

Rulebook

STOP!

BEFORE READING THE RULES, READ PAGES 1 AND 2 OF THE COMIC

Overview

This game is about exploring usage of social media and how it affects users as well as their interactions and relationships with others. The way we communicate to one another has rapidly shifted over the years towards ultra fast, many to many communication where geography matters very little to the ability to reach one another. Communities have been formed in most corners of the internet, with cultures and subcultures popping up on various platforms. As people essentially live parts of their lives online, share intimate details about themselves and form long lasting and rich connections it is of importance to think deeply about who creates and controls the spaces where we live our online lives. Who has the capacity to change, cut off or make easier how we spend time with one another? What are their motives? Are they based on what's best for interpersonal relationships (no) or based on profit (yes)? What kinds of attitudes and behaviour patterns are encouraged by various social media platforms? And ultimately, how does this impact what we think of one another and who we become?

The aim of this game is to explore these questions through the fictional characters and story presented in the game, as well as for yourself and the people close to you. You may choose to roleplay your character, or talk about them like you would a film study. You may relate openly to your own life as well and encourage other players to share personal analysis.

Disclaimer

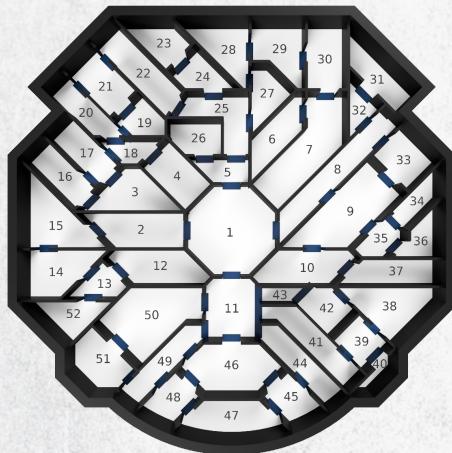
Players should keep in mind that while names and social media accounts have been anonymised throughout the game, content is largely based on real human interactions and public social media usage. It is possible this could be distressing for some players.

Heed the following content warnings:

- Mentions of stalking and doxxing
- Profanity and swearing is used and directed at game characters
- Mention of suicide
- Mentions of addiction
- Allusions to poor mental health

Components

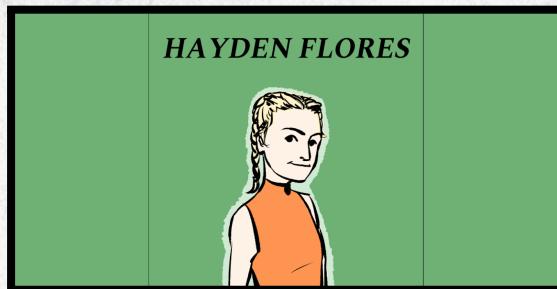
Game Board (the house)



