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.

BECOMING PHYSICAL

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Pencils

Paper

Scissor

Glue/tape

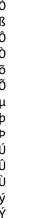
Printer



Stapler

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

Fonts used: Miriam Mono CLM Consolas





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

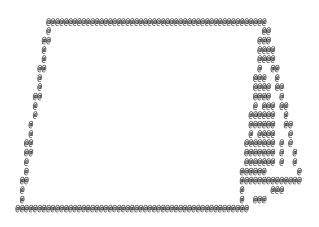
This game is a collaborative game, it is not about winning. The focus of the game is on working together to create a story. This booklet should be seen as a guideline to play the game. If you feel the need to adjust or ignore rules in this guide, please do so if it would make the game more enjoyable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

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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!

Becoming physical 1/1

CONTENT

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- 01-02 <u>Intro</u>
 Gives an intro about what this game is and its purpose.
- 03-08 <u>Making the digital and</u>
 physical space.
 How to create the environments.
- 09-12 <u>The challenges</u>
 What are the challenges in this world?
- 13-14 <u>Making the player</u>

 Making a character that is in this world.
- 15-16 <u>Preset character</u>
 As inspiration or as a POV character.
- 17-18 <u>Planning an escape</u>
 How will your character escape?
- 19-20 <u>Becoming physical</u>
 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

N Adjusting the drawing of the digital and physical space.

Q After every round adjust the drawings to fit the R new reality. For example: if the digital space U used to be black and white, but now it has color U to address the challenge of boredom, add colors V to the drawing.

Checking in with the POV characters

[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?

Did it change the way they look or have? (if so add adjustment to character drawing)

g As a result has their social status become h higher or lower?

Did they become more motivated to become physical?

n Switch and repeat

P After each challenge switch roles.
q Player > Moderator > Environment > Player.
s Repeat these turns until all challenges are
t addressed and then move on to the next page.

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.

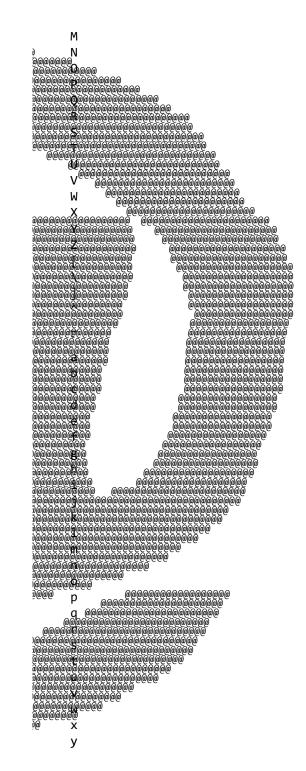
Player 3 will act as a moderator.

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.



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 I

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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.

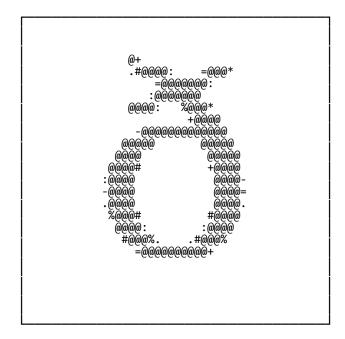
PRESET CHARACTER

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 Eilfr hopes to regain its glorious past.



DIGITAL SPACE

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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?

MAKING THE PLAYER

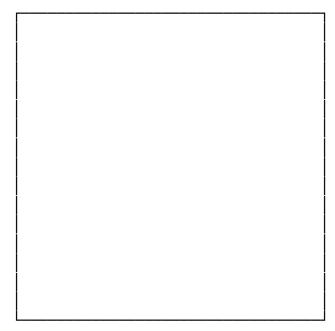
You are an one of the many inhabitants of the digital world.

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.

