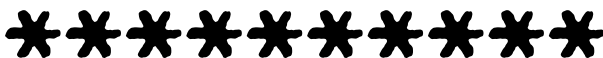


# FAR FROM HOME



--A game about immigrants and outsiders for 3 - 5 players--  
-----Based on the belonging outside belonging  
-----framework by Avery Alder and Benjamin Rosenbaum

I am from there, I am from here  
but I am neither there nor here.  
I have two names which meet and part.  
I have two languages  
but I have long forgotten  
which is the language of my dreams.

— Excerpt from "Tibaq/Antithesis", Mahmoud Darwish

## (A) WHAT IS THIS?

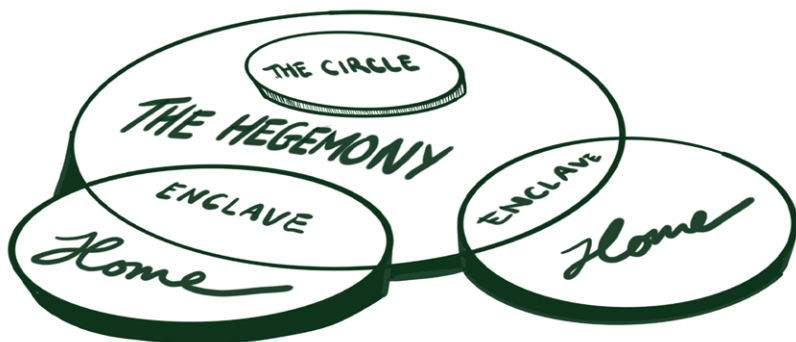
*Far From Home* is a game about immigrants and outsiders. It's about exploring what it means to live and thrive in a culture that is not fully your own. It's about how you piece together an identity drawing from multiple cultures, yet never wholly belonging to either.

You will create Characters and define who they are in the beginning, how they see themselves in relation to their Home, and in relation to the Hegemony they now live in.

As you create your Characters, you will also create a Circle that ties your Characters together. The Circle provides a context for your Characters to work together and support each other. It also provides something different that each of your Characters want or need. You will then play to see how your characters struggle and change as their Home and the Hegemony struggle and change with them.

## (B) SETTING UP TO PLAY

Have a large sheet accessible to all to act as the Hegemony sheet. On that sheet, draw a large circle that represents the Hegemony. This could represent a physical space within the Hegemony (a city/station/keep/prison) or a metaphorical one. Draw a smaller circle entirely within the Hegemony to represent the Circle that the Characters are a part of. Draw 2 smaller circles intersecting with the Hegemony's circle to represent the Characters' Homes and Enclaves, as below:



Each Home represents a Character's Home, separate from the Hegemony. Each Enclave represents a physical or metaphorical space within the Hegemony that provides a connection back to Home. It could be an ethnic enclave (e.g. Chinatown, Little India), a temple, or members of your extended family who also live here. The Enclave is a liminal space between the Home and Hegemony. There are touches of Home here, but a step removed. The Hegemony still exerts its influence here, but the Enclave acts as a filter.

Name the Hegemony, Circle, Homes and Enclave and draw/write in any details if and when you feel it's right to do so. Think of common occupations, staple foods, significant festivals, specific customs, honoured traditions, and shared folklore.

By default, there are 2 Homes and Enclaves, so some Characters will come from the same Home, though they may have different relationships to them. It is also possible to play with a single Home/Enclave, or unique Homes/Enclaves for each Character.

## Define Exemplars of Hegemony and Home

Before creating Characters, start by defining Exemplars for the Hegemony and each Home. These will set a measure against which your Characters will be compared to. The Exemplars aren't the be-all-end-all of culture for the Hegemony or Home, but will serve as a useful palette to situate your Characters within their context, as well as provide inspiration for supporting characters. Draw/write in the Hegemony and/or Home circles as appropriate.

- ▶ List and contrast examples of common names used in the Hegemony and Home(s).
- ▶ List and contrast examples of common looks, fashion, clothing and accessories used in the Hegemony and Home(s).
- ▶ List and contrast examples of accents, dialects, slang, and mannerisms used in communication in the Hegemony and Home(s).