The Comic Book



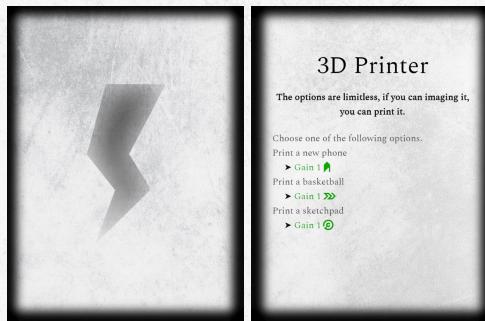
Character Boards



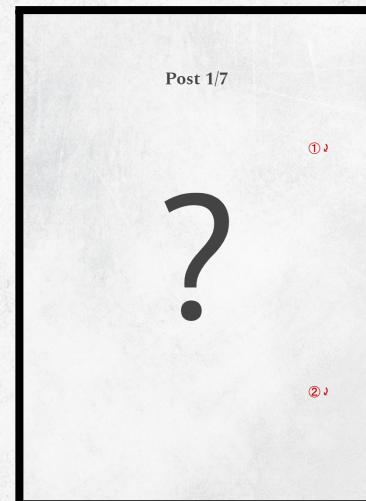
Statistic Tracking Dials



Event cards



Post cards



Event Tokens



Post



Event

Icons



Influence



Speed



Satisfaction



Curiosity

Setup

1. Place the **game board** in the centre of the table.
2. Without reading any of the descriptions, each player should **choose a character card**, and its corresponding figurine to play the role of, throughout the game. Each character has unique traits and objectives that are personal to your character and should not be shared with other players directly.
3. Now, deal each player a random **character objective**. They should then insert this into their character card, in the objective slot on the right hand side.
4. Give each player their own **statistic tracking dial** which should be set to the corresponding numbers on that player's character card. The statistic dial tracks the players Speed, Influence, Curiosity and Satisfaction throughout the game.
5. Place the stack of **post cards** and **event cards** facedown, in their marked location on the board. Do not shuffle post cards. Event cards may be shuffled.
6. Place the **character figurines** in the central room (1) on the game board.
7. You are now ready to begin playing.

Playing the game

Now that you have finished pages 1-2, setting up tokens in accordance with the comic book's instructions, players can start having turns to explore the house with your characters. A starting character will have been nominated by the comic book, and you should take turns in a clockwise order.

Turn cycle

A players turn consists of the following steps:

1. Movement
2. Picking up and resolving events or post cards
3. Playing any items for additional effects

1. Movement

A player can explore the house by moving a number of spaces equal or less than the number of speed  that is currently listed on their statistic dial.

2. Events

If a player ends their movement in a room with an event token, that event token should be removed from the board, and the player may pick up the event off the top of the event deck.

The player should read aloud the event description. The event will have a few options of how the player would like to proceed. The player should read aloud their decision, and apply the effects.

For example, if the chosen outcome has a **gain 1**  symbol then the player should increase their influence by one on their statistic dial.

Some events may trigger new pages in the comic book, and/or post cards. The game should be paused while the comic book or post is read and resolved.

Unless otherwise stated (i.e. keep this card until used), all event cards once read and resolved should be placed in a discard pile.

3. Items

Some special events picked up are labelled “**keep this card**” which means that the player should keep this card in front of their player character board. These items vary in effects and may be used one or multiple times depending on the card. A player is able to use **one item per turn**, after picking up and resolving any event cards as described above.

Items may also be exchanged or given to other players in the game, only if the character figurines are both in the same room.

Comic book

The comic book is best **read aloud as a group**, to share the effort and to have players immerse themselves in their chosen character. One person (share this role) will hold up next to them the comic so that other players can see and the holder can read aloud as well. In most cases, the comic uses the playable characters of **Jesse, Hayden and Sam**. Players will be able to visually identify when their player is within the comic and read for their dialogue. When there is a non playable character in a comic, the person holding the book shall read their parts aloud.

Comic books are read in a **left to right** order. The secondary order is **top to bottom** (left and right takes precedence). When a speech balloon is connected to another via a line |, players read all bubbles in order before moving to the next person’s dialogue. Sound effects are generally read/acted out first or when implied by the dialogue.

Players are encouraged to change their voice and tone when reading aloud to ‘act out’ and roleplay the stories involved.

Post cards

When a post is drawn by a character who picks up a ? from a room, post flaps are opened in numerical order once each discussion section has been completed by players. Players are not encouraged to read aloud each post as there can be several lengthy components. Instead, players should **centre the post and read it individually at the same time**. This will naturally lend itself to completing the first general question of reacting to the contents of the post,

before the players move to deeper discussion questions. Discussion questions ought to be read aloud by the player who picked up the post. There is no allocated time to complete posts, players are encouraged to move on when it feels natural. Try to answer each part of the questions and don't be afraid to answer 'wrong'. There are no specific answers as these are open ended questions where answers will depend on each player's unique experience and the group dynamic. It is okay to move on quickly after answering a question or to spend extra time going deeper on questions when the mood strikes. Tangents are encouraged, however they should always relate to the central philosophical questions outlined in the Overview of this rulebook.

Ending the game

Achievements

Each character has their own objectives. Upon completion, the player should mark a space indicating that they have completed it. Each time they mark the box they should update their statistic counter, according to the bonus outlined within the achievement. Once the boxes are filled, the player can no longer gain bonuses for completing the achievement.

Win conditions

At the end of the game, a winner will be decided based on a combination of statistics, and how players played throughout the game. The end of the game will be triggered once the final post has been completed.