

Immanence

by

Marcus Hose

SYNOPSIS

Immanence is a game for one to five players about the passengers of a colony ship that has left Earth in the year 3020 in pursuit of a new home. Each player controls a human passenger of said ship as they're awoken from stasis sleep. The game is primarily driven by the interactions and emotions exchanged between multiple players or the reflections of a single player.

The purpose of Immanence is to explore our individual and collective relationships with Earth, each other, ourselves, and the greater Universe.

MATERIALS

Immanence is played with one 20-sided die, but can be played without one by choosing from tables instead of rolling.

RULES

1. No violence, of any sort.
2. No lying.
3. Feel free to break the rules if *all players* are comfortable doing so.

Part One: Departure

The game begins by rolling on the following table to decide the inciting incident that prompted humanity to leave Earth, and picking a name for the colony ship.

1 - 5	Multiplanet Humanity Initial stages of planetary engineering have completed, making another celestial body in the Solar System habitable for Humans.
6 - 10	Complete Climate Catastrophe Global Warming has rendered Earth uninhabitable with a runaway Greenhouse effect and cataclysmic natural disasters.
11 - 15	New Neighbors A previously undiscovered sentient race has made contact with Earth from another planet, established friendly and generous relations, and invited Humanity to participate in a massive cultural exchange
16 - 19	Quarantine A lethal illness has spread through 99.9999% of the world's population in a matter of months. The remaining uninfected individuals leave Earth.
20	Eviction A previously undiscovered sentient race has deemed Humanity to be insufficient as custodians of the Earth, and has initiated efforts to reverse the damage done by human industry. They give Humanity the choice to leave or perish among the violent reconstruction.

All ships have the prefix “Terran Colony Ship (TCS)” but can be named anything. Ex: TCS Marsha P. Johnson, TCS Mae Carol Jemison, TCS Rosalind Franklin TCS Sally Ride, TCS Dracula, TCS Cold Side of the Pillow, TCS owo, TCS :3c, etc.

Part Two: Destination & Duration

After rolling a cause for your departure, roll on the table below to choose your destination and trip length.

1 - 2	Mercury (42 days)
3 - 4	Venus (21 days)
5 - 6	The Moon (7 days)
7 - 8	Mars (14 days)
9 - 10	Jupiter (35 days)
11 - 12	Saturn (49 days)
13 - 14	Uranus (56 days)
15 - 16	Neptune (63 days)
17 - 18	Pluto (70 days)
19 - 20	Artificial Habitat (Choose any number of days between 7 and 70)

It's assumed that an artificial habitat will be located somewhere appropriate for the time it will take to reach it. For example, an artificial habitat that is nine days away would be located somewhere between the Moon and Mars. An artificial habitat can be located anywhere, but locations outside of the Solar System should be treated as having an effectively infinite trip duration, and the game would go on indefinitely or until all players decide to end the game and arrive.

Part Three: Emergence

Next, all players will roll for (or choose) the circumstances of their awakening.

A soft chiming sounds lazily throughout the halls of the ship's stasis bay, announcing the scheduled reanimation of an unknown number of passengers.

Stasis Bunk Number

To determine your bunk number choose any number between (and including) 0 and 99999, or roll a twenty-sided die until you have a series of numbers that totals five digits or more.

For example

If you roll [19, 8, 2, 20] your bunk number is 19822.

If you roll [9, 9, 9, 9, 9] your bunk number is 99999.

If you roll [20, 13, 15] your bunk number is 20131.

Note Stasis bunks double as beds, and are contained within a fully furnished compact suite (Diagram in Appendix C Ship's Facilities)

The wifi password is "password".

Personal Traits and Appearance

Your character can look and act in any way you desire. The entirety of human behavior and morphology are fair game, but bear in mind that the game doesn't have built-in rules for confrontation, physical altercation, or deception.

Part Four: Day to Day

Starting with the day the passengers emerge, all players will roll for the day's events, four times a day.

