

CLOSER TIES

GAME PACK

~in memory of our social lives~



WELCOME!

Thank you for picking up our creation!

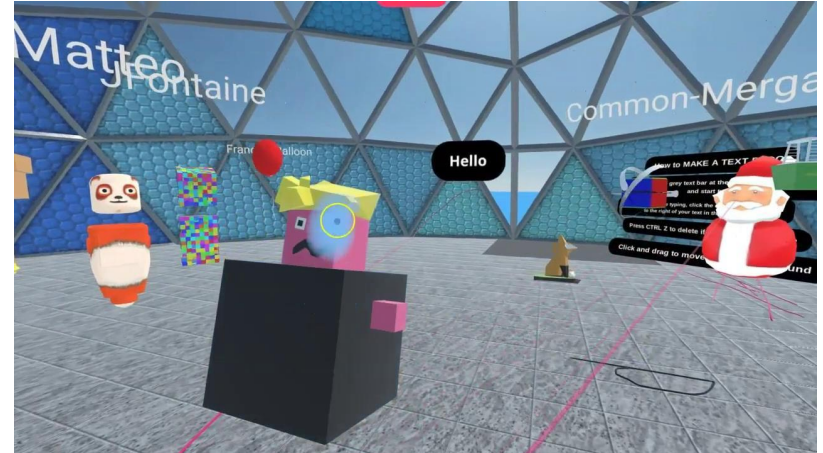
Closer Ties is an online social game that redefines real and virtual space in the context of the COVID-19. You play it from home on your computer, with friends who can be anywhere in the world.

Players will choose an avatar, join a browser / VR ready chatroom in Mozilla Hubs, and then play within a snapshot of a real world urban location.

This game asks players what their connection is to the real world in our current times where access to physical space is being restricted.

Anyone who wants to play can read this guide, but only ONE of you (2 at most) will be the GAME MASTER (GM). Choose your GM(s) wisely as they will be guiding everyone through the game. Remember, this game is all about connection and fun. PLEASE READ the resource section on Safe Spaces!

It's time to play Closer Ties!



Trailer (click to play)

THE REAL AND THE VIRTUAL

Players will be visiting a real life green space in London called Manchester Gardens, reconstructed in a virtual environment

Originally a walled garden of a large private London home, Manchester Gardens, located on Seven Sisters Road between Manchester and Heysham Roads, was bequeathed to the local community for use as a public garden by Mr T A Mason in February 1925, on the condition that it should be laid out as a restful retreat for the aged and infirm.

After falling into disrepair, the local council in partnership with the New Deal for Communities (NDC) improved the Gardens in 2008, which is once again an attractive and welcoming place for locals to enjoy.

The players goal will be to explore this virtual recreation with others, finding new connections and ties to a real world place.



Using Mozilla Hubs

Get familiar with Mozilla Hubs - a virtual hangout tool used via the browser or a VR headset! If you are the GM for the game, you need to know how all the tools work and be able to share that with your players. You can access Mozilla Hubs via a browser to create your first room, enter it and follow the onscreen instructions to learn how to use the platform.

Click on this link and then click 'Create Room' to get started:

<http://Hubs.mozilla.com>

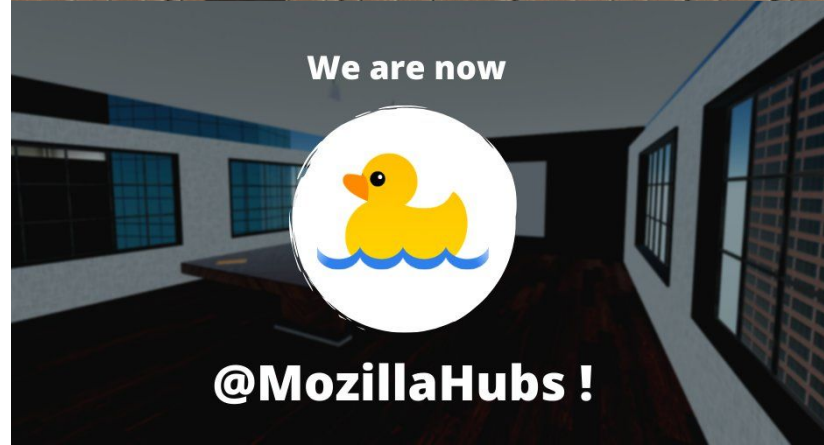
Make sure you review:

- **How to move**
- **How to make text bubbles**
- **How to add images and objects to the room using the magic wand tool (pink circle center top of screen)**

Check out these handy dandy videos if you are feeling lost!

<https://www.youtube.com/watch?v=QG8vUGZJXhg>

<https://www.youtube.com/watch?v=5QnOsyyebEQ>



Before you play

Time to set up: 20 minutes

Now it's time to prepare the rooms you're going to play in. Click both of the links below. Each link leads to a virtual scene you will use for the game.

Click the button 'CREATE A ROOM WITH THIS SCENE' once the page loads. This will create the room that players enter. Make a record of the url of these rooms to share with players when instructed later.

Check out the rooms before play. Make sure they work before you share the link and **DON'T SHARE THEM PUBLICLY!**

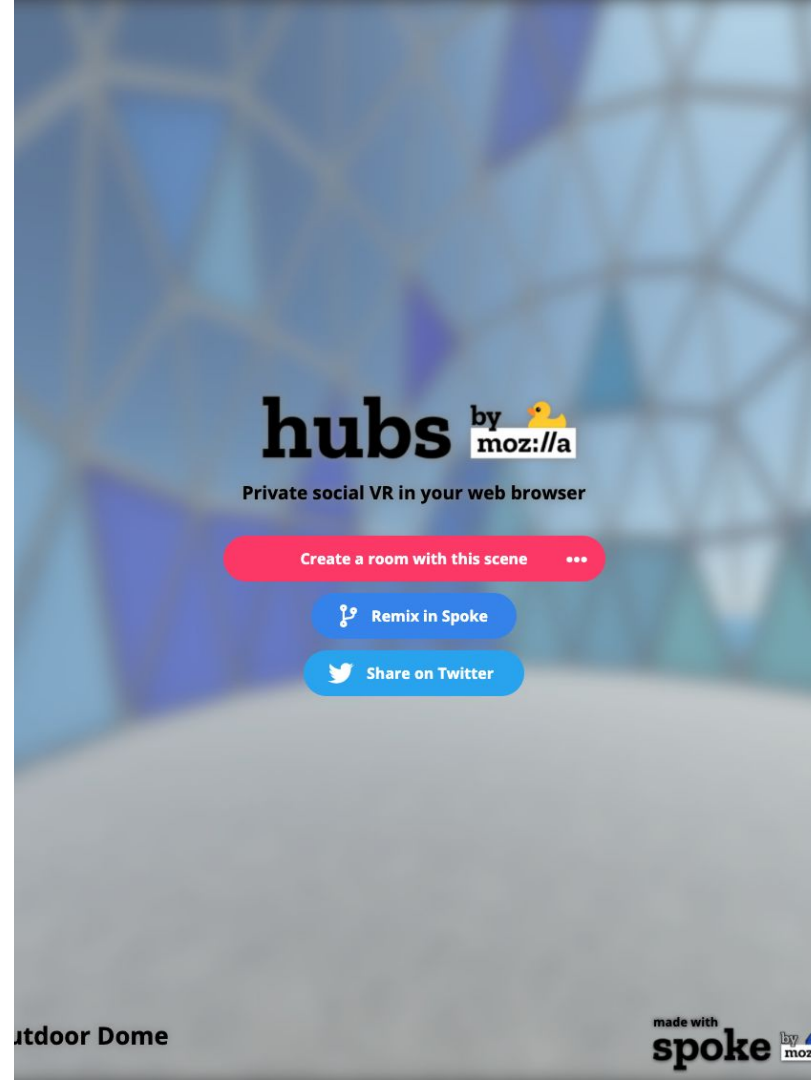
SCENE 1 - Living Room:

<https://hubs.mozilla.com/scenes/OTVs5sA/outdoor-dome>

SCENE 2 - Manchester Gardens:

<https://hubs.mozilla.com/scenes/kzydPYv/londonmanchestergardens>

NOTE: Do not share the above links with players, remember to only share the room links generated when you pressed 'Create a room with this scene' :)



CLOSER TIES

LET'S PLAY!

Living Room

Time to play: 15-30 minutes

Ready to play? Time to invite your friends into Mozilla Hubs! Set a time when you can all meet and share the Living Room link 10 minutes before play. Eg: the link would look something like this <https://hubs.mozilla.com/r5AFff/catty-zesty-safari>

After clicking the link, they will be taken to the Living Room:

Instructions for this stage: The aim as GM is to help the players get used to using Mozilla Hubs by following the below steps

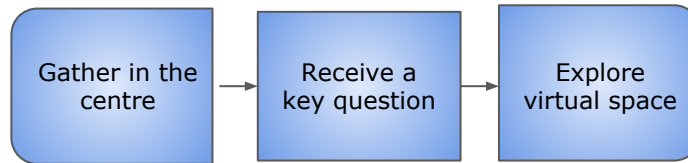
- **Early bird** - Make sure you are present in the room early to catch anyone who enters earlier.
- **Host with the most** - As soon as players enter, greet them! Ask them how they're doing. Introduce them to other players!
- **Directions** - Direct players to the instructions positioned around the room! Let them play a little.
- **Help me!** - Do some troubleshooting if anyone is stuck. You may need to go between microphone, chat, and even email to help those in need!
- **Roll call** - After 30 mins, ensure everyone is ready to go to the next room.
- **Onwards** - Go to the next room, then give out the new link via email and chat.



Before we get into the nitty gritty...

Here's a visual overview of what happens next!

Activity 1 - Explore



Activity 2 - Curate a Gallery



Activity 3 - World Build



Manchester Gardens

Time to play: about 60 minutes

Once everyone has learned the ropes in the Living Room, share the Manchester Gardens room link in the chat box at the bottom of the screen. Eg: it would look something like this

<https://hubs.mozilla.com/guiHD2/frumpy-undo-mountain>

Make sure you are in the room to greet them!
Now follow the activity steps below:

Explore!

- 1) **Gather everyone in the middle in the pavilion**
- 2) **Tell them to explore the space for a few moments with this question in mind *'Where in the real world does this space remind you of?'***

Curate a Gallery!

- 3) **Gather everyone back to the pavilion, ask players to use the magic wand tool to add an image in answer to the question from step 2**
- 4) **Discuss and talk about your gallery, *'why did you choose what you chose?'* *remind players to share only what they feel comfortable sharing**



Manchester Gardens contd.

