

A woman's silhouette is shown from the back, with her long, dark hair framing a circular opening. Through this opening and the rest of the image, a bokeh effect of colorful lights (red, blue, green, yellow) is visible against a dark background. The text is overlaid on the left side of the image.

Did

I

Fall

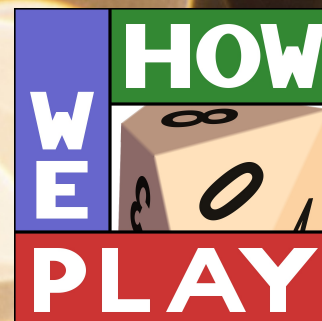
Asleep?

David Leaman

When you first sold your body into their service, the Company wiped your brain of all personality and memories. Then over and over they imprinted you with new minds, sent you out on dubious missions and wiped your brain again.

Now that your term of service is over, you are being given the chance to become who you originally were and to be released back into the world. But what sort of terrible situation were you in before? Were you just down on your luck, or were you a hardened criminal? And when you find out who you were, will you want to return to your old life?

Did I Fall Asleep? is a freeform larp about identity and self. It requires 6-12 players plus a GM and plays in about two hours.



Did I Fall Asleep?

A freeform LARP by David Leaman

Alpha testers: Perth Day, Dymphna, Aaron Friesen, Aaron Lahey, Ashleigh Patterson, Jonathon Patterson, Emily Redelmeier

Beta testers: Heather Berryman, Sarah Lynne Bowman, Laura Boylan, Jacqueline Bryk, Miranda Chadbourne, Clio Yun-su Davis, Jeff Dieterle, Kristin Firth, Harrison Greene, Ephraim Gregor, Clint Ladd, Joseph Le May, Saje Liese, Morgan Nuncio, Gerrit Reininghaus, Kristine Rosette, Mike Sergio and others

This game is copyright © 2017 David Leaman

Images courtesy of <https://pixabay.com/> used with permission:

Cover art by geralt

Back cover by StockSnap

Introduction

A larp about identity and self. You entered into the service of the Company several months or years ago. When you first arrived, the Company wiped your brain of all personality and memories. Then over and over they imprinted you with new minds, sent you out on missions and wiped your brain again. Now that your term of service is over, you are being given the chance to become who you were originally were and to be released back into the world.

Did I Fall Asleep? is a larp for 6-12 players plus a GM. It plays in about two hours.

Thanks and Acknowledgments

First of all, this game might never have been conceived of without inspiration from a larp called [Factory Reset](#), by Anna Kreider. Second, it wouldn't have ever gotten written without the encouragement of various members of the Hamilton and Toronto area larping community. Third, many elements would have been an incoherent mess without creative input from Dymphna. Finally, I'd like to thank the brave alpha playtesters of this game, as well as all the beta testers at Nerdly North, Gen Con Indy and Metatopia.

Overview

This is a game about people who have had their memories and personalities wiped clean. We'll have an opening guided meditation, play consisting of characters being called one by one to have their personalities re-imprinted while the rest interact in the common area, then a closing guided meditation and debrief. **This document contains spoilers**, so if you are not planning to GM the game it may be best to wait until after the game before reading it.

Themes and Expectations for the GM

This game aims to explore questions about the nature of personhood and of the self. It can also lead to examination of issues of exploitation, including sexual exploitation. Some players will be asked to embody some terrible people, including a murderer, a drunk driver, a spousal abuser and a sex offender. The characters are in an awful situation, so tempers might rise, particularly against the GMC.

Participants will play people who have spent the past several years in the service of an organization ("the Company") of dubious morality, their minds wiped and their bodies repeatedly imprinted with new minds for various purposes. Now their period of service has expired and they are to be imprinted with their original minds and released. They must deal both with the knowledge that their bodies have been used the way they have for so long and with the knowledge that who they were might not be someone they want to go back to being. Each

character must make a choice: go back to being who they originally were or prolong their contract with the Company and remain in service.