Morning	6 AM to 12 PM
Afternoon	12 PM to 6 PM
Evening	6 PM to 12 AM
Dead of Night	12 AM to 6 AM

This is the core of the game, rolling or choosing the day's events and acting them out, discussing them, or just ruminating on them. The prompts can be interpreted in any way as long as all players agree, and responses can be made up or drawn from real life.

On each day of the trip any player can roll once to decide the event of each six hour period until all four segments of the day are complete, then a new day begins and the process is repeated. Passengers can sleep whenever they like, eat and drink whenever they like, and go wherever they want in the ship (Ship facilities listed in Appendix C). Passengers can, at any point, return to their stasis bunks for any amount of time, only at the expense of not participating in the day's events. Any activity and all Earth media can be emulated in the ship's fully-interactive VR suites. Any inanimate object can be replicated by the ship's many replicators.

(Find the event tables for a one player game in Appendix A, and the multiplayer tables in Appendix B.)

Part Five: Arrival

The game ends when every day in the trip duration has passed. The ship arrives at its destination and the disembarkation process begins.

Disembarkation

Decide the fate of the ship. It can be decommissioned and set on display, scrapped for materials, or anything in between.

Choose a name for your new home. Anything goes, but every player has to agree. The tens of thousands of other passengers are impartial.

Say your farewells or farewell-for-nows. Say nothing. Stick together or drift apart.

Decide how you'll spend your time. The settlement has all the same amenities as the ship and is fully-automated. All of your time is free time.

New Game Plus

To keep playing, use the appropriate event tables to decide the events of each day on the new habitat. This can go on indefinitely or involve another trip if any players decide to leave.

(Note: Players can choose to enter stasis sleep and skip to Arrival at any time, though all players must agree and enter stasis sleep.)

Appendix A: Tables for a One Player Game

Morning	
1 - 2	A group of passengers is heading to the Gymnasium Block and they say they're short one player for a team game. What are they playing? Do you join them? Is it fun?
3 - 4	You hear someone whistling one of your favorite songs from afar. What song is it? Do you seek the whistler out?
5 - 6	Another passenger steps out of a VR suite, leaving it vacant and in a single-seat concert hall configuration. Do you use it? What do you listen to if you do?
7 - 8	Another passenger leaves the area you're in as soon as you arrive. Where are you? Do you know them?
9 - 10	You recognize a childhood friend from across the room. Where are you when you see them? Do you catch up? Do you see them again afterward?
11 - 12	There's a number of former professional kitchen staff among the passengers and they're taking orders for breakfast. Order anything you'd like, including nothing.
13 - 14	The pedestrian track around the Gymnasium Block is set to morning mode. Birds are chirping. A simulated Sun is shining. The sounds of a babbling brook project from afar. Do you partake?
15 - 16	Another passenger, one you haven't met, bears a striking resemblance to someone you've been missing. Who do they look like? Are they on this ship or another? Did they make it off Earth at all?
17 - 18	The VR arboretum is hosting your favorite natural landscape. Do you go? Where on Earth is the landscape? How long do you stay and what do you see?
19 - 20	You overhear a conversation. You catch a phrase out of context, a phrase that someone you love is, or was, fond of using. What was the phrase and who liked to use it?

Afternoon

1 - 2	The library is hosting a reading of your favorite short written piece, featuring a realistic hologram of the author. Do you attend? Who is the author and what do they read?
3 - 4	One of your favorite fruiting plants is in bloom in the Garden and the volunteer attendants are giving away samples. What plant is it? What fruit does it bear?
5 - 6	A lone passenger that you've never met invites you to join them for a brief stargaze in the Cupola. Who are they? What are they like? Do you join them?
7 - 8	A stranger is alone in the Engine Room, crying in the ambient light of the fusion reactor. If you ask them what's wrong they will say "nothing." Do you say anything? Do you acknowledge them at all? Why do you think they're upset?
9 - 10	The amateur aerialists club is heading to the Gymnasium Block for a quick turn on the anti-gravity courts. They're one member short and they invite you to join them. Will you? How long do you stay?
11 - 12	There's a number of former professional kitchen staff among the passengers and they're taking orders for lunch. Order anything you'd like, including nothing.
13 - 14	Another passenger has lost their way to their stasis suite and could use a hand getting back. You know where the suite they're looking for is. Do you help them?
15 - 16	Several isolation suites are open. Feel free to use one.
17 - 18	The entire history of one Earth subculture is on exhibit in the Museum Block. What subculture is it? Do you attend? How did that subculture change in the years between 2020 and 3020?
19 - 20	Your favorite major city is being simulated in the Pancivic Simulator. What city is it? What time-period?

