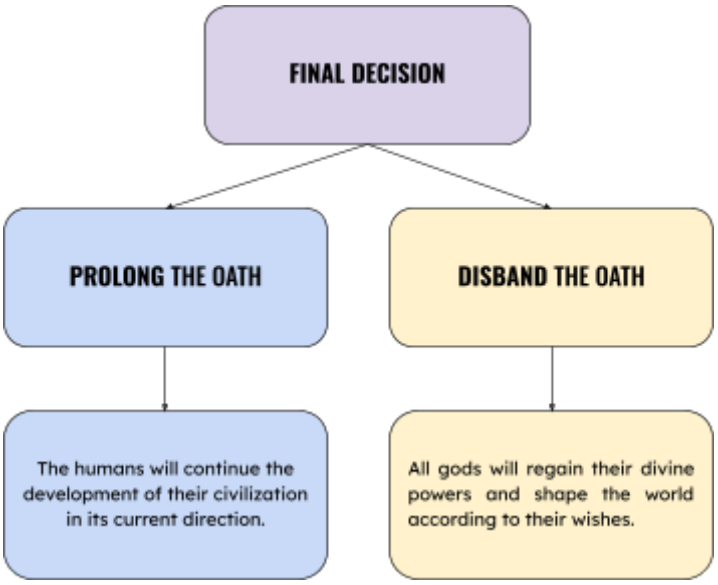
6. Final Decision | 15 - 60 minutes

The Groups will probably come back in slightly different times, so you should prepare a comfortable space for them, preferably also some snacks and refreshments.

If you chose to play with the SHRINE Quest, the first thing they do should be to build their Shrines. Help them with crafting tools and materials.

When all Players have returned (and completed their Shrines), ask them to gather in one room and prepare for the decision.

The Final Decision is about the choice specified in the chart on the right:



It's up to you as the Facilitator, how much role-playing you put into this moment. This phase can be made very epic and immersive, especially when the room is decorated and the shrines are made. You may boost the atmosphere with candles and music. But it's also OK, sometimes better, to make it more as a facilitated discussion than a role-playing game, it's your choice how you lead the experience of your Players.

The proposed decision process is that each group has 1 vote.

It would be best to mix their groups at this moment: if they walked in Pantheons, they should decide in Guilds, or vice versa. However, if the players are beginners or don't feel comfortable with role-playing, you can let them make the decisions in the same groups in which they were in the city, this would be faster and easier for them, at the cost of interaction and discussion.

The time for discussion before voting is up to the facilitator: from 15 to 60 minutes.

In case there is an even number of groups and the vote ends in a draw, then you as the facilitator (narratively: The Keepers) decide. You can use this position to ask the players for final arguments and agree with those who convince you better.

Alternatively, you can give each Player 1 vote. The votes can be carried out by some objects - like putting stones into bowls (this is better than raising hands, which does not suit the context).

7. Debriefing | 15 - 30 minutes

After the Game, it's time to facilitate a talk, share reflection and uncover the learning aspect of the game and the reflection done by the Players.

The Players might be exhausted after the few hours of the Game, so consider making a break and adjust the time of the debriefing you need. If you ran the game as part of a longer project, perhaps it's worth doing the debriefing on the next session or the next day.

Regarding the main focus of your event, ask the Players some of the following questions:

- **role-playing experience**

What emotions did you experience during the game?

Did you engage in any conflicts with other characters, how were they resolved?

What would you like to take from your character, and what to leave behind?

- **city-game experience**

How did the process of collaboration within your group go?

Which quests were the most challenging and which most satisfying for you?

Did any of the other people in the city realize that you are playing a game?

- **philosophical experience**

Is our civilization going in the right direction?

Is there a value to mythology in the modern world?

Would you like to attain divine powers if everyone else would also have so?

- **touristic experience**

Do you find the city a good place to live for yourself and for others?

What were the best places you discovered or rediscovered during the game?

Would you like to experience other cities as an undercover deity from ancient times?

AFTER THE EVENT

Dear Facilitators, thank you for your efforts in running this game!

How did it go? We would be delighted to receive feedback from you.

Did you modify the game, introduced your own elements? Let us know how it was!

Do you have questions about how to organize the next runs of the Game?

Or perhaps you would talk about possible collaboration with Nausika?

