

## Player Briefing

Welcome to *The Road Not Taken*. This is a game of emotions and decision. There is no win or lose here. You will not have goals per se; instead you will each play a character faced with a decision. There are no right or wrong answers here, and the choices are often difficult.

The game is broken into rounds. You will have a different character for each round and there is no continuity of characters between rounds. At the start of each round, take a chance to read your character sheet. Some rounds you will not have a character and will have to sit out. We have designed the game to minimize this, but it sometimes will happen.

Each round, a different player will have the opportunity to play the main character. If you are playing the main character, once you understand what is going on and have a good hold on your character, step into the spotlight. Only the main character may be in the spotlight.

All the other players are playing voices, either trying to influence the main character toward their points of view, or presenting information or angst. As a voice, you are not physically there, but are a voice in the character's head, even if you are the voice of someone present. You may say anything that you would imagine the voice to say in someone's head, being more threatening or helpful than normal because you're not a real person; you're a voice in someone's head.

As a voice you will tend to speak to the main character, but you can speak to other voices if you wish. Haven't you ever had an argument in your head? Note that some voices may be different aspects of a different character, possibilities that the main character might imagine in his or her mind. To help the Main Character know who you are, it may be helpful for you to introduce yourself before you speak (unless name badges are available).

As a voice, you either wish to persuade the main character of your point of view, or you are providing information or angst to make the decision difficult. It

should be clear based on the character description which you are.

Regardless, you **must** give the other voices a chance to speak. If, as a voice, you feel other voices aren't giving you a chance, gently let the players know out of character. Use the gesture of cutting your finger across your throat. This is the signal that you aren't getting a word in edgewise. Be polite and allow others