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**

Signal noise. Communication through architecture. What is being communicated?

G4 A game that involves strangers.

**Psychopomp’s Intern**

You have a part-time job with Ankou Incorporated, a company which guides lost souls to the afterlife. The role of a Reaper is spiritually and emotionally intense. Informing people that they’re dead, and ushering them into the next world requires the compassion of a therapist, the calm of a surgeon, and the silver tongue of an ambassador. You don’t have all that.

Instead, because the dead outnumber qualified Reapers almost 100:1, part-timers like you have been deputized only to observe and record lost souls. The real Reaper will come find them later and bring them to their duly awarded and personalized afterlives.

Here’s what YOU do: In any crowd of travelers, thereto be will be at least one lost soul, probably more. You can identify them by their outdated wardrobe, luggage, or an attitude of distress or confusion. You’ll know them when you see them. That 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; this is harmful to the ghost, and is grounds for immediate ‘termination’.

Simply make a note of where you were, what time, and whatever characteristics led you to determine that they were a ghost. If possible, include anything you were able to determine, from a safe distance, about what troubles the lost soul, to give the licensed Reaper an advantage when they follow-up later.

Submit your weekly reports on the at any time on the Lord’s Day (which is Wednesday, contrary to popular belief). Reports are submitted by deleting them: since this is death for digital documents, they are received in the afterlife.

You will be paid twice per month, in experience.