Evening

1 - 2	The last person you talked to is on the evening news. Who are they to you, and what did they do?
3 - 4	The evening traffic simulator is running at the race track. Traffic is bumper to bumper, but you can leave whenever you like. Do you partake? What car do you replicate?
5 - 6	Several bioluminescent plants and fungi are in bloom in the garden, making a perfect low-light walking path for a promenade. Do you visit? Do any of the glowing flora catch your eye?
7 - 8	A group of strangers is going for a night swim in the dive-in theatre in the Gymnasium Block and they invite you to join them. Do you tag along? What movie is on?
9 - 10	The shadow puppet club is setting up in the Engine Room to put on a shadow puppet play in the light of the fusion reactor. You're invited to watch or participate. Will you? What is the play about?
11 - 12	There's a number of former professional kitchen staff among the passengers and they're taking orders for dinner. Order anything you'd like, including nothing.
13 - 14	There's a non-denominational holiday mixer being held in the many recreation rooms of the Library Block. You don't know anyone there. Do you attend? Do you stay? Do you mix and/or mingle?
15 - 16	The choral karaoke club is setting up in the theatre block and they seem to be devoting the night to one of your favorite musical acts. Who is the artist/band? Do you attend? Do you sing along?
17 - 18	Fireworks are being simulated in the Cupola, rendered visually over various skylines on the massive windows and accompanied by sound effects. Do you watch them? How long do you stay?
19 - 20	It's Sleepaway Night at the Museum Block. Visitors may sleep among the many exhibits in replicated tents and sleeping bags. Nothing out of the ordinary occurs. Do you partake? What exhibit do you sleep in?

Dead of Night

1 - 2	The cryptozoologists' club is hosting encounters with everything from cryptids to yokai in the Arboretum. Will you attend? What mythological creature do you meet?
3 - 4	Directories show a lone occupant in the Crow's Nest Cupola. Would you go see who they are? Who are they? What kind of emotional state might they be in?
5 - 6	Your favorite major metropolitan center is being rendered in the Pancivic Simulator, but no one is present. Will you go explore the empty simulated city? Will you be alone?
7 - 8	It's neon night at the Gymnasium Block. Several sports and activities are made over in a dark color palette with fluorescent neon lights. Do you go? What do you play?
9 - 10	The fusion reactor shut down temporarily for routine maintenance. The ship's black hole drive supplies emergency power. Strange happenings occur around the ship. What unearthly things do you see, and where?
11 - 12	The insomniacs among the volunteer kitchen staff are up performing uncanny acts of culinary artistry. Order <i>anything</i> you'd like, including nothing.
13 - 14	The occultists' club is meeting in the garden to collect spell components before going to the arboretum to dance around a pyre in a simulated forest. They welcome newcomers. Do you join at any point? What spells do you craft? Who do you dance for?
15 - 16	All of the isolation suites are empty. Feel free to use one.
17 - 18	It's Sleepaway Night at the Museum Block. Visitors may sleep among the many exhibits in replicated tents and sleeping bags. The exhibits don't come to life but the other parts of the museum like stanchions and kiosks do. They move around harmlessly.
19 - 20	The paraspsychologists' club is hosting a viewing/listening party of one of your favorite supernatural fiction media. What show, film, or book do they show? Do you join in?