## Define the Circle

Together, choose a Circle that suits your Characters. A Circle is a community that binds your Characters together for a common cause while they live in the Hegemony. It provides a mediated, controlled space where the Characters and the Hegemony interact regularly. Draw in the Circle what it represents. Each Circle can provide one or more things that a Character Wants. The default Circles are:

- ▶ **ACADEMY:** a place where the Hegemony can educate and indoctrinate others in their ways. It could be a magical school or study group or training camp. Choose the Academy if you want to explore disparities of knowledge, how the Hegemony positions itself through education and indoctrination, or to allow more possibilities for broader debates and abstract discussions. Academies provide: perspective, knowledge, experience, recognition, resources, understanding, technology, freedom, purpose, variety.
- ▶ **GUILD:** a place where the Hegemony can extract value from the labour and expertise of others. A Guild could be a workplace or superhero team or mercenary crew. Choose the Guild if you want to explore how labour is identified and valued, how the Hegemony works to maintain its hold through industry, or to

focus on material needs and practices. Guilds provide: knowledge, experience, recognition, fame, resources, technology, wealth, purpose, comfort, reach.

- ▶ **COMMUNE:** a place where the Hegemony can define and organize classes of people within it. A Commune could be a church or boarding house or refugee camp. Choose the Commune if you want to explore different ways communities could be delineated and defined, how the Hegemony divides and organizes its society to allow control, or to focus on social contracts and group interpersonal responsibilities. Communes provide: perspective, experience, understanding, resources, freedom, escape, safety, comfort, reach, purpose.



## (C) MAKING CHARACTERS

To begin creating Characters, read through the Character sheets and choose which Characters you'd each like to play. The Characters are:

- ▶ **THE SEEKER:** You're here in the Hegemony to find or do something that you could not achieve back Home. The Hegemony is giving you the opportunity to realise your own ambition.
- ▶ **THE HOPE:** You're here to pave the way for others, or to bring back something from the Hegemony. You carry the weight of expectation from Home.
- ▶ **THE EXILE:** For some reason or the other, you can never go Home. You'll have to build a new life here in the Hegemony, cut off from Home.
- ▶ **THE SCION:** You are a child of two worlds, belonging to neither. You are linked to the Hegemony and to Home through your parents.
- ▶ **THE VISITOR:** You know your stay in the Hegemony will be short and so can compartmentalise the experience. Maybe your relationship to Home is similarly distant.
- ▶ **THE COMPANION:** You didn't get to choose to come here. You're here because either your partner, or parents, or employer, or children, have to be, and you are here with them and for them.

Then, go through the Character sheet and start defining the traits of your Character. When you define a trait, also note how it is different than the norm (as defined in the Exemplars) in either the Hegemony or Home.

- ▶ Give your Character a name and note any other aliases they may have. Do people have trouble pronouncing your name? Do people call you by a different name instead? Do you have different names for different situations? Was this a name you chose yourself? Do you know and understand the lineage of your name? Do people make assumptions about your gender because of your name?
- ▶ Describe how your Character looks and presents themselves. Is there something that stands out about your looks or dress? Do you have the same number of limbs as others here? Do you wear more or less jewellery? Do you express gender differently? How did you adapt your clothes to stand out less? Are you considered fashionable? Have others started adopting your style?
- ▶ Describe your Character's speech and mannerisms. Does an accent give you away? Do you use words from your Home's language constantly? Do people read gender in your body language? Are you unable to communicate telepathically? Do you motion to accentuate your language differently? Do you struggle with idioms? Are there sounds you can't quite emulate? Are there words that seem funny to you because they mean something else in another language you know?
- ▶ Write down or pick from previous examples two things that are unique to your Character's Home and that your Character loves and identifies with. One is present in the Enclave, and the other is only present at Home. Draw a little symbol of it, if that helps. This could be a food item, a custom, a hobby, a belief, a piece of art, a celebration, a symbol, a story.
- ▶ Choose one or more things that your Character Wants that the Circle provides, depending on what Circle you have chosen. If possible, at least two Character should share a Want which can be inspiration for a scene between them. Use this to guide how you think your Character would act in scenes and can be a prompt for players playing Setting Elements.
- ▶ Each Character will also have unique questions that further define their Home and/or the Hegemony. One of them involves asking the player to your left a question. You do not have to ask this question immediately when making your

Character, and you could use it as a prompt for a scene in play. One involves creating a Relationship, which involves creating a minor character or NPC that could appear in scenes and can be played by others when it makes sense to have them around.

