

## Origin

Last year, while watching an episode of *The Walking Dead*, where a group of outsiders appear, I felt inspired to start writing **The Newly Arrived**. I connected a lot with the weary yet determined newcomers. They were surviving, but they were constantly on the move. They had yet to find a stable shelter and had lost people along the way. Upon arriving at a thriving walled community, they were met with fear, rejection, and mixed acceptance.

So many times, in my own life, I feel like I'm on the outs of stuff. I'm not social enough. Not traditional enough. Not Pilipinx enough. Not out enough. Simply, not enough in too many ways you care to read and I care to say.

Designing this game really helped me feel less anxious about being the newcomer or the strange one. I'm not giving up on finding people who accept me, warts and all. And I hope you don't either.

I dedicate *The Newly Arrived* to that part of ourselves that doesn't feel quite safe and secure and to that part of us that perseveres regardless.

J.

## Acknowledgments

This game would not be here without you.

Tomer and Nova- You are my home.

With both of you, I can relax, and I am myself. We are able to set boundaries with each other and still feel loved and accepted.

Tomer, thanks for sharing this indie rpg world with me. It's been amazing making up stories and characters with you and our storytelling friends. Sorry you've had to deal with my constant surges of ideas and edits. Thank you for playtesting and facilitating this game. You're a legend! Your knowledge of story games, Word and online gaming made so many things possible.

Nova, thanks for being your remarkable self. You make me smile inside and out.

## Playtesters!

Thank you for your openness, creativity, humor, and honesty. I loved how you made this game come alive. Here's the list of lovelies that played *The Newly Arrived* in 2019.

Adam, Alex, Andrew, Andy, Ben, Casey, Cassia, Christian, Dave, Emily, Emma, Enne, Gene, Heather, James, Jason, Jerry, Joe, Joey, Keira, Kristine, Kurt, Leandro, Libby, Niles, Nova, Olivia, Orion, Rachel, Rob, Robert, Ryan, Sabine, Sarah, Selene, Sidney, Sophia, Steven, Tony, Unique, Will, Xander, and Zack.

And here's a few that played it recently before this print + play was published.

Chris, Clara, Joe, Ray, Nicole, and Zach

## Alex Roberts – Thanks for your **For the Queen** game.

In 2018, I played my first FTQ game with 4-5 other people. It hadn't been published yet but my partner Tomer had permission to a special copy. During the game, I planted a seed of betrayal in our story. Perhaps, a relative to the Queen has considered becoming Queen herself as our present leader has cared very little for our natural world, and it's leading to chaos and decay? Pretty quickly, that seed started sprouting leaves until eventually it was a full-blown rose.

By the end of the game, we had woven an exciting tale that we all could see and wanted to see on screen. We were high-fiving and debriefing for quite a while.

<https://www.evilhat.com/home/for-the-queen/>

**Yoshi Creelman, Andy Munich & Jenn Martin – Thanks for Reunion.**

This is such a fun game. I love the list of suggestions of who the group is as well as the Then and Now aspect. I've played this already a bunch of times. We've been mutants who reunite a decade after we escaped from a facility where one of our mutant friends had died. We've also been ghosts of children who return to the house where they had lived and died. Like with other collaborative story games, we always end up laughing then getting serious then laughing again. And always, we get really lost in the world that we create.

<http://the.kinematic.cafe/reunion/>

**Avery Alder – Thanks for The Quiet Year.**

I love how in this game our world (the one we create together) comes alive verbally through role play as well as visually through our map drawings.

<https://buriedwithoutceremony.com/the-quiet-year>

**Krin Irvine – Thanks for Everybody's A Suspect.**

What a great premise! Forget about trying to convince people you're not guilty. Instead, look as suspicious as possible while collaboratively weaving a tale of murder and intrigue in a small town.

<https://www.drivethrurpg.com/product/280630/Everyones-A-Suspect>