Appendix B: Tables for a Multiplayer Game

Morning	
1 - 2	A group of passengers is heading to the Gymnasium Block and they say they need another team to play. What are they playing? Does anyone want to join them? Is it fun?
3 - 4	Everyone hears someone loudly whistling a song from afar. What song is it? Does anyone like it? Does anyone seek the whistler out?
5 - 6	Another passenger steps out of a VR suite, leaving it vacant and in a multi-seat concert hall configuration. Does anyone use it? What do they decide to listen to if they do?
7 - 8	Everyone happens to have business in different parts of the ship. You can regroup later but you can't have the same destination to start. Where do you go? What do you do? Who regroups?
9 - 10	You all separately recognize a common childhood friend. Where are you when you see them? Do you catch up? Do you see them again afterward? Do you tell the others about the encounter?
11 - 12	There's a number of former professional kitchen staff among the passengers and they're taking orders for breakfast. Order anything you'd like, including nothing.
13 - 14	The pedestrian track around the Gymnasium Block is set to morning mode. Birds are chirping. A simulated Sun is shining. The sounds of a babbling brook project from afar. Does anyone want to partake?
15 - 16	A younger passenger is lost in the Arboretum in a National Park simulation. Does anyone want to help find the lost youth and help them return to their parents? How long does it take?
17 - 18	The VR arboretum is hosting a famous natural landscape. Who goes? Where on Earth is the landscape? How long do you stay? What do you see?
19 - 20	Just so happens that everyone ends up in the same place this morning. Where is everyone and what are you all doing?

Afternoon

1 - 2	The library is hosting a reading of famous short written pieces, featuring realistic holograms of the authors. Does anyone attend? Who are the authors and what do they read?
3 - 4	Several fruiting plants are in bloom in the Garden and the volunteer attendants are giving away samples. What plants are there? What fruits do they bear?
5 - 6	A lone passenger that none of you have met invites you all to join them for a brief stargaze in the Cupola. Who are they? What are they like? Does anyone join them?
7 - 8	A stranger is alone in the Engine Room, crying in the ambient light of the fusion reactor. If you ask them what's wrong they will say "nothing." Does anyone acknowledge them? What does everyone try to say? Do you leave them there?
9 - 10	The amateur aerialists club is heading to the Gymnasium Block for a quick turn on the anti-gravity courts. They're several members short and they invite you all to join them. Will you? How long do you stay?
11 - 12	There's a number of former professional kitchen staff among the passengers and they're taking orders for lunch. Order anything you'd like, including nothing.
13 - 14	Another passenger has lost their way to their stasis suite and could use a hand getting back. One of you knows where the suite they're looking for is. Who knows where it is? Does that person help?
15 - 16	Several isolation suites are open. Everyone can feel free to use one or share a few.
17 - 18	The entire history of one Earth subculture is on exhibit in the Museum Block. What subculture is it? Does anyone attend? How did that subculture change in the years between 2020 and 3020?
19 - 20	One major city is being simulated in the Pancivic Simulator. What city is it? What time-period? Does anyone visit? What do they do?

Evening

1 - 2	The last person to have seen you all at the same time is on the evening news. Who are they to each of you, and what did they do?
3 - 4	The evening traffic simulator is running at the race track. Traffic is bumper to bumper, but you can leave whenever you like. Does anyone want to drive? What cars do you replicate?
5 - 6	Several bioluminescent plants, simulated bugs, and fungi are in bloom in the garden, making a perfect low-light walking path for a promenade. Does anyone care to visit? Does anyone ID the glowing flora and fauna?
7 - 8	A group of strangers is going for a night swim in the dive-in theatre in the Gymnasium Block and they invite everyone to join them. Does anyone want to tag along? What movie is on?
9 - 10	The shadow puppet club is setting up in the Engine Room to put on a shadow puppet play in the light of the fusion reactor. You're all invited to watch or participate. Does anyone? What is the play about?
11 - 12	There's a number of former professional kitchen staff among the passengers and they're taking orders for dinner. Order anything you'd like, including nothing.
13 - 14	There's a non-denominational holiday mixer being held in the many recreation rooms of the Library Block. You'll only know each other. Does anyone attend and stay? Does anyone mix and/or mingle?
15 - 16	The choral karaoke club is setting up in the Theatre Block and they seem to be devoting the night to one musical act. Who is the artist/band? Does anyone attend? Does anyone sing along?
17 - 18	Fireworks are being simulated in the Cupola, rendered visually over various skylines on the massive windows and accompanied by sound effects. Does anyone stay to watch them? How long do they stay?
19 - 20	It's Sleepaway Night at the Museum Block. Visitors may sleep among the many exhibits in replicated tents and sleeping bags. Nothing out of the ordinary occurs. Does anyone stay over? What exhibit do they sleep in?