- ▶ Each Character will also have Tips and a Lure to guide your play. Tips, along with Wants, can guide you on how you play your Character. Use them as inspirations for scenes. Lures act as a guide for how other players could interact or prompt your Character to action. Share your Lure with the others so they know what to play into for your Character. When they do something that you recognize as fitting your Lure, they gain a Token.
- ▶ Each Character will have a set of Moves. Whenever a Character takes action in the fiction, that may be your Character making a Move. Moves will be explained further in the section on Making Moves.

## (D) SETTING ELEMENTS

Each player is also responsible for Elements of the game's setting during play. During play, players may pick up and play an Element when they are not the focus of a scene. Unpicked Elements stay in play and can be picked up again whenever appropriate. The Elements are:

- ▶ **THE HEGEMONY:** The customs, law, structures, systems, and people of the Hegemony. A form that doesn't allow your correct name, a lazy stereotype, a welcoming gesture. Uncomfortable, exciting, othering.
- ▶ **HOME AND THE ENCLAVE:** Pressure or responsibilities from back Home or the Enclave. Homesickness, a letter, a visitor. Nostalgic, tethering, contrasting.
- ▶ **THE CIRCLE AND ITS OBLIGATIONS:** Strange magic, whispers of dead gods, mob bosses, malevolent A.I., supervillains, final exams, and cooking contests. Things that may or may not be unique to the Hegemony that you have chosen to confront and overcome as part of your commitment to the Circle. Challenging, rewarding, dangerous.
- ▶ **THE WORLD WE ALL LIVE IN:** The natural world. The inexorable march of time. Resources and material needs. The weather. Freak accidents, acts of god. The world around you that moves with no regard for you. Impersonal, creeping, inevitable.

## (E) PLAY

Play can be conducted in either Freeform or Structured modes, or a mix of the two. Freeform is suited for players who are already familiar with narrative games and have established rapport with other players in the game and want to just jump right in. Structured mode can be helpful for players who are less familiar with such games or with other players in the group.

### Freeform

As you discuss the details of the Hegemony, Home, the Enclave, the Circle, and the Characters, ideas for scenes may emerge. Rather than continue filling out details on the sheets, you could jump straight into a scene and fill out details as they emerge i.e. play to find out what happens. Players whose characters aren't the focus of a scene should pick up and play the various Setting Elements, introducing complications and fleshing out background details in a scene as appropriate.

After a scene has wound down, it might be helpful to remind players to fill out any details on the various sheets that have been elaborated in the scene. Once a scene ends, you can either return to discussing remaining details or jump straight into follow-up scenes.

As you play out scenes, themes may emerge that call for a resolution. This is probably a sign to start pushing for scenes that start resolving one or more of these themes (though you could always leave more for future sessions) and lead to the end of a session. Leave enough time to do a wrap-up, epilogue, or set the groundwork for future sessions.

### Structured

The structured mode aims to help players who may not be familiar or comfortable with setting up scenes themselves. In structured mode, there will be 3 sets of scenes defined in the following periods:

- ▶ **ESTABLISH:** Characters should bond and flesh out their relationships to each other and the Hegemony through taking on a shared challenge.

- ▶ **COMPLICATE:** Some time should pass. Ingrain yourselves in the Hegemony, find out how the Hegemony changes you and how you change each other. Complicate relationships, bring in visitors from Home and explore your views on Home and how they've changed.
- ▶ **CULMINATE:** More time passes. Come to a crucial event, break the fellowship, get the band back together or set a final shared challenge.

During each of the above periods, negotiate a starting player. That player will choose a partner and their characters will be the main focus of the scene. That player also chooses one of the Setting Elements that will be the main focus of this scene and have another player volunteer to play that Setting Element. If you are unsure how to pick, you could start by having a scene with the Character to your left and the player to your right plays the Setting Element.

Being the main focus means that the scene should attempt to answer a question related to the relationship between the two characters and to the Setting Element. Examples of central questions are: how do our characters come into conflict because of their different opinions on Home, or how does the circle provide an opportunity for our characters to gain a better understanding of the Hegemony's impact?

The other players can also play their characters in the scene or other Setting Elements and minor characters. However, they should keep in mind to guide the scene towards the main characters and main Setting Element. Have each player say something about the location, atmosphere and initial circumstances of the scene before it begins.

At the end of each period, describe how time passes before starting the next period. There should be a gap of at least a week or more. As time passes, each player chooses a Setting Element and introduces a change within this time period. This could be as simple as the weather taking a turn, a character's style becoming in vogue, or a major event happening that changes the relationship between Home and



the Hegemony. Use this opportunity to plant some seeds of conflict or reflection for the next set of scenes.

