

BECOMING PHYSICAL

Becoming physical is a collaborative
storytelling game about digital
beings wanting to reconnect with
the physical world.

During this game you create a story together by following simple instructions. But don't be fooled out of simple things complexity can arise.

Together you will create characters,
a world and a series of events
that happen in this world.

This book will guide you in the process of making your digital beings physical.

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By Ko de Beer

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WHAT DO YOU NEED?

3 people

1 hour

A table

Pens

Pencils

Paper

Scissor

Glue/tape

Printer

Stapler

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CONTENT

How to make this booklet

Set the printer to doublesided printing, flip on the short edge.

Lay down the pages in landscape/horizontal orientation.

Start with the cover page and fold it.

Move on to the next page and lay it inside of the previous page.

Continue until you arrive at the extra pages.

These pages do not have to be folded and can be left on the side for now.

Now you can finish the booklet by stapling the spine of the book.

How to play this game

This game is a collaborative game, it is not about winning. The focus of the game is on working together to create a story. This booklet should be seen as a guideline to play the game. If you feel the need to adjust or ignore rules in this guide, please do so if it would make the game more enjoyable for everyone.

01-02 Intro

Gives an intro about what this game is and its purpose.

03-08 Making the digital and physical space.

How to create the environments.

09-12 The challenges

What are the challenges in this world?

13-14 Making the player

Making a character that is in this world.

15-16 Preset character

As inspiration or as a POV character.

17-18 Planning an escape

How will your character escape?

19-20 Becoming physical

Print your character, draw it or make it however you like.

Extra Drawing the physical space

Drawing the digital space

Making the player x2

Making the stand x3

INTRO

You are digital.

Have you always been digital? Are you born digital or did you become digital?

That is all up to you.

But now you are digital. You have one big wish:

to become physical.

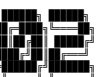
You can decide on the reason why you want to become physical.

How is it for you to be digital? What is the digital realm like? For how long have you been digital?

There is some very good news for you, this game is all about making that dream come true.

At the end you will become physical.

Together we will go on this journey from digital to physical.



MAKING THE PHYSICAL AND DIGITAL SPACE

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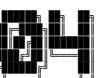
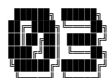
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First we will make the digital world together.
It is important to think in detail about this place.
After you have made decisions about the digital space
you can draw it on the "Drawing the digital space" page.
There are a few things that always need to be true:

It must be distinctly different from the physical world.
There must be a way for you to connect to the physical world.
There must be something about this world that makes digital beings want
to escape it and become physical.

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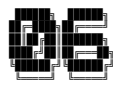
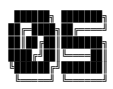
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Now we will make the physical world together.
 It is important to think in detail about this place.
 After you have made decisions about the physical space
 you can draw it on the "Drawing the physical space" page.
 Some questions to help you on your way:

What year is it?
 It does not have to be the present day.
 It can even be a time before the digital era.
What is it that makes the physical space
more desirable than the digital one?

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What is it that makes the digital world undesirable to be?

E.g. Information overload, the lack of feeling, everything goes too fast, there is constant change.

Who are the ones in charge?

E.g. Free will, humans in control, hierarchical system: some symbols are more important than others.

Where is the digital world in relation to the physical world?

E.g. On a server, on someone's private computer, on a game console.

Write answer here

Write answer here

Write answer here

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Write answer here

Write answer here

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What is a day like in the digital world?

What do the symbols do to spend their pastime?

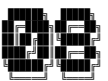
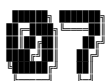
E.g. work, leisure, family visits, boredom.

Are there social problems? And so what are they?

E.g. No equality between the numbers, the higher numbers have more power.

What is the basic elements of the digital world?

E.g. zeroes and ones or electricity.



