

# Script

## Introduction

In the beginning there were four great tribes and they forged wondrous, magical artifacts: one of fire, one of water, one of earth and one of air.

The four sought to expand their power and for centuries there was conflict. Any peace was short lived.

As time moved on, the four became tired of war and an unsteady calm befell the land. Trade slowly grew and the four vied for power in other ways.

Fearful of what would happen if any nation was able to wield more than one artifact, they were hidden away and the locations of the artifacts (and how to use them) were gifted to a select few. But as with all things, this knowledge was slowly lost.

The artifacts are now little more than legend, but a great calamity is foretold. Interest in the artifacts has grown and the other tribes covet their power once more. You have been tasked with uncovering the clues of our ancestors, recovering the artifacts and to wield them to stop our nation's demise.

Attendees of Barcamp 6, you have until the end of the day to recover the lost artifact and the instructions on how to use them. At the end of the day we will gather together to perform the activation ritual to discover your fates.

# Altar Ceremony

1. **“Can the four *Stone Bearers* come forth.”**
2. Get upto four volunteers to bring their claimed stones to the front.
3. Repeat the following steps for each Stone, X, present:
  - a. Connect to the stone X’s BLE interface.
  - b. “Bearer of the X Stone; place the X Stone on the Altar”**
  - c. Wait for the stone to be placed on the altar in its correct position.
  - d. “Please awaken the X Stone”**
  - e. Once they reenact the relevant part of the Fifth Element end sequence
    - i. The wind blows
    - ii. The fire burns
    - iii. The rain falls
    - iv. The ground stays
  - f. Set the X stone to mode 0x01.
  - g. “Now enter your activation sequence”**
  - h. Wait for them to finish
  - i. Take note of Stone X’s final rotary position into victory calculator
  - j. “Please return from the altar”**
4. After all present stones have been awakened and activated
5. Set the stones modes to the final states shown on the calculator (to show who betrayed whom).
6. Play badge outro shown on calculator.
7. Read out epilogues shown on calculator. (see below for narrative)

# Epilogues

## Failure cases

### For factions that failed to recover/activate their artifact

With the rise of the great calamity, your defenses fall; and your people scatter. You have died of dysentery.

### For factions that recover one artifact and selfishly activate

You wield the power of the artifact and your nation is invigorated and strengthened. Your people hold their own, but they (too) eventually succumb to the great calamity.

### For factions that claim multiple artifacts

You wield the power of (two/three/all four) artifacts and your nation is invigorated and strengthened beyond all previous measure. Your people fend off the great calamity and hold steadfast. But power lust grows in your capital and in a moment of weakness the great calamity takes the upper hand and strikes you people down.

## Success

You activate the four great artifacts and unite their power. With this unity, the calamity is averted, our leaders commit to working together and you witness the birth of a new age of greatness.