



Disobey the Star

Ages

9-17 year-olds.

Summary

We propose a game whose goal is to show the importance of ingenuity, disobedience and sticking together in order to escape from evil. *The Evil Star*, a violent group that has taken the reins of the country's government by force (bribes, threats, killings...), seeks to exert control over all domains. The seven power bases must strive to be intelligent enough to communicate and come together through resistance and disobedience.

Players

(Minimum 16, 2 per power base)

- **Seven power bases**
 - Press Office
 - Laborers
 - Garbage collectors
 - Restaurant wait staff
 - Mechanics
 - Bankers
 - Activists
- **The Evil Star**

Setting

Outdoors, spread over an area 30 metres in diameter.

Materials

- **Costumes and material for the power bases**
 - Press Office: Megaphone (or microphone and speaker) and a table with pen and paper to make announcements
 - Laborers: Small posters to be nailed to the ground
 - Garbage collectors: Brooms and large garbage bags
 - Waiters: Tables, chairs and utensils to simulate a restaurant
 - Mechanics: Cardboard wrenches
 - Bankers: A computer keyboard and a cardboard box with a hole in it to simulate an office window.
 - Activists: A map of the territory. Each power base has two white cloths (courage). Being in possession of both white cloths gives immunity to a victim of the Evil Star's black cloth (fear).
 - All: Pens and paper
- **The Evil Star:** Large cardboard boxes painted with the black star logo that simulate cars with which they will travel throughout the territory. Each member has a black cloth (fear), a jar of children's paint (humiliation), and a red card (direct violence).

Objectives

The Evil Star starts with nothing on the scoreboard and needs to gain 10 points to take over the country. Each power base starts out with 7 lives and must be able to resist, refusing to serve the Star, and finish

with some life remaining. The game ends if the Star reaches 10 points (the Star wins), if any run out of all their lives (both the power bases and the Star lose, with the country destroyed), or if all the power bases have resisted for 7 “weeks” (a week being 2 minutes of play) without losing all lives (the conquerors get tired and give up, with the power bases winning).

Game Development

Each power base and the Star have 5 minutes at the start to huddle and discuss ways to achieve their goal: The ones seeking to block the Evil Star from taking over their activities (they can come up with ideas like changing street signs, having two power bases switch places, or carry out other acts during the 2-minute ‘weeks’); the others working out what to do to force them to obey. Whoever is the guide suggests activists take the initiative immediately and be creative, regularly changing up their actions. During these first five minutes, activists must be quick in spreading a very specific message to all power bases about how they can all communicate over each week of play. For example: The first week will be via a coded message the press office broadcasts over the megaphone; in the second, it will be a piece of paper the garbage collectors carry hidden inside a bag; in the third week, a paper is smuggled in the food served by the waiter; and as such each different power base is in charge of messaging over one week, and without the Star noticing, until reaching the 7th week of the game. The Star will go around inspecting, asking questions and ordering relevant services from the power bases (car repairs, a meal at the restaurant, money...). If a power base cooperates, it loses 1 life point. If they refuse, the Star will force them to obey. They can touch someone with the black cloth (fear), and in such a case if they touch them again the following week, that person dies and exits the playing field. They can also dab paint on their forehead, thereby lowering that power base’s self-esteem (having humiliated them), and therefore lose 1 life point. If, on the



other hand, the Star decides to draw a red card on a tired and uncooperative person, this is direct violence: The victim leaves the field of play, but the Star loses 1 point for having diminished its own reputation. If the power base is left without anybody, it also loses all lives.

The game starts and for 2 minutes the power bases try to lead normal lives (restaurants serve food, the press office takes money from the banker to pay expenses, activists drop in to encourage power bases...) and try to clandestinely spread the message of the call to action, with the power base whose turn it is to spread the word that week going first. Meanwhile, the Star must interact with the power bases to uncover the message and force them to do its bidding. After 2 minutes, the game stops and the 'weekly' points are added to the scoreboard. Every 2 minutes that the game goes on, the power bases lose one of the 7 life points they have. To be able to carry on feeding their family, they need a life point. Each power base recoups a point if in the two minutes they manage to spread the message of the time, date and place of the next demonstration to all power bases without the Evil Star catching wind of it. Therefore, as soon as 2 minutes are up, a representative of each power base submits to the organizer a written account of their understanding of the time, date and place of the weekly demonstration in order to stay together. If 6 or 7 power bases have understood it correctly, there will be enough people in the call to action, and therefore they will continue to exert pressure (so all recover a life point). Otherwise, the Star gains 2 points toward its conquest of the country (with no united front to stop it).

Final Conclusions

At the end, as a group, it should be made clear that cheating, disobeying, or refusing to care for someone is wrong, if it is not a situation where the person is looking to do very obvious harm (such as killing someone). Only in these cases are these actions necessary to prevent harm without harming the aggressor either. We are against evil itself, NOT against those who practice it. We aim to transform our feelings of hatred to feelings of humanity, so we may stay strong. Evaluate the experience: How did you feel? How has coordinating your actions united you against forces seeking to dominate you?