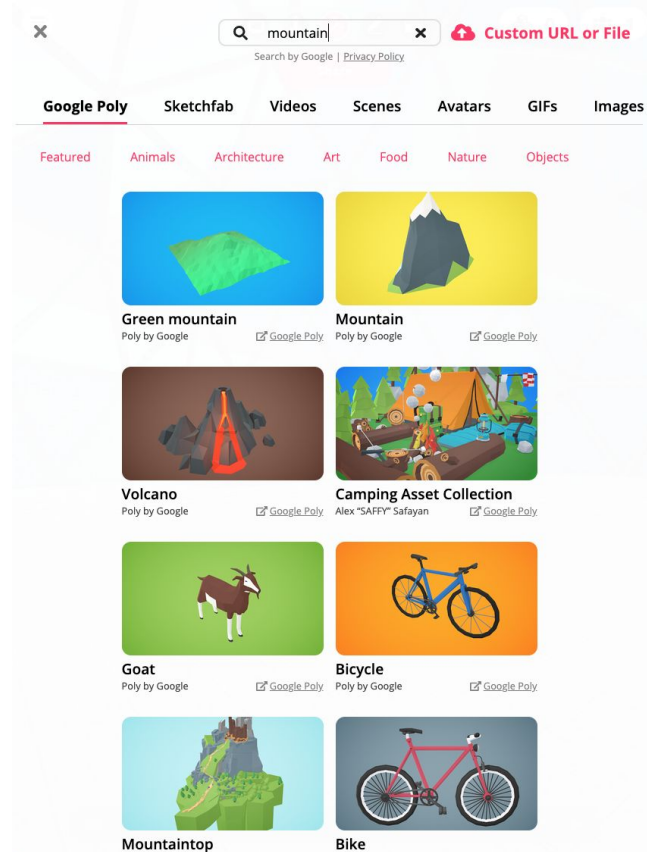
Now that you have a beautiful gallery under the pavillion and you have thanked everyone for sharing their reflections, it's time to create! Remember you can join in directly too, just keep on eye on everyone for any trouble shooting (return to the pavilion periodically perhaps).

World Build:

- 5) **Ask everyone 'with all of this in mind, are you drawn to any particular part of this world? What would you like to change or add?'**
- 6) **To answer the above question, get everyone to show you, not tell you, by using the magic wand and text tools to populate the world!**
- 7) **If anyone is feeling stuck, or needs encouragement, facilitate connection or invite them to play with you directly: 'is someone making something that speaks to you? how could you add to it?'**

Check out:

- 8) **When everyone feels satisfied, invite them all back to the pavilion and do a wrap up. This will vary in format, from celebration to deep chats, depending on what you've all created.**



Bonus Round!

Explore another world(s)

This is the time where you can either say goodbye to everyone and wish them well on their day OR you can continue playing in another Mozilla Hubs.

Choose a room and repeat:

- **Find a room using the choose scene button and invite everyone to this new space**
- **Repeat all the steps you did in Manchester Gardens in as many worlds/rooms as you want!**
- **If you REALLY get into it, you can always create your own rooms, see our FAQ page for resources on how to do just that.**





Thank you so much for playing Closer Ties!

CLOSER TIES

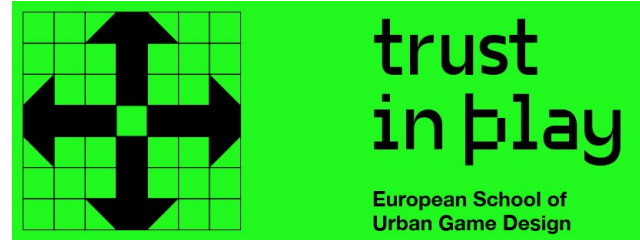
CREDITS

Closer Ties

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In partnership with European Urban Game Design School Trust in Play program, Edgeriders and Goethe Institut Athens

Thank you to our playtesters:
Matteo, Sierra, Taylor, Susannah, Bio Games, Rogue Opera, Jared, Rachel



CLOSER TIES

RESOURCES

Close Ties



This rule pack can be downloaded here:

<https://bagelandballoon.itch.io/closer-ties>

Played on the mozilla hubs platform.

Troubleshooting

- 1) **Having trouble with mozilla hubs? Take a look at this:**
<https://www.youtube.com/watch?v=5QnOsyebEQ>
- 2) **Notes on safe playing space online:**
https://docs.google.com/document/d/1WafepsF9YZYQ4MxMi0Z8hyS_G2Dbq-MjwFNKtwT6N7w/edit?usp=sharing

Find out more about BAGEL+BALLOON here:

www.bagelandballoon.org

Find our more about Trust in Play here:

<http://trustinplay.eu/>

Find out more about Manchester Gardens here:

[Further info](#)