Once each player has had a chance to start a scene (or for a shorter game, has been involved as one of the main characters or Setting Elements in a scene), you should have a final group scene. Have each player play their character as they come together in a group for a meal or just sitting together, and reflect on how their relationships with each other and to the various Setting Elements have been explored or changed in this period.

### **Making Moves**

In this game, some Moves will require Tokens. Tokens are an abstract resource that tracks the narrative ebb and flow in the game. Use a convenient marker such as dice or playing cards to represent Tokens. They should be easily visible and trackable. There is no limit to the number of Tokens but around 2 to 4 Tokens per player should suffice. Players start with no Tokens, but may gain some when making certain Moves.

In scenes, when your Character takes action, that's your character making a Move. By default, most of your moves will not require or gain you any Tokens, and would be in the form of taking action but leaving yourself vulnerable in some way. You can look at your list of Regular moves for inspiration, but don't feel limited by them.

When you make a Weak Move, you are exposing yourself to vulnerability, failure, or plain bad luck. Gain a Token when you make a Weak Move from your list or deliberately take a course of action motivated by your character's past and outlook that leaves you vulnerable or at a loss.

When you want to make a Strong Move, you have to spend a Token. Strong Moves are when your character shines and takes decisive action that transforms a situation to their advantage or desire.

Setting Elements also have a list of Moves. They don't require any Tokens, but are there to prompt and inspire players to complicate the lives and feeling of the Characters through their relationships with those Setting Elements.



# PLAY MATERIALS



# THE SEEKER

\*\*\*\*\* No. 9043/AS

You're here in the Hegemony to find or do something that you could not achieve back Home. The Hegemony is giving you the opportunity to realise your dream.

## PLAY TO FIND OUT:

- (1) What would you sacrifice or compromise to realise your dream?
- (2) Is the displacement worth the prize?
- (3) How do you deal with gratitude or bitterness in your pursuit?

\*\*\*\*\*

**Name and Aliases:** (choose a name and and aliases and note how it is different from the Exemplars in Home or the Hegemony)

.....

**Look and Presentation:** (describe your looks and how you present yourself and note how it is different from the Exemplars in Home or the Hegemony)

.....

**Speech and Mannerisms:** (describe your speech and mannerisms and note how it is different from the Exemplars in Home or the Hegemony)

.....

**Connections to Home and the Enclave:** (describe one thing you love from Home that is available in the Enclave, and one thing that is only available at Home)

.....

**What do you seek in the Hegemony?** recognition, answers, understanding, realise my full potential, riches, freedom, a cure

**Why couldn't you find it at Home?** famine and drought, shackles of tradition, lacking infrastructure, suppressed by the Hegemony

**Choose 1 or more Wants that the Circle provides.**

**Tips:**

- Be tempted by the Hegemony's offers
- Drive yourself hard, but seek support and perspective
- Remind others of their goals and what it means to struggle for them

**Regular Moves (Do at any time):**

- Take action, highlighting your drive and purpose.
- Find any opportunity to advance your goals
- Encourage someone to seek more
- Ask "What here is valuable to me?"
- Ask "Where can I find a solution?"

**Weak Moves (Gain a Token):**

- Curse Home for what it could not provide
- Put off working towards your goal
- Push someone or yourself to selfish action
- Seek validation instead of challenging yourself
- Embody the Hegemony's strangling grasp through your own desires
- Ask "Why does this intimidate me?"

**Strong Moves (Spend a Token):**

- Bend a difficult situation to your benefit
- Make tangible progress toward a personal goal
- Help someone achieve a significant goal
- Ask "How do our desires coincide?"
- Ask "How can I get you to do what I want?"

**Choose 1 or more Relationships:** a patronising mentor, a negligent sponsor, a passionate rival, a disapproving spectre, a forlorn cheerleader

**Choose one to ask left:**

- (1) Why do I need your help on my pursuit?
- (2) How am I indebted to you because of my quest?
- (3) Why do you secretly want me to fail?

**Lure:** Whenever someone acts to help or discourage you from your quest, have them gain a Token.

# THE HOPE

\*\*\*\*\* No. 5604/EF

You're here to pave the way for others, or to bring back something from the Hegemony. You carry the weight of expectation from Home.