CONTACT

You can contact the lead designer directly, I will be glad to answer!

biuro@nausika.eu

www.facebook.com/Nausika.Foundation

www.facebook.com/ZbyszekJanczukowicz

ACKNOWLEDGEMENT

We would appreciate if you acknowledge our work by linking
the Forgotten Gods webpage in your social media:

www.nausika.eu/forgottengods

WORKSHOPS

The Forgotten Gods game is designed in a modular way. It can be adjusted to various groups of players and their different needs and expectations.

It's up to you - the Organizers - to guide the Players through the whole experience. You should select a few workshops from the list below to warm up the Players and prepare them to experience the game.

This is an important moment - depending on the workshops, the Players will play and behave differently during the whole event!

This is a decision to be made when publishing the event, as it impacts the expectation management coming up from the description of your event.

You should choose from 1 to 3 workshops, don't make it too long.

WORKSHOP

PUNCTUM

POSITION

BRIEFING, before or after distributing the Characters

DURATION

20 minutes

PREPARATION

no materials needed

INSTRUCTION

Instruct the players to start walking in the space. Have them increase their pace and then slowly begin to decrease it until it reaches ⅓ of their original walking speed.

While walking, ask the players to begin to take stock of their surroundings. After a minute Instruct them to pick an item or point in space they see, approach it, and inspect it closer.

They should take their time, take stock, and attempt to memorize every part of it (texture, color, shape).

Ask them to repeat this process 2 more times without hurrying, taking as much time as they need.

After that, they should resume walking around the space looking for things they had not noticed earlier.

Lastly, have them close their eyes and bring to memory the items they observed, with all their details.

IMPACT AND TARGET

This will allow the players to slow down, focus, and become more attentive to their environment.

Enhance the **touristic experience** of the Game.

WORKSHOP

TAROT READING

POSITION

BRIEFING, after distributing the Characters

DURATION

15 minutes

PREPARATION

A deck of Tarot Cards (or Dixit)

INSTRUCTION

Distribute a deck of Tarot Cards on a table (full deck for people who know Tarot a bit, only Major Arcana for beginners). It's possible to use another set of cards instead of Tarot, for example Dixit cards would do just fine.

Divide the Players into groups: either by Pantheons, by Guild or by groups in which they will go into the city. Make each group stand in a circle.

Each player draws one card that speaks to them the most. It is not required that they can read the divination meaning of the cards.

The task of each player is to explain (makeup) the meaning of the card from the perspective of their god character.

This workshop can be combined with THE STORIES OF THE GODS. Then, each Player draws 2 cards at the start of both workshops, and they decide which card is for the tarot reading and which is for the storytelling.

IMPACT AND TARGET

Make the players think deeper about their Characters, try to guess how their Character is thinking and interpreting the cultural symbols.

Recommended for players who are interested in the methodological and symbolical layers of the Game.

Enhance the **role-playing experience** of the Game.

WORKSHOP

THE STORIES OF THE GODS

POSITION

BRIEFING, after distributing the Characters

DURATION

15 minutes

PREPARATION

A deck of Tarot Cards (or Dixit)

INSTRUCTION

Distribute a deck of Tarot Cards on a table (full deck for people who know Tarot a bit, only Major Arcana for beginners). It's possible to use another set of cards instead of Tarot, for example Dixit cards would do just fine.

Divide the Players into groups: either by Pantheons, by Guild or by groups in which they will go into the city. Make each group stand in a circle.

Each player draws one card that speaks to them the most. It is not required that they can read the divination meaning of the cards.

The task of each player is to make up and tell a story, which expands on the story written on their Character Card, in which their Character took part in a (any) historical event. The format of the story is open, but it should answer the following questions:

- What event was that?
- What did they do?
- Did they influence the course of history?
- What friends or enemies have they made?

Give the Players around 2 minutes to think about the stories and then up to 2 minutes per Players to tell their story.

This workshop can be combined with TAROT READING. Then, each Player draws 2 cards at the start of both workshops, and they decide which card is for the tarot reading and which is for the storytelling.

IMPACT AND TARGET

Make the players think deeper about their Characters, add a personal touch to the pre-written stories.

Recommended for Players who want to immerse more in their Characters.

Enhance **role-playing experience** of the Game.

WORKSHOP

ASSOCIATION CIRCLE

POSITION

BRIEFING, after distributing the Characters

DURATION

10 minutes

PREPARATION

no materials needed

INSTRUCTION

Divide the Players into groups: either by Pantheons, by Guild or by groups in which they will go into the city. Make each group stand in a circle.

Remind the Players that they should now think as their Characters.