Dead of Night

1 - 2	The cryptozoologists' club is hosting encounters with everything from cryptids to yokai in the Arboretum. Does anyone attend? What mythological creature do they meet?
3 - 4	Directories show a lone occupant in the Crow's Nest Cupola. Would anyone go see who they are? Who are they? Does anyone join them?
5 - 6	A major metropolitan center of Earth is being rendered in the Pancivic Simulator, but no one is present. Will anyone explore the empty simulated city? Will they be alone?
7 - 8	It's neon night at the Gymnasium Block. Several sports and activities are made over in a dark color palette with fluorescent neon lights. Do anyone go? What do they play?
9 - 10	The fusion reactor shut down temporarily for routine maintenance. The ship's black hole drive supplies emergency power. Strange happenings occur around the ship. What unearthly things do you all see, and where do you see them?
11 - 12	The insomniacs among the volunteer kitchen staff are up performing uncanny acts of culinary artistry. Order <i>anything</i> you'd like, including nothing.
13 - 14	The occultists' club is meeting in the garden to collect spell components before going to the arboretum to dance around a pyre in a simulated forest. They welcome newcomers. Does anyone join at any point? What spells do they craft? Who do they dance for?
15 - 16	All of the isolation suites are empty. Feel free to use one or many.
17 - 18	It's Sleepaway Night at the Museum Block. Visitors may sleep among the many exhibits in replicated tents and sleeping bags. The exhibits don't come to life but the other parts of the museum like stanchions and kiosks do. They talk and move around harmlessly.
19 - 20	The paraspsychologists' club is hosting a viewing/listening party of one of your favorite supernatural fiction media. What show, film, or book do they show? Does anyone want to attend?

Appendix C: Ship's Facilities

Arboretum

The Arboretum is a fully-equipped and highly specialized VR suite of massive scale that simulates any of Earth's natural environments down to every last detail. Everything can be interacted with as if it were real; water will soak clothes but will dry instantly, fire and electricity will feel warm but won't burn. Anything ingestible will taste and smell real, and will have no adverse side effects of any kind. Animals will not attack unprovoked, and will disappear if met with any violence.

Bathrooms

All bathrooms are single-occupant and equipped with every necessary amenity including, but not limited to, changing tables, hygiene products, contraceptives, OTC medicines, and air fresheners.

Crow's Nest Cupola

The crow's nest is a large observation deck at the top of the ship that accommodates up to 200 people. Seating is available at the center of the circular room, surrounded by a walking path. Perfect for stargazing at any hour.

Gymnasium Block

The gymnasium on the ship is an entire wing dedicated to physical activity. Any and all sports or exercise equipment and structures can be replicated. Refreshments are always available.

Emergency Block

The Emergency Block contains everything relating to the preservation of life on the ship, e.g. Life Support systems, escape pods, First-Aid kits, trauma centers, and clinics.

Engine Room

Engineering is the heart of the ship, a glowing cold fusion reaction that powers everything from the ion engines to the night lights. The reaction itself sits behind several radiation-proof domes and fields that refract the light it produces, bathing the surrounding area in soft, undulous light that ranges in hue from pink to violet.

Garden / Seed Vault

A complete library of Earth's various flora is safely stored in the massive vaults surrounding the ships botanical garden. Each area is climate controlled for its inhabitant plants. Plants cycle quarterly.

Habitation Block

The Habitation Block is the main residential area of the ship. All stasis suites are located here. Smaller emergency centers and cafeteria are interspersed evenly throughout the block

Isolation Suites

These compact suites serve as a space to be alone with oneself or others. Capable of sensory deprivation upon request. Inaccessible from the outside once occupied, except in the case of emergencies to allow entrance to certified and vetted emergency personnel.