Premise of Game

The Company possesses the technology to make a copy of a person's brain patterns, wipe their mind clean and imprint a different mind onto their brain. With this technology the Company signs people up, mostly criminals and those down on their luck, to act as their agents. In exchange for a reduced sentence or for money, the subjects loan their bodies out for whatever the Company sees fit. In fact the Company rents out its agents to wealthy customers and doesn't ask too many questions about what they will be used for as long as the agents are not seriously harmed.

One by one the agents will be called into the adjoining room, given a dossier describing their original self, and offered the choice to either be imprinted with that self and released or to renew their contract with the Company. Some of the dossiers will describe people who are despicable in various ways, so some of the characters may decide that they would rather not bring that person back into the world. Some characters may have other reasons to decide not to be reimprinted with their original selves.

Playing a GMC

As the GM, you will run the intro and the debrief, as well as playing the technician in charge of imprinting the agents with their archived images.

As the technician you should be friendly, calming and gentle, like someone working at a medical or psychiatric facility. Your character has been instructed to interact with the agents as little as possible, but you are free to ignore this to varying degrees, and I encourage you to let tidbits of information slip from time to time in order to liven up the game. Assume you have no knowledge of the specific missions any of the agents have been on, but you have interacted with agents somewhat before and after missions, so you have some inkling of what they've been through. You do know what sorts of personalities the agents have been imprinted with over the course of their service; based on this you have a pretty good idea that many of the missions have been sexual in nature, and that some others involve shady or even illegal activities.

Some questions may come up during the game, about the nature of the agents' service and so on. Here are some points to familiarize yourself with in order to answer them.

- The volunteer agents are paid "a substantial amount" for their service. Avoid giving exact numbers; if pressed say that as a technician you don't know exactly how much.
- Thanks to an agreement with the Ministry of Justice (or local equivalent) some agents have had prison terms shortened or even eliminated through service with the Company. These agents do not get paid for their service terms.

- Contract renewals are always for a year at a time.
- If an agent renews their contract they will be paid for the additional time, even if they were not paid for their original term.
- If an agent opts to be reimprinted with their original personality and released, they are free in the future to reapply to the Company for a new contract.
- Agents have all joined the Company of their own free will.
- Every aspect of the Company's business model is legal.

It is of course not possible to include answers to every question that may come up; you are encouraged to improvise the rest. Feel free to avoid answering certain questions by claiming that your position as "just a tech" doesn't grant you access to certain information. Some key phrases are "That would be a question for the legal department", "Sorry, that information is above my paygrade", and "I wish I knew, but I'm just a tech".

Player introduction

Read or paraphrase the following to the players as an introduction to the game:

The setting is this country, perhaps five years into the future. An organization referred to simply as "The Company" has implemented a technology that allows them to make a digital copy of a person's brain, wipe their mind clean and imprint them with a stored brain pattern. They offer a substantial amount of money to volunteers in order to effectively rent their bodies for several months at a time: they overwrite the volunteers' minds with custom-developed minds and hire them out to wealthy customers for various purposes.

You will be playing people who are at the end of their contracted terms with the Company. You will start as blank slates and will be taken one at a time into another room to be imprinted with your original personalities.

The Game

Part 0: Prep

Name tags

Pens

One main "waiting room" and one adjoining "imprinting room"

Printed profiles and "brain damage" cards

Scissors

A coin or other randomizer

This game assumes the play space has two parts: a room large enough for all players to stand or sit around and mingle (the “waiting room”) and a smaller room, perhaps only large enough for two people, one seated (the “imprinting room”). If your play space is such that it is not feasible you may have to improvise, perhaps designating one corner of a room as the imprinting room and having the players agree to treat it as though it were a separate, closed off space. You should either leave a pen in the imprinting room or carry it around with you.

Feel free to improvise and experiment with the waiting room setup. For example, I once left art supplies on a table, and it worked out beautifully. If you try something that works particularly well, please let me know by emailing dave@howweplay.com.

Part 1: Workshopping

Safety Techniques

Explain cut and brake. Explain the open-door policy.