## PLAY TO FIND OUT:

- (1) How do you deal with the pressure placed on you?
- (2) How does the Hegemony distract you?
- (3) What really drives you to fulfil those expectations?

\*\*\*\*\*

**Name and Aliases:** (choose a name and and aliases and note how it is different from the Exemplars in Home or the Hegemony)

.....

**Look and Presentation:** (describe your looks and how you present yourself and note how it is different from the Exemplars in Home or the Hegemony)

.....

**Speech and Mannerisms:** (describe your speech and mannerisms and note how it is different from the Exemplars in Home or the Hegemony)

.....

**Connections to Home and the Enclave:** (describe one thing you love from Home that is available in the Enclave, and one thing that is only available at Home)

.....

**What burden has Home put upon you?** blaze a trail, improve their conditions, be an ambassador, prove yourself, gain validation

**What does the Hegemony provide for you that Home doesn't?** freedom from tradition, a way to express yourself, people you love, material comforts

**Choose 1 or more Wants that the Circle provides.**

**Tips:**

- Carry the burden uncomfortably but willingly
- Acknowledge your own desires, but remember your promises
- Remind others of their obligations and ties

**Regular Moves (Do at any time):**

- Take action, highlighting your understanding of responsibility
- Remind someone of their obligations
- Express frustration about your burdens
- Ask “What would you have me do?”
- Ask “What should you be doing?”

**Weak Moves (Gain a Token):**

- Be overwhelmed by Home’s expectations
- Allow the Hegemony to pity your struggle
- Sabotage expectations placed on you
- Push someone or yourself to over-commit
- Seek comfort instead of facing your responsibilities
- Ask “How do you tempt me from my path?”

**Strong Moves (Spend a Token):**

- Succeed because everyone played their part
- Successfully balance your responsibilities with your own desires
- Shoulder someone’s burdens
- Ask “How can I best help you?”
- Ask “What do you wish you could communicate to others?”

**Choose 1 or more Relationships:** a responsible lover, a carefree distraction, a strict warden, a burdensome follower

**Choose one to ask left:**

- (1) How have you motivated me to keep going?
- (2) Why do I envy you?
- (3) Why do I want you to be more responsible?

**Lure:** Whenever someone invokes your burden to get you to do something, have them gain a Token.

# THE EXILE

\*\*\*\*\* No. 5319/VX

For some reason or other, you can never go Home. You'll have to build a new life here in the Hegemony, cut off from Home.

## PLAY TO FIND OUT:

- (1) How do you build something new here?
- (2) How do you escape the shadows of your past?
- (3) What do you dearly miss from Home and hope to reconstruct?

\*\*\*\*\*

**Name and Aliases:** (choose a name and and aliases and note how it is different from the Exemplars in Home or the Hegemony)

.....

**Look and Presentation:** (describe your looks and how you present yourself and note how it is different from the Exemplars in Home or the Hegemony)

.....

**Speech and Mannerisms:** (describe your speech and mannerisms and note how it is different from the Exemplars in Home or the Hegemony)

.....

**Connections to Home and the Enclave:** (describe one thing you love from Home that is available in the Enclave, and one thing that is only available at Home)

.....

**What is keeping you from Home?** persecution, war and instability, burned bridges, personal vendettas, it no longer exists for you

**How do you find safety in the Hegemony?** welcoming attitudes, sympathy for your cause, friends and family, anonymity, structure and order, you don't

**Choose 1 or more Wants that the Circle provides.**

**Tips:**

- Grapple with your past and your losses
- Lose yourself in the Hegemony, but be wary
- Push others to examine the sins of Home

**Regular Moves (Do at any time):**

- Take action, highlighting an imbalance of power
- Warn others of danger
- Attempt to blend in or defuse situations
- Ask "How can I fit in here?"
- Ask "How can I make you feel safe?"

**Weak Moves (Gain a Token):**

- Stand out as still different to the Hegemony
- Be aggrieved due to your loss of Home
- Misplace your trust in someone
- Push someone else away
- Seek safety instead of uncomfortable change
- Ask "How do you remind me of things I'd rather forget?"

**Strong Moves (Spend a Token):**

- Get out of a sticky situation cleanly
- Make a place more welcoming or comfortable
- Evade your adversaries
- Ask "What's the safest way for us here?"
- Ask "What should I be on the lookout for?"