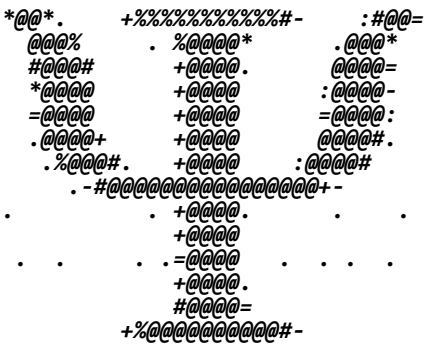
THE CHALLENGES

What is it that makes it hard to escape the digital world?

At this point there should be a clear idea about what the physical and digital space is like. Our next step is to set challenges that need to be overcome for your character to become physical. Some examples of what can make it challenging:

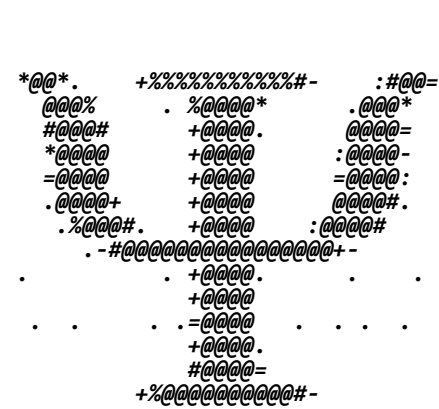
No one has returned from becoming physical.

This makes the characters fearful of what is after the digital world.



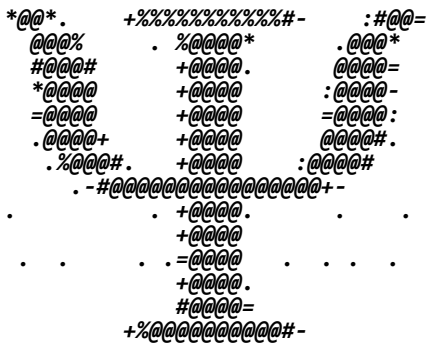
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Even talking about the physical world is prohibited and could lead to serious punishments.
Imagine what the characters in power would do to you if they find out you are trying to escape to the physical world.

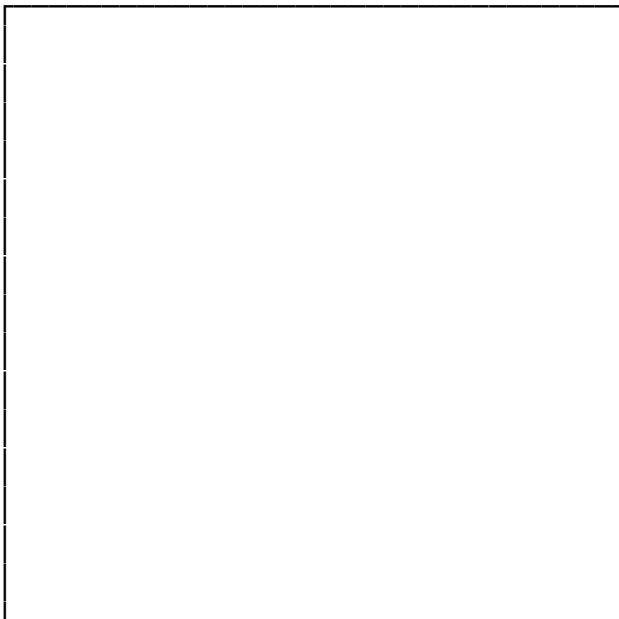
You will need the help of a physical being.
How can you reach out to a physical being to help you become physical?



MAKING THE PLAYER

You are an one of the many inhabitants of the digital world.

Each player makes a character. The story will be seen from the vantage point of these characters. On the next page you will find a questionnaire that will help you make a character. After every player has made a character briefly introduce them to all the other players. You can also use the preset character from the the next page.



Draw your character here.

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Name :

Which ASCII symbol are you?

(You can choose one from the
line in the middle of the
pages in this book)

What does your character
dislike about the
digital world?

What is the social status of your character?