One of the players says a word. The next player clockwise tells a word which is connected (similar to, associated) to the last word spoken. And go again clockwise.

Encourage the Players to be fast and loud. It's OK if the groups compete who is the loudest in the same room.

You can run this exercise 1-3 times. You can change the groups or keep them the same.

Possible variants: in the next runs, if it seems easy for them, ask the Players to tell words which are opposite to the last word spoken (from the perspective of their Characters).

IMPACT AND TARGET

Make the players think deeper about their Characters, try to guess how their Character is thinking, what words, values and ideas are important for their Characters.

This is an easy exercise, recommended for all kinds of players.

Enhance **role-playing experience** of the Game.

WORKSHOP

WHAT IF...

POSITION

BRIEFING, after distributing the Characters

DURATION

10 minutes

PREPARATION

no materials needed

INSTRUCTION

Divide the Players into groups: either by Pantheons, by Guild or by groups in which they will go into the city. Make each group stand or sit in a circle.

Remind the Players that they should now think as their Characters.

One of the Players asks a question beginning with “What if...”

The next Player clockwise answers that question, beginning with “Then...”

All kinds of questions and answers are welcome, the Players can be creative, funny, serious or ridiculous.

Then, the Players who gave the answers, ask the same kind of question, and the next Players clockwise give an answer to it. Continue until all Players have spoken.

IMPACT AND TARGET

Make the players think deeper about their Characters by trying to think from the Character’s perspective.

This is an easy exercise, recommended for all kinds of players.

Enhance **philosophical experience** of the Game.

WORKSHOP

TEN USES OF

POSITION

BRIEFING, before or after distributing the Characters

DURATION

15 minutes

PREPARATION

a simple object from the room

INSTRUCTION

Gather all Players in one big circle.

Pick up and show a simple object to the Players. It can be anything: a pen, a ball, a sheet of paper. Nothing extraordinary.

Ask who volunteers to start. If no one volunteers, you start as the facilitator.

The task of each Player is to take the object, then show theatrically and without words what this object is - it must be something else than the original object!

Go like this clockwise until everyone has participated.

IMPACT AND TARGET

Prepare the Players to think creatively and find different uses and interpretations of normal, daily things they will later find in the city.

This is an easy exercise, recommended for all kinds of players.

Enhance **philosophical experience** of the Game.

WORKSHOP

MEDIEVAL MIND

POSITION

BRIEFING, before or after distributing the Characters

DURATION

15 minutes

PREPARATION

no materials needed

INSTRUCTION

Gather all Players in one big circle.

Ask who volunteers to start. If no one volunteers, you start as the facilitator.

The first Player thinks of an object typical for the MODERN period of Europe and whispers the name of this object to the ear of a Player standing next to them..

The next Player has to describe aloud (everyone should hear) this object, but using ONLY the words, ideas and images available to the people from the MEDIEVAL times (for example: a car is a carriage riding without horses).

The other Players should guess the object (say it aloud).

The first Player who guesses correctly, tells the next word to the Players standing close to them.

Continue for a couple of rounds.

IMPACT AND TARGET

Prepare the Players to think creatively and to imagine the perspective of persons (gods, deities), who had lived in this world throughout many centuries.

This is an easy exercise, recommended for all kinds of players.

Enhance **philosophical experience** of the Game.

WORKSHOP

AMULETS

POSITION

BRIEFING, after distributing the Characters

DURATION

30 minutes

PREPARATION

- Base: Wood, cardboard or plastic cylinders with holes for string,
- Paints or markers for coloring the bases,
- Strings to hang the amulets from
- Glue
- Additional materials: feathers, teeth, sticks, string,...
- Reference material (information about imagery of pantheons, gods)

INSTRUCTION

The players are given materials to construct amulets that represent their god. They are prompted to try to understand what would be the best way to represent their god, whether by doing their own research or studying the provided materials. They are also encouraged to include some element that symbolizes their guild and pantheon.

These amulets can then be used as the object that ties the players to their characters. As such they can be a great tool for both briefing and debriefing.

As a faster alternative you could pre-prepare amulets for each god

IMPACT AND TARGET

This workshop will empower the role-playing aspect of the game. It should allow the players to organically learn about their god as well as help them get into the character.

Recommended for groups who have a larger amount of time and wish for greater immersion or are composed of people who have trouble getting into character.