**Choose 1 or more Relationships:** an understanding confidant, a patronising protector, a callous hunter, a privileged ally, a harsh mentor

**Choose one to ask left:**

- (1) What hard lesson did you teach me about living here?
- (2) How did you welcome me with open arms?
- (3) Why do we vehemently disagree about Home or the Hegemony?

**Lure:** Whenever someone gives you an opportunity to prove yourself or integrate yourself into a community, have them gain a Token.

# THE SCION

\*\*\*\*\* No. **4699/ON**

You are a child of two worlds, belonging to neither. You are linked to the Hegemony and to Home through your parents.

## PLAY TO FIND OUT:

- (1) Where do you belong, and what belongs to you?
- (2) What do you build in the spaces between Hegemony and Home?
- (3) How do you navigate your ties?

\*\*\*\*\*

**Name and Aliases:** (choose a name and and aliases and note how it is different from the Exemplars in Home or the Hegemony)

.....

**Look and Presentation:** (describe your looks and how you present yourself and note how it is different from the Exemplars in Home or the Hegemony)

.....

**Speech and Mannerisms:** (describe your speech and mannerisms and note how it is different from the Exemplars in Home or the Hegemony)

.....

**Connections to Home and the Enclave:** (describe one thing you love from Home that is available in the Enclave, and one thing that is only available at Home)

.....

**How do you embody the Hegemony?** marked on your body, they claim your accomplishments, employed in critical structures, pride in their stature

**What do you want from Home that it won't give you?**

recognition, a claim to your inheritance, secrets and mysteries, to leave you be, the warm touch of a loved one

**Tips:**

- Seek out a place in both worlds
- Find a space in between
- Question how others managed to fit in

**Regular Moves (Do at any time):**

- Take action, highlighting who has access
- Enforce the norms of the Hegemony
- Do what you think Home would expect of you
- Ask “What would you have me do?”
- Ask “What here is out of place?”

**Weak Moves (Gain a Token):**

- Highlight your difference from the Hegemony or Home
- Wrongly defend the Hegemony or Home
- Get caught in a lie or expose your inexperience
- Doubt your place or position
- Seek approval at any cost
- Ask “How do you make me doubt myself?”

**Strong Moves (Spend a Token):**

- Overcome an obstacle with your unique perspective
- Mediate between two parties successfully
- Assert your identity and have it accepted
- Ask “Who is really in control here?”
- Ask “How do you really feel about me?”

**Choose 1 or more Wants that the Circle provides.**

**Choose 1 or more Relationships:** a distant parent, a doting guardian, an unworthy role model, a hapless guide, a well-meaning foil

**Choose one to ask left:**

- (1) Why do I look up to you?
- (2) How did you reject me?
- (3) What do I wish you would teach me?

**Lure:** Whenever someone tells you how you represent or fit in to either the Hegemony or Home, have them gain a Token.

# THE VISITOR

\*\*\*\*\* No. 1209/UY

You know your stay in the Hegemony will be short and so can compartmentalise the experience. Maybe your relationship to Home is similarly distant.

## PLAY TO FIND OUT:

- (1) Will you stay or will you go?
- (2) How does this place touch you?
- (3) What would it take for you to lay down roots somewhere?

\*\*\*\*\*

**Name and Aliases:** (choose a name and and aliases and note how it is different from the Exemplars in Home or the Hegemony)

.....

**Look and Presentation:** (describe your looks and how you present yourself and note how it is different from the Exemplars in Home or the Hegemony)

.....

**Speech and Mannerisms:** (describe your speech and mannerisms and note how it is different from the Exemplars in Home or the Hegemony)

.....

**Connections to Home and the Enclave:** (describe one thing you love from Home that is available in the Enclave, and one thing that is only available at Home)

.....

### **What brings you to the Hegemony this time?**

an assignment, taking a break, a loved one, a pilgrimage, a rare occurrence, an honoured tradition, a tragedy

### **Why won't you stay?**

obligations elsewhere, painful memories, limitations placed by authorities, wanderlust, can't afford to

### **Choose 1 or more Wants that the Circle provides.**

#### **Tips:**

- Question what it means to put down roots
- Challenge those set in their ways
- Don't leave without leaving a part of you behind

### **Regular Moves (Do at any time):**

- Take action, highlighting your lack of long-term commitment
- Remind someone of the greater world
- Call a norm or tradition into question
- Ask "What doesn't belong here?"
- Ask "Where do you need to be?"