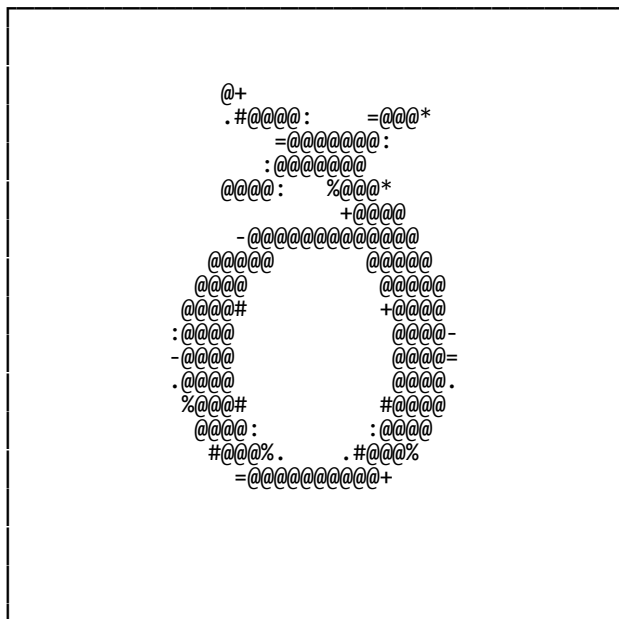
PRESET CHARACTER

Brief intro about this character.

Eilifr is the symbol Eth.

The Eth Symbol was frequently used in medieval writing. In the digital era Eths are rare.

By becoming physical Eilifr hopes to regain its glorious past.



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Name:

Eilífr

Which ASCII symbol are you?

Eth

(You can choose one from the
line in the middle of the
pages in this book)

What does your character
dislike about the digital
world?

Eilífr symbol Eth was used a lot
in languages during the
Middle Ages.

These days only few remain.
This makes Eilífr lonely.

What is the social status of
your character?

Coming from a family with a rich
history but has fallen
out of grace. But the dreams of
grandeur remain.

PLANNING AN ESCAPE

It is time to escape

Now that the environment and POV characters are made the setup part of the game is over. Now it is time to face the challenges made on page 11 and 12. Every player will have to get a role.

Player 1 decides what their POV character does.

Player 2 decides what happens in the environment.

Player 3 will act as a moderator.

One turn happens like this:

One POV character takes on a challenge and finds a way how to overcome the challenge. It must be described in as much detail as possible, this to give more input for the other players.

Every action has an effect on the environment. So after the turn of the POV character the **environment** player tells for every solution two complications.

The moderator helps to guide the process, offers insights, asks clarifying questions to both players to keep the conversation comprehensible.



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N Adjusting the drawing of the digital and
O physical space.
P
Q After every round adjust the drawings to fit the
R new reality. For example: if the digital space
S used to be black and white, but now it has color
T to address the challenge of boredom, add colors
U to the drawing.
V
W
X Checking in with the POV characters
Y
Z
[After every round it is important to look at the
\
] characters. Make adjustments to the character
^ drawings and answer the following questions:
_ What did they experience in the way they solved
a this challenge?
b
c Did it change the way they look or have? (if so
d add adjustment to character drawing)
e
f
g As a result has their social status become
h higher or lower?
i
j Did they become more motivated to
k become physical?
l
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n **Switch and repeat**
o
p After each challenge switch roles.
q Player > Moderator > Environment > Player.
r
s Repeat these turns until all challenges are
t addressed and then move on to the next page.
u
v
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BECOMING PHYSICAL

After facing all the challenges it is now time to cut out your characters drawings and paste them on a stand. Instructions for the stand you will find on the next page. After making the stand and pasting your character drawing on it place the stands together on your drawing of the physical space.



After placing your stands on the physical space drawing take a look at it and reflect with the rest of the players on the journey and realise:

You have become physical!

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Thank you for
playing!

Inspired by
Dead Minutes by Tom K. Kemp
The Cloud Dungeon by Andrew Miller

Fonts used:
Miriam Mono CLM
Consolas

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