



Human Rights Defender

Carries out research and campaigning on human rights issues. Is under surveillance.

WHAT YOU NEED:

In preparation, you need to **understand who your PACT contacts are** and how their Special Talents can help your situation. For example, they may be able to coordinate a public statement, an Urgent Action, a protest, or lobby with international organisations.

WHAT WILL HAPPEN:

In this simulation you will be detained by the authorities. You will need to set off the Panic Button, after which there is to be no direct contact with your PACT contacts. After you have set off the Panic Button, you need to go directly to the detention centre.

WHAT YOU NEED YOUR PACT TO DO:

Develop a detailed story and context around your abduction - the more details you provide to your PACT, the easier it will be for them to use their Special Talent.

Your PACT contacts will use their Special Talent to convince Key Figures to give them a **token** that they will bring to the Game Master as proof that they were able to carry out the desired action on your behalf. You have the responsibility of making sure they have all the required information about you, the situation in which you disappeared and what kind of interventions you would like on your behalf, in the event that you cannot give your direct consent.

You will remain in the detention centre until all of your PACT contacts have used their Special Talent and delivered the tokens to the Game Master.