### **Weak Moves (Gain a Token):**

- Insult the Hegemony and those who cling to it
- Belittle someone's sense of belonging
- Shirk responsibility or overburden yourself for selfish reasons
- Recklessly play into a stereotype of Home to get what you want
- Make a rash commitment without considering the consequences
- Ask "How do you make me afraid to settle here?"

### **Strong Moves (Spend a Token):**

- Resolve a situation for immediate benefit
- Convince someone to stay or leave
- Make a clean exit or entrance
- Ask "Where would you rather be?"
- Ask "What here is not what it seems?"

### **Choose 1 or more Relationships:**

a reckless colleague, a sycophantic handler, a conflicted lover, a demanding phantom, a friendly guide, a cynical vagabond

### **Choose one to ask left:**

- (1) Why do you envy me?
- (2) Why do you want me to stay?
- (3) Why can't you leave with me even though we both want to?

**Lure:** Whenever someone makes you feel at home or consider staying, they have them gain a Token.

# THE COMPANION

\*\*\*\*\* No. 6811/DG

You didn't get to choose to come here. You're here because either your partner, or parents, or employer, or children, have to be, and you are here with them and for them.

## PLAY TO FIND OUT:

- (1) Will you change each other's opinions of the Hegemony?
- (2) How does your relationship change over here?
- (3) What do you find here that is yours alone?

\*\*\*\*\*

**Name and Aliases:** (choose a name and and aliases and note how it is different from the Exemplars in Home or the Hegemony)

.....

**Look and Presentation:** (describe your looks and how you present yourself and note how it is different from the Exemplars in Home or the Hegemony)

.....

**Speech and Mannerisms:** (describe your speech and mannerisms and note how it is different from the Exemplars in Home or the Hegemony)

.....

**Connections to Home and the Enclave:** (describe one thing you love from Home that is available in the Enclave, and one thing that is only available at Home)

.....

**What is your connection to your companion?**

lover, family member, employee, chaperone, captive, devotee, student

**How do your views on the Hegemony differ from your companion?**

resentment, wonder, disgust, fear, admiration, excitement, disdain, hope

**Choose 1 or more Wants that the Circle provides.**

**Tips:**

- Filter your perceptions of Hegemony through your relationships
- Find things to make your own
- Contrast your agency and obligations

**Regular Moves (Do at any time):**

- Take action, highlighting your connections to others
- Support someone in their endeavour
- Call on a companion's speciality
- Ask "Who can I turn to for help?"
- Ask "What are your obligations?"

**Weak Moves (Gain a Token):**

- Be frustrated by the Hegemony's differences
- Plainly exaggerate the benefits of Home
- Rely on someone else to bail you out
- Leave things to fate or circumstance
- Belittle someone's role or contributions
- Ask "How does that introduce strain into my relationships?"

**Strong Moves (Spend a Token):**

- Resolve a situation in a way only you could
- Successfully assert yourself and your needs
- Inspire someone to act independently
- Ask "What do you need that only I can provide?"
- Ask "Who is most precious to you?"

**Choose 1 or more Relationships:**

a kind guide, an empathetic comrade, a bitter teacher, an inquisitive protégé, a cold doctor, a weary bureaucrat, a cruel warden

**Choose one to ask left:**

- (1) Why am I wary of your relationship with my companion?
- (2) How did you help me find my footing?
- (3) What difficult memories do you bring to mind, without meaning to?

**Lure:** Whenever someone relies on you or shows appreciation for your uniqueness, they have them gain a Token.

# THE HEGEMONY

The customs, law, structures, systems and people of the Hegemony. A form that doesn't allow your correct name, a lazy stereotype, a welcoming gesture.

## Uncomfortable, Exciting, Othering.

\*\*\*\*\*

**Choose 2 Desires:** conformity and familiarity, obedience and control, material gain, security, novelty, cover, absolution, superiority

### Tips:

- Contrast the people of the Hegemony with the characters; give people reason to sympathise and care for them
- Make decisions about who gets to be considered in favour; enforce privileges and restrictions
- Describe both the overt and insidious ways the Hegemony exerts itself
- Ask compelling questions, and build on answers that others give

**Pick Up When:** Someone deals with people from the Hegemony, or notes how the Hegemony differs from Home, or you see an opportunity for the Hegemony to intrude.