Library Block

The Library Block is the de facto knowledge center on the ship. The entirety of Earth's media is collected here, available in all Earth languages, written or spoken. Physical copies of any media are available at replicators, in any format. Everything is free, naturally, and nothing has a return date.

Museum Block

A wing dedicated to the entirety of Earth's history, from broad sciences to niche cultures. All inanimate artifacts are VR replicas and can be interacted with, and all animals are artificially intelligent holograms. Specialty exhibits cycle quarterly.

Nexus

The core node that all other major areas of the ship connect to. Simple and sleek in its design, with ample seating and AI directories.

Oddity Block

The birthplace of all things uncanny on the ship. Conveniently, anything that would pose a threat dissipates into thin air before it can cause any harm. Incidentally, the back-up engine, a black hole drive, is also stored here, but it's usually powered down. Usually.

Pancivic Simulator

This simulator is the civic counterpart to the arboretum in that it replicates any location created by humanity, from major metropolitan cities to remote villages. The simulator contains all the same interactive features and safety measures as the arboretum.

Performance Block

The Performance Block is host to most performances to be had on the ship. It's comprised of a network of VR-equipped stages and seating that shift and combine to suit the needs of each performance being put on at any given time. Once locked into a setting, the stages seal themselves in a traversable soundproof dome. The block is expansive enough that reservations of stage space never run out.

Racetrack

A massive track with stadium seating for racing vehicles. The track can take any course in 3D space, making allowances for the space taken up by the vehicles themselves and any cosmetic or lighting fixtures that might decorate a track. Famous tracks from around the globe are stored in memory banks. Vehicles can take any form but will always respond realistically to gravity and physics.

Stasis Suites

The personal quarters of every passenger aboard the ship. Each suite spans a space measuring 8' x 16' x 9' and comes with rotating replicated furnishings and every possible amenity necessary for sustained living aboard the ship, including medicines, washroom facilities, storage space for personal effects, and a stasis bunk that doubles as a bed. Visitors have to be authorized by the suite's occupant via biometrics. Intruders are harmlessly repelled from the entrance, or gently ejected if they somehow manage to intrude or try to visit any harm upon an occupant. Larger suites for parties who wish to live together are available.

Appendix D: About / Credits / Thanks

About

Immanence was written for the [Ad Astra Game Jam!](#)

The hosts and creators of Ad Astra are:

[KiennaS](#) [deathbyimage](#) [Dylan Grinder](#)

Immanence isn't meant to breach adult or exceedingly sensitive topics, but can be played in such a manner if every player wishes to.

In such an event, consider using the [TTRPG Safety Toolkit](#).

The TTRPG Safety Toolkit is a resource created by [Kienna Shaw](#) and [Lauren Bryant-Monk](#). The TTRPG Safety Toolkit is a compilation of safety tools that have been designed by members of the tabletop roleplaying games community for use by players and GMs at the table. You can find it at bit.ly/ttrpgsafetytoolkit.

The world of Immanence is meant to be an optimistic prediction of what our own might look like a thousand years from now. Players can interpret that in any way, but the idea is that the world is not the unimaginative capitalist hellscape that it is today. See: Fully-Automated Luxury Gay Space Communism.

Immanence is based on an agnostic interpretation of the word. Immanence is the unity between the divine and the earthly, and the game sets out to frame the universe as being something much larger than us that we are also an intrinsic part of. It sets out to suggest that our individual and collective existences contribute to the universe's richness.

Credits

Writing, Editing, and Layout by [Marcus Hose](#)

Thanks

For whatever reason you end up here, thank you. For giving this game a shot, for sharing some of your time, and if you bought it, thank you for treating indie games as being valuable. If you also participated in Ad Astra, thanks for sharing your creativity with the world! Finally, thanks to the hosts of Ad Astra! Thanks for setting up one heck of a jam and going out of your way to make sure it was inclusive and considerate.

“Some part of our being knows this is where we came from. We long to return. And we can. Because the cosmos is also within us. We are made of star-stuff. We are a way for the cosmos to know itself.”

— Carl Sagan