G1 A game to play while traveling.

**The Shortest Distance**

You are going to reach your destination by traveling in a straight line.

At the outset of your journey you have an orientation of Zero. Until you reach your destination, any time you turn, you gain 1 Widdershin for left turns, or 1 Deosil for right turns. While you have at least one Widdershin or Deosil, you are “Disoriented”.  
 Fortunately, Widdershins and Deosils cancel each other out. Gaining 1 Deosil while you are Disoriented with 2 Widdershins, for instance, will simply reduce your Widdershins by 1. When your last Widdershin or Deosil is neutralized, your orientation returns to Zero.

If you arrive at your destination with an orientation of Zero, you have traveled in what is cumulatively a straight line, which as we all know is the shortest distance between your journey’s start and end.

G2 A game to play while waiting.

**Game Title**

G3 A game that involves communication barriers.

**Game Title**

G4 A game that involves strangers.

**Psychopomp’s Intern**

You have a part-time job guiding lost souls to the afterlife. Except you don’t actually do any guiding. Instead, you are deputized to observe and record lost souls, so the real agents can come find them later and bring them to their duly awarded and personalized afterlife.

Here’s what you do: In any crowd of travelers, there’s likely to be at least one lost soul. You can identify these usually by an outdated wardrobe or luggage, or an attitude of distress and confusion. This is a ghost. DO NOT INTERACT. You are not trained for that level of ectoplasmic activity. Simply note where you were and what it seemed like they wanted. Do not photograph ghosts; you are likely to trap their soul inside your phone or camera.