**Trade Away When:** You need to deal with the Hegemony or they come looking for you.

### Moves:

- Introduce someone who brings a demand of the Hegemony or can offer help at a cost
- Introduce someone who hinders the Circle or antagonises a character using the Hegemony's might
- Manifest a threat of persecution, exploitation, expulsion, or violence
- Remind someone of how they don't quite fit; or embrace a part of someone that Home rejects
- Tempt a character to embrace the Hegemony and reject Home
- Expose factions and tensions in the Hegemony and pressure the characters to take sides

**After every Move, ask "What do you do?"**

# HOME AND THE ENCLAVE

Pressure or responsibilities from Home or the Enclave. Homesickness, a letter, a visitor.

## Nostalgic, Tethering, Contrasting.

\*\*\*\*\*

**Choose 2 Desires:** reputation and notoriety, obedience and control, promises kept, honour tradition and values, break the Hegemony's influence, come Home, community, legacy

### Tips:

- Contrast the people of Home with the characters; give people reason to sympathise and care for them
- Show both the good and the bad
- Offer refuge at a price
- Harp on the past, but show how things change while the characters are away
- Ask compelling questions, and build on answers that others give

**Pick Up When:** Someone enters the Enclave, or encounters someone else from Home, or notes how the Hegemony differs from Home, or you see an opportunity for the Home to intrude.

**Trade Away When:** You need to deal with Home or they remember you exist.

### Moves:

- Introduce someone who brings an obligation from Home or can offer help at a cost
- Introduce someone who hinders the Circle or antagonises a character using Home's pressures
- Show how Home is not as welcoming as someone expected
- Remind someone of how they don't quite fit; or embrace a part of someone that the Hegemony rejects
- Tempt a character to rebel against the Hegemony and extol the virtues of Home
- Expose divisions and intersecting identities within Home and push characters to enforce them even outside Home

After every Move, ask "What do you do?"

# THE CIRCLE AND ITS OBLIGATIONS

Strange magic, whispers of dead gods, mob bosses, malevolent A.I., supervillains, final exams, and cooking contests. Things that you have chosen to confront and overcome as part of your commitment to the Circle.

**Challenging, rewarding, dangerous.**

\*\*\*\*\*

**Choose 2 Desires:** knowledge and expertise, power and prestige, profit, safety and protection, loyalty, labour and exertion, uniqueness, essence and spirit

## Tips:

- Give the characters purpose and direction
- Value the characters skills and abilities, but not necessarily their personhood
- Bring challenges and conflict that the characters will want to face
- Offer opportunities to grow and improve
- Ask compelling questions, and build on answers that others give

**Pick Up When:** Someone's wants or needs from the Circle manifests, time passes and obligations come calling, or you see an opportunity for a challenge

**Trade Away When:** You need to deal with the Circle or fulfil an obligation to it.

## Moves:

- Introduce someone who needs the Circle's help or can offer help at a cost
- Introduce someone who hinders the Circle or antagonises a character based on the Circle's responsibilities to the Hegemony
- Introduce an obligation that the characters must all meet
- Introduce a challenge that someone is uniquely positioned to address
- Offer something that a character Wants, but at a steep cost to Hegemony or Home
- Present an obstacle to a character's Wants

**After every Move, ask "What do you do?"**

# THE WORLD WE ALL LIVE IN

The natural world, the inexorable march of time, resources and material needs, the weather, freak accidents, and acts of god. The world around you that moves with no regard for you.

**Impersonal, creeping, inevitable.**

\*\*\*\*\*

## Choose 2 Desires:

dispassionate consequences, healing, balance the scales, awe and majesty, inevitable decay, an unbroken cycle, respect and reverence, inevitable change

## Tips:

- Show how the world responds, regardless of human constructs
- Show changes creeping and surging
- Describe the sounds, smells, and tastes of a living world
- Explore differences in how Hegemony and Home treat various aspects of nature
- Ask compelling questions, and build on answers that others give

**Pick Up When:** You want to describe nature, weather, beasts, or someone wanders out into the wilds.

**Trade Away When:** You head out into nature, or when you need something material.

## Moves:

- Introduce a quirk of the world
- Pit the very forces of nature against someone
- Introduce a twist of fate, serendipity, or irony due to things outside of people's control
- Show how comforts and struggles of social constructs fare against the whims of the world
- Reflect the struggles faced by the characters back at them through their surroundings
- Highlight a common material need or obstacle

**After every Move, ask "What do you do?"**