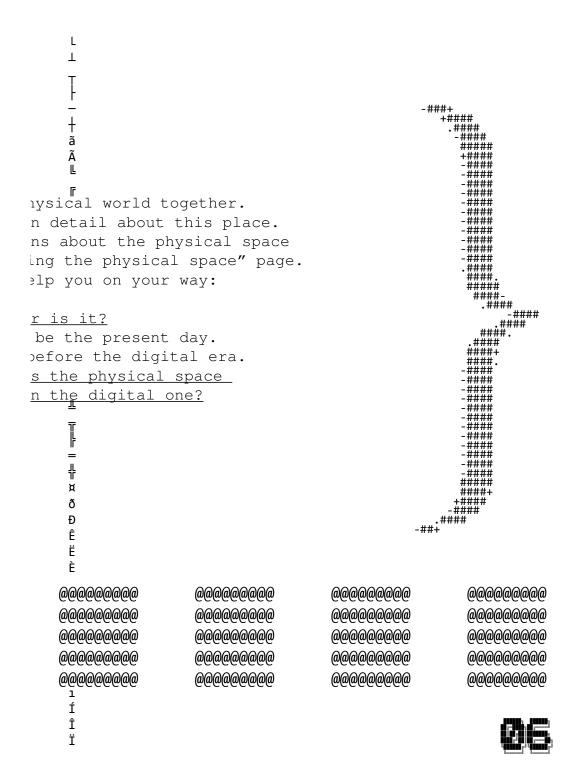
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Draw your character here.



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

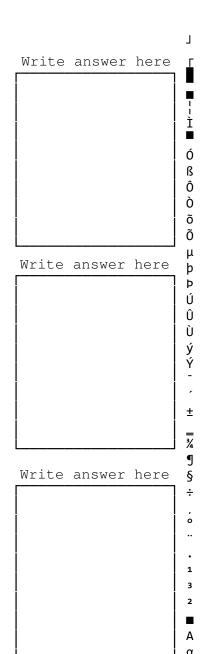
E.g. Information overload, the lack of feeling, everything goes too fast, there is constant change.

Who are the ones in charge?

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

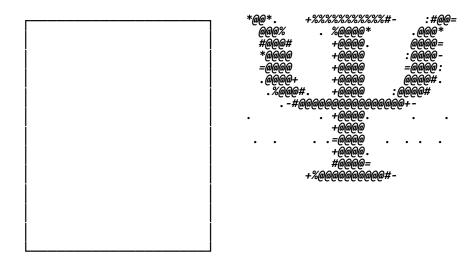
Where is the digital world in relation to the physical world?

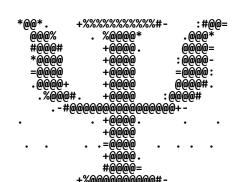
E.g. On a server, on someone's private computer, on a game console.

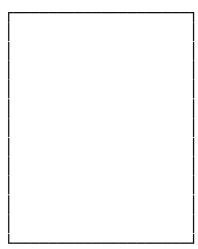




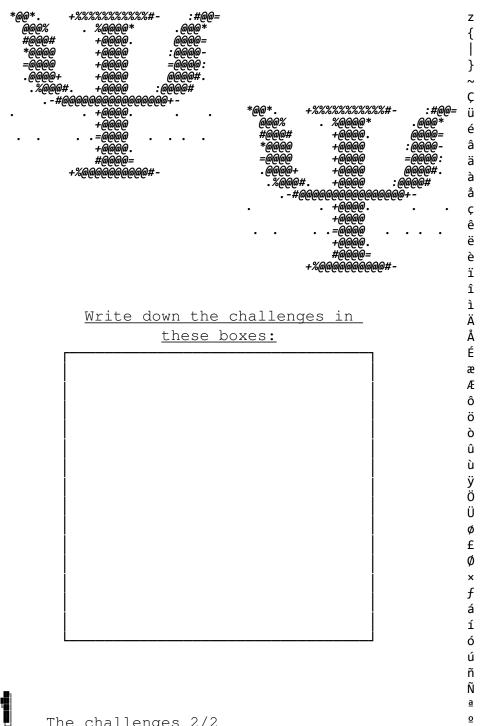
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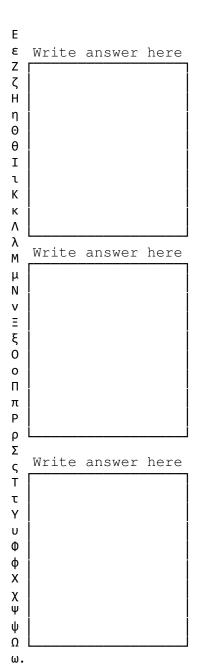












What is a day like in the digital world? What do the symbols do to spend their pastime?

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.

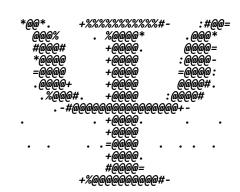
THE CHALLENGES

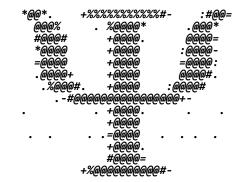
What is it that makes it hard to escape the digital world?

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

being to help you

become physical?

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.