Read or paraphrase the following:

There might be points in the game where players want their characters to come into contact, for example to touch, kiss or hit each other. In these cases we have a technique that promotes everyone's safety. First of all, any such contact is done in slow motion. Second, we don't come within a hand's breadth of touching each other. Third, the recipient of the action is the one who decides how it is resolved. For example, character A wants to kiss character B. Player A begins the motion of moving in for a kiss. Player B decides what will happen: will character B pull away? Hesitate? Turn their head and present their cheek? Or move in for the kiss as well? Either way, player A stops at least a few inches from touching player B. For anything that does not feel so straightforward, players may want to state what their character is doing. For example, it might not be clear whether Player B is turning their head away from the kiss or turning their head to present their cheek. In this case it might be a good idea for Player B to say something like “I am presenting my cheek for the kiss”.

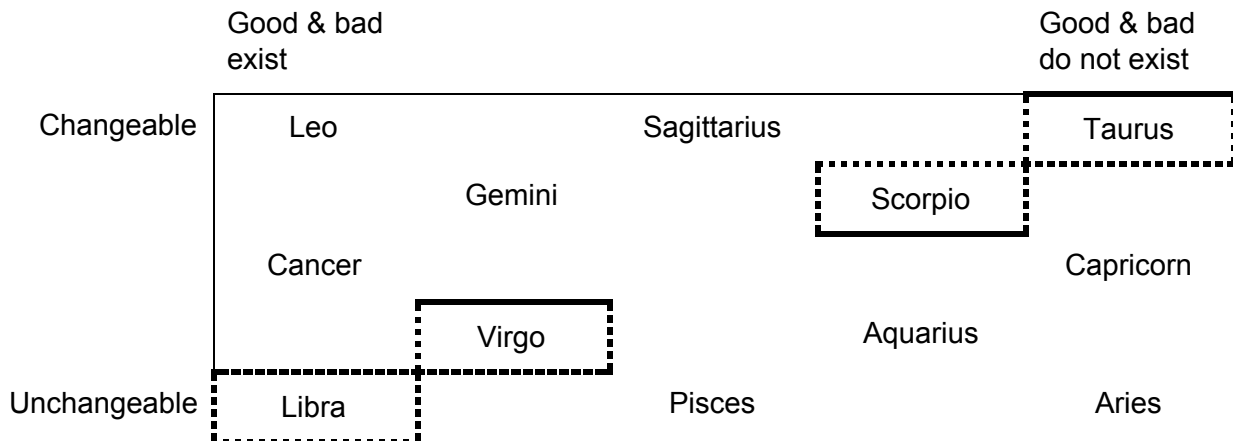
Hand out pens and index cards (including to the GM) and read or paraphrase the following:

During the game players will be creating details of character backgrounds, and there may be themes or topics that should be avoided for the safety and comfort of the group. I'm giving everyone, including myself, an index card. If there are any topics you don't want to come up during the game just write them on the card, or else write the word “nothing”. This way the entire group knows to avoid certain topics when prompted to write their background details.

Collect the cards and mix them up. Read out any cards that don't say "nothing". Note that this might mean you will have to edit (or even omit) some of the available characters. For example, Leo should be edited or omitted if any players are uncomfortable with the topic of sexual assault, and Aries should be edited or omitted if the topic of suicide is flagged. If characters are omitted in this way such that there are not enough to go around, assign designations as described in the "Casting" section, but substitute the nameless character sheets for the named ones.

Casting

To do the casting ask the players to line up and rank themselves from left to right, with those who believe there is such thing as a "good" or "bad" person at the left and those who do not at the right, with the various shades of unsure in between. Once all the players are in a line ask them to rank themselves again: to walk backward if they believe that people can change their nature and forward if they believe they cannot, again with shades of grey in between. Then assign names according to the following chart and have people write their names on their nametags. The designations with dashed outlines are required characters; the others are all optional. Make a note of which names are in play on the player chart, at the beginning of the handouts section. Make up a name for yourself and write it on your own nametag.



Game space

Establish the bounds of the game space, including which areas are out of play. Delineate what comprises the waiting room and what comprises the imprinting room.