WORKSHOP

SAFETY PREP

POSITION

BRIEFING, before or after distributing the Characters

DURATION

15 minutes

PREPARATION

no materials needed

INSTRUCTION

1) Personal safety

This game is about going outside of your comfort zone but it is important to establish that it is okay to take a break or step away from a scene making you uncomfortable. If you wish to take a break, a facilitator (or a dedicated safety person) should always be accessible. A nice sentence they can use to step away could be: “These foolish mortals tire me, I need a break.” Improvise a short scene, the facilitator shows it or at least make them repeat this sentence.

2) Inter-group safety

To establish how comfortable players are with expressing certain topics, intensity of play or how far outside of the comfort zone they are willing to step, make them answer these questions by aligning on an imaginary or tape axis - ends representing the extremes of the spectrum. This exercise should be done within the group they will be going into the city with.

3) Interaction with non-players:

Finish off with explaining that other people will not know they are roleplaying. The game is designed in a way that you will not need to break that barrier, as the gods currently do not possess their powers and therefore seem as normal as possible to outsiders. The gods have to try to merge into society to their best abilities and not disturb the mortals who are not a part of this game.

IMPACT AND TARGET

Establishing a safe space for roleplay to emerge amongst players as well as ensuring they are aligned and not bother non-players in the city. It also helps players to get to know each other’s limits and wishes for this game.

Recommended for groups who enjoy focus on their mental well being and social contracts.

WORKSHOP

BALL OF YARN

POSITION

BRIEFING, after distributing the Characters

DURATION

20 minutes

PREPARATION

A ball of yarn (1 per pantheon, max 6) is best as the relationships are visible.
Alternatively you can also use a token for each group (either the same for all (max 6), or unique for each guild & pantheon represented in the game (max 11)).

INSTRUCTION

Once the characters have been distributed, it's time for the gods to meet and remember their connections and relations from ages past.

First gather the gods together into groups within their families (PANTHEONS). Call upon each of the pantheons and when they approach send them to the respective place with 1 ball of yarn per group.

They should first introduce themselves to each other. Then the first god should hold the end of the yarn and throw the ball towards another, who they wish to make a relation with. They should use their characters as inspiration. They can propose a positive / funny / negative (or any other type of relationship) they wish to form and briefly discuss the details. This action should be repeated until all gods within a group have been connected to at least one other god.

Afterwards, repeat the same but within their colleagues (GUILDS).

Each of the two sessions should last from 5-13 minutes, depending on how engaged the players get and if you wish to add specific questions they should think about.

IMPACT AND TARGET

Deepening the character relations, making people more immersed into the story, making them more brave to roleplay as well as provide content for roleplay, making it more fun & engaging.

Enhance **role-playing experience** of the Game.

THANK YOU

FOR ORGANIZING THE GAME

WE HOPE YOU ENJOYED THE PROCESS

AND DISCOVERED SOMETHING UNEXPECTED

VARIANTS

FESTIVAL MODE

You can run a festival version of the Forgotten Gods game during an external event like convention or conference.

Print the document FORGOTTEN GODS - FESTIVAL MODE

- 2-sided, in color, on hard paper, format A5 or A4

download it from:

www.nausika.eu/forgottengods

Hang the Cards around in the festival area.

The people who pick them up, can read the card and perform an individual quest, then upload it in social media with #ForgottenGodsLarp hashtag.

If they do, they will receive a little price - a sticker, a candy, or both (you should prepare that).

You, as the organizer, should be easy to find somewhere there, check the online content, give them the rewards, and talk more about the game.

Dear Finder of this Card,

You are a god from ancient **mythology** living in the modern world.

You have sworn an **oath** not to use your divine powers and you hide among the humans.

As a god, you can be of any gender, any age and fashion style - just the way you look **today**.

Read your story on the back of this page and complete the following quest:

SIGNS OF WORSHIP - PERSONAL QUEST

Find proves that you are still **worshiped** in this city. Walk around, look for signs, be inventive. Various **forms and symbols** used everyday by humans come from ancient times... Various **stories** of modern people reflect the ancient **adventures** of mythical gods and heroes...

Shoot a good **photo** or a short **video**, make a **meme** or a funny **comment**. Post it in any social media with #ForgottenGodsLarp hashtag. Then find the person who is running the FORGOTTEN GODS game here and show them your post. They shall give you a little **prize** and talk more about the game, you may also find other **gods** there!

FORGOTTEN GODS

Would you like to **know more** about the Oath and the future of the ancient gods? There is a **role-playing urban game** with a big narrative behind it, you have just found one card in a festival version with a simple quest. Check out for more:

www.nausika.eu/forgottengods