Part 2: Play

Guided Meditation

Read the following out loud:

We will now do a guided meditation to get you into the mindset of your initial character.

Close your eyes and empty your mind. Whoever you think you are right now, that is an illusion. All your current memories have been implanted. All your personality traits manufactured. Your body is in reality an empty shell, imprinted with someone else's life.

Now you will begin to release your mind's hold on this false personality and become a blank slate. Bring to mind your most cherished memory... it never happened. Or maybe it did, but to someone else. Let it go. You have no memories at all.

Think of the people you love the most... you've never actually met them. Memories of them were implanted in your brain. Forget about them and accept that you don't know anyone.

Think of your strongest, most defining personality trait... it is false. Let it slip away. Let go of everything you believe defines you. Become the empty shell that you are.

Concentrate on your fingers, your hands, your arms, the rest of your body. These do not belong to you. This body is owned by the Company. You are merely a passenger in this shell.

You are nobody. No personality, no identity, no memories, no past. The only memories you have are the ones formed in the few minutes since I began speaking.

Open your eyes and look around. There are other people here. You may think you know them but you are mistaken: they are strangers. They don't know who you are any more than you know them. They are empty shells like you are. You may interact with them if you are so inclined, but remember that any personality traits they might evince, any memories they might profess to have, are remnants of their own false imprinted selves.

My name is <your name>, and I am a technician with the Company. Your contracted term has come to an end and soon you will be restored to your former self and released. You are wearing a label with a designation that uniquely identifies you among this group. When your designation is called, enter the imprinting room. There you will be offered the chance to be imprinted with your original identity. Until then please make yourself comfortable.

Main Game

Start a timer. On the five-minute mark, choose the first subject to follow you into the imprinting room (see the section on characters, below, for the order of subjects). The way I call subjects in is to walk into the waiting room, smile pleasantly, and say, "Hello <designation>, how are you feeling today?" and then, "Would you like to come with me?" However you phrase it, do so exactly the same way each time so as to maximize the creepiness of the interaction.

Imprinting room

Hand the subject their case notes and read or paraphrase the following to them:

Here are the case notes from your file, describing your original personality. Read them carefully and decide whether you prefer to be imprinted with this personality or to renew your contract with the Company.

The Safety Chute

If the player uses the phrase "there's been a mistake", this is a signal to you the GM that they are not okay with their character. Apologize in character, and make an excuse about the computer having mixed up the files. Substitute in an unused character or one of the unnamed sheets. DO NOT keep the original character sheet for use with another player.

Imprinting

If the character decides to be imprinted take away the case notes, hand them their questions and a pen, and read the following:

You will now be imprinted with your original brain image. The imprinting process is quick and painless. It will overwrite any memories you may have accrued in the waiting room. As the imprinting process goes on, some questions may occur to you. Do your best to answer these questions for yourself; they will aid in re-establishing your hold on your original personality.

Once the questions are answered the player may keep their question sheet, but it does not exist as an in-game artifact. I.e, the player may keep it but the character may not. Offer the opportunity to modify their name tag to reflect the character's true name, then release the character back into the waiting room and call in the next character.

Renewing the contract

If the character decides to renew their contract, note down their designation and instruct them to repeat the following words precisely for the record:

I authorize Leith Solutions to renew my agent contract for a period of one year, effective immediately.

Once the character has said the words, release the subject back into the waiting room and call in the next character.

Unusual situations

The following are some unusual situations that sometimes come up, and how you might deal with them. If anything comes up during the game that you don't know how to handle, it is probably covered below. Make an excuse to disappear into the imprinting room or pretend to make a phone call, and look through this section. If you encounter a situation not covered below, please let me know!

Refusing to go into the imprinting room

An agent might refuse to follow you into the imprinting room. Your first response should be to insist, firmly but gently, that they go with you. Treat them carefully and politely, as if you expect that they might fly off the handle. Refer to the following points in dealing with the agent:

- Explain that the only way to be released is to join you in the imprinting room.
- If they insist on being released as-is, explain that that is impossible, for legal reasons.
- If the agent expresses fear of what might happen in the imprinting room you might as a last resort offer to have them watch as you process the next agent (with the consent of that other agent of course). If you choose to do this, make sure that the uncooperative agent does not read any of the materials presented to the next agent (especially the questions, which do not exist as an in-game artifact). If lots of agents want to watch at the same time, feel free to deny them by making excuses about how small the imprinting room is.
- If the agent still refuses to go into the imprinting room, allow them to stay in the waiting room until the end of the game, assuring them that "your handler will raise any concerns you have with HR".

Wanting to be taken out of order

An agent might ask to be taken into the imprinting room sooner than you would call them. Or other agents might ask you to take an agent early. In these cases, assure them that the agent will be processed soon (even if this is not true), and refuse to specify how soon. If this means they are waiting a long time all the better -- this ratchets up the tension in the game! There is some logic to the order of the imprints, so try where possible to avoid changing the order.

Changing their mind

If a character renews their contract they may not then decide to be reimprinted with their original personality. After all, they are now under contract again.

If a character is reimprinted but then decides they would rather renew their contract instead, warn them that being reimprinted twice in such a short period of time bears a high risk of severe

brain damage or even death. If they insist, bring them into the imprinting room and instruct them to repeat the following words precisely for the record:

I authorize Leith Solutions to renew my agent contract for a period of one year, effective immediately. I have been warned of the risks involved in repeated imprintings and I accept them. I absolve Leith Solutions and its subsidiaries of responsibility for any and all damages resulting from the imprinting process.

Once they have said the words, flip a coin to determine whether the subject survives the imprinting process. If they do not, assign them or have them randomly choose one of the sections from the “Brain Damage” page at the end of this document. Read the following out loud:

Technician’s log. Reimprinting of subject <designation> has failed. Examination of subject reveals that severe brain damage has occurred. Cognitive and motor centres are affected; extent unknown. Several areas of the brain are badly damaged -- see lab notes for details. Scheduling subject for full assessment and disposal.

If the subject has survived the reimprinting, release them back into the waiting room. If they have not, lead them into the waiting room and sit them somewhere comfortable.

Libra and Taurus

Libra and Taurus might come to the realization that they have been imprinted with the same image (Alex). This is an opportunity for you to improvise based on their reactions. Here are some suggested ways you might respond to the characters confronting you about the issue, or feel free to come up with your own responses if you like:

1. Denial. Your first reaction should probably be to deny the possibility that such a mistake was made, and to suggest that the characters are mistaken.
2. Stalling. Let the characters simmer a while by pretending to go into the imprinting room to contact your superiors.
3. Bargaining. Offer to reimprint one of the agents (to blank) if they can determine which one is the “real” Alex. Make sure they know of the risks involved in reimprinting so soon.
4. If the game is not full, and there are unused characters, consider claiming that you’ve solved the issue and that Taurus (or Libra) should have been imprinted with one of these instead. Remind them that reimprinting bears with it significant risks, and ask if they would like to be reimprinted right away or wait a few hours.

End game

Once all characters have been called into the imprinting room and released, set a timer for fifteen minutes. At the end of the timer go into the waiting room. If Virgo chose to be reimprinted, read or paraphrase the following:

Thank you all for your patience. I apologize, but there has been a mistake. Virgo, you were imprinted with the wrong image. Please stay behind for a little while. Those of you who have renewed your contracts, please stay behind as well. The rest of those who have accepted their previous personalities are free to leave.

Otherwise, if Virgo chose to renew their contract, read or paraphrase the following:

Thank you all for your patience. Those of you who have renewed your contracts, please stay behind. Those of you who have accepted your previous personalities are free to leave.

Leaving the renewed characters where they are, lead the imprinted characters out. Wait a moment, then return with everyone to the waiting room.

Part 3: Debrief

Gather players in a circle and read the following:

Close your eyes and breathe deeply. Release whatever you are currently feeling and allow your mind to clear. Allow yourself to return to your real self. Remember your most cherished memory and embrace it -- nobody can take that from you. Visualize the faces of your loved ones -- they are real and important. Embrace your own personality traits, for they make you who you are. Flex your fingers, stretch your feet or otherwise get back in touch with your physical self -- your body is your own, and nobody else has any claim over it. You are no longer an agent of the Company, you are yourself again. Now open your eyes and look around. Some of the people you see may be friends, some strangers, but all have this in common with you: they are each their own person.

Explain that each will have the opportunity to say how they felt about their experience with the game. No topic is off the table for discussion, except that:

1. No player may use their time to deny or argue with another player's experience
2. Discussions of game design, if any, should wait until the end

Go round the circle and give each player the opportunity to speak. If anyone is at a loss for what to say, prompt them with "what surprised you during this game?" or ask if they would like to delay their turn to speak until others have shared. If they do not want to say anything at all that's fine too; move on to the next person.

Once discussion is finished, thank all players for participating.

The Characters

The following pages detail the characters the players will have imprinted on them. Each character is in two parts: the description of the character from the case files of the Company and a set of questions addressed to the character. Cut each character sheet at the line to separate the two parts. Note that case file 10520 appears twice, with different questions. This is intentional; you will print out both copies and give them out to different players.

Characters should be called into the imprinting room in the order listed below (skipping any who were not cast). Use the table to note whether the character decided to be reimprinted, and for any notes you might find useful.

	Designation	Description	Imprinted?	Notes
1	Libra	Contract killer (1/2)		
2	Capricorn	Homeless		
3	Aries	Suicidal divorce(e)		
4	Sagittarius	Indebted parent		
5	Pisces	Hiding from the mob		
6	Taurus	Contract killer (2/2)		
7	Aquarius	Drunk driver		
8	Leo	Sex offender		
9	Cancer	Spousal abuser		
10	Virgo	Abductee		
11	Scorpio	Company Employee		
12	Gemini	Journalist		

Case file: 10520 “Libra”

Contract length: 3 years

Case notes: Subject was a contract killer, convicted of multiple counts of first-degree murder. Sentence was reduced in exchange for testimony against subject’s employers. Sentence was further reduced to time served in exchange for service with the Company.

If you as a player find you cannot play this character let the technician know by using the phrase “there’s been a mistake” and they will take appropriate steps.

Questions for Libra

You may keep this document once completed. It does not exist as an in-game object.

What do you plan to do in life now that you are marked as an informant by the mob?

What do you do to drown out the voices and faces of those you have killed?

What formative experience started you out on your life as a contract killer?

Your real name is Alex.

Case file: 37661 “Capricorn”

Contract length: 6 months, including one month of rehabilitation

Case Notes: Subject was found homeless, severely malnourished. Subject tested positive for use of several Schedule I substances. Substantial rehabilitation was necessary before initiation of subject as an active agent; remuneration will be reduced accordingly.

If you as a player find you cannot play this character let the technician know by using the phrase “there’s been a mistake” and they will take appropriate steps.

Questions for Capricorn

You may keep this document once completed. It does not exist as an in-game object.

What were you running from when you joined the Company?

Who in your life misses you?

What incident propelled you toward living on the street?

What is your name?

Case file: 25970 “Aries”

Contract length: 6 months

Case notes: Intake interview revealed that subject was suffering from clinical depression after a marriage breakdown. Subject expressed sadness at a lack of friends and support network, and indicated that there may have been a suicide attempt before contact with the Company.

If you as a player find you cannot play this character let the technician know by using the phrase “there’s been a mistake” and they will take appropriate steps.

Questions for Aries

You may keep this document once completed. It does not exist as an in-game object.

Why do you think all your friends abandoned you after your divorce?

How many times have you attempted suicide?

What is your plan to begin rebuilding your life?

What is your name?

Case file: 34287 “Sagittarius”

Contract length: 4 months

Case notes: Intake interview revealed that subject decided to enter into service with the Company due to being deeply in debt and unable to support spouse and infant child. Subject negotiated a non-standard payment schedule, with remuneration periodically sent to the spouse.

If you as a player find you cannot play this character let the technician know by using the phrase “there’s been a mistake” and they will take appropriate steps.

Questions for Sagittarius

You may keep this document once completed. It does not exist as an in-game object.

How did you and your spouse decide you, not they, were to be the one to go to the Company?

What milestone are you saddest at having missed in your baby’s development?

Was there an alternative to coming to the Company, or was this your last option?

What is your name?

Case file: 18341 “Pisces”

Contract length: 1 year

Case notes: Subject entered into service for their own protection. Intake interview failed to establish exact nature of the threat, only that the subject is hoping to hide from “very dangerous people”. Subject was informed that the Company could not guarantee their safety and they agreed to enter into service despite this fact.

If you as a player find you cannot play this character let the technician know by using the phrase “there’s been a mistake” and they will take appropriate steps.

Questions for Pisces

You may keep this document once completed. It does not exist as an in-game object.

What did you do to get the mob after you?

Who in the outside world might the mob threaten to get at you?

What is your plan for escaping the mob once you leave the Company?

What is your name?

Case file: 10520 “Taurus”

Contract length: 3 years

Case notes: Subject was a contract killer, convicted of multiple counts of first-degree murder. Sentence was reduced in exchange for testimony against subject’s employers. Sentence was further reduced to time served in exchange for service with the Company.

If you as a player find you cannot play this character let the technician know by using the phrase “there’s been a mistake” and they will take appropriate steps.

Questions for Taurus

You may keep this document once completed. It does not exist as an in-game object.

What line did you draw in accepting contracts? In other words, who did you refuse to kill?

Are you a bad person, or did you justify your line of work to yourself somehow?

What experience made you decide to no longer be a contract killer?

Your real name is Alex.

Case file: 20355 “Aquarius”

Contract length: 18 months

Case notes: Subject was convicted of vehicular homicide and driving under the influence, with sentence reduced through service to the Company. In intake interview subject was distraught by the memory of their car crash.

If you as a player find you cannot play this character let the technician know by using the phrase “there’s been a mistake” and they will take appropriate steps.

Questions for Aquarius

You may keep this document once completed. It does not exist as an in-game object.

What were the names and ages of the people you killed while driving drunk?

What is the name of the bar you will inevitably find yourself at as soon as you are free?

Have you ever attempted suicide?

What is your name?

Case file: 35298 “Leo”

Contract length: 18 months

Case notes: Subject was convicted of a sex offense, with sentence reduced to time served through service to the Company. Details of the offense were sealed by court order. Before intake interview, interviewers were instructed to not ask for such details.

If you as a player find you cannot play this character let the technician know by using the phrase “there’s been a mistake” and they will take appropriate steps.

Questions for Leo

You may keep this document once completed. It does not exist as an in-game object.

What specific offense were you convicted of?

Do you feel your victim(s) deserved what you did to them?

What (and who) have you lost as a result of your conviction?

What is your name?

Case file: 29894 “Cancer”

Contract length: 3 months

Case notes: Subject was convicted of assault following several accounts of domestic disturbances, with sentence reduced to time served through service to the Company. During intake interview subject was largely unrepentant. Neurological evaluation revealed no notable chemical abnormalities.

If you as a player find you cannot play this character let the technician know by using the phrase “there’s been a mistake” and they will take appropriate steps.

Questions for Cancer

You may keep this document once completed. It does not exist as an in-game object.

Why do you feel your spouse deserved what you did to them?

Whose testimony during your trial helped you get such a short sentence?

Do you plan to contact your spouse once you get out?

What is your name?

Case file: 5380 “Virgo”

Contract length: 4 months, renewed five times for a total service period of 5 years, 4 months

Case notes: During intake interview subject was evasive, refusing to answer questions. However, subject was adamant about wanting to enter into service, claiming to be “too evil to be allowed to live in society”; examinations revealed no notable mental or physical health abnormalities and entry was granted.

If you as a player find you cannot play this character let the technician know by using the phrase “there’s been a mistake” and they will take appropriate steps.

Questions for Virgo

You may keep this document once completed. It does not exist as an in-game object.

What did you do to make the Company abduct you and force you into service?

Do you really believe the Company will allow you to go back into the world this time?

How many of the other “subjects” do you believe are being lied to like you were?

What is your name?

Case file: 12282 “Scorpio”

Contract length: 14 months

Case notes: Subject was found guilty of sabotage and espionage against the Company, and agreed to enter into service in lieu of legal proceedings. Subject further agreed to waive all remuneration as reparations to the Company.

If you as a player find you cannot play this character let the technician know by using the phrase “there’s been a mistake” and they will take appropriate steps.

Questions for Scorpio

You may keep this document once completed. It does not exist as an in-game object.

How many years were you an agent handler at Leith Solutions (“The Company”) before your conviction?

Your memories of your crimes were deleted, so you can no longer remember what secrets you uncovered about the Company; what personal memories got accidentally erased at the same time?

Now that your penance has been paid, will you accept the Company’s offer to renew your employment and reinstate you in your former position?

What is your name?

Case file: 30975 “Gemini”

Contract length: 14 months

Case notes: Subject was convicted of breaking and entering and criminal trespass, and sentenced to time in the service of the Company. Legal aid later got subject’s contract length reduced from 3 years to 14 months.

If you as a player find you cannot play this character let the technician know by using the phrase “there’s been a mistake” and they will take appropriate steps.

Questions for Gemini

You may keep this document once completed. It does not exist as an in-game object.

As an investigative journalist, what was the angle for your story on Leith Solutions (“the Company”)?

Who has been fighting from the outside to get you free?

Do you think the Company will let you free with your memories intact?

What is your name?

Case file: 38117

Contract length: 7 months

Case notes: Subject was remanded to the Company's custody by the juvenile courts, and consent for the subject's service given by their guardian parent. Subject had been arrested for violent crimes, but not tried as an adult. Contract end date is timed to coincide with the subject's eighteenth birthday, for reasons of contractual consent.

If you as a player find you cannot play this character let the technician know by using the phrase "there's been a mistake" and they will take appropriate steps.

Questions

You may keep this document once completed. It does not exist as an in-game object.

Who really committed the crimes you were convicted of, and why did you take the fall for them?

Did your parent sign you up for service to the Company against your will?

How do you hope to celebrate your eighteenth birthday?

What is your name?

Case file: 2805

Contract length: 12 months

Case notes: Subject was first brought into service six years ago in lieu of incarceration for petty crimes. Subject has since spent several months at a time away and returned to service voluntarily four times, for a total accrued service of four years, eight months. Note that subject has no fixed address and no listed next of kin.

If you as a player find you cannot play this character let the technician know by using the phrase “there’s been a mistake” and they will take appropriate steps.

Questions

You may keep this document once completed. It does not exist as an in-game object.

What memory does the Company’s treatment process help you suppress?

Which other subject in the waiting room do you recognize from your previous life?

What medical or psychological symptoms arising from the Company’s treatment do you conceal in order to be allowed to sign back up again and again?

If you remember your real name, write it here:

Brain Damage

Cut this page at the lines to create four slips of paper.

Brain damage: Catatonic

You are in a state of catatonia. You are unable to understand or react to anyone else. You cannot speak or move about on your own. If someone guides you, you will walk where they take you but you cannot initiate such movement yourself. You do not notice other people or react to any stimuli other than being physically moved around.

Brain damage: Nonverbal

You have lost the ability to understand or produce speech. When someone speaks to you you can tell they are forming words but those words are nonsensical. Likewise, if you attempt to produce speech it will be garbled nonsense. You can understand and produce very basic gestures (such as a “come here” hand motion or the like) but any message that requires combining multiple gestures is beyond your ability.

Brain damage: Sensory deprivation

You have completely lost the ability to see and hear. You can still speak, barely, but can't even hear yourself. Thus your voice might be unusually quiet or loud, and you might have difficulty forming words.

Brain damage: Hallucinations

You are beset with constant vivid auditory and visual hallucinations. These hallucinations seem at least as real to you as what is objectively present, and you have a great deal of difficulty distinguishing between what is real and what is imagined. You may see people and things that are not there or not see people or things that are there. You hear noises and conversations that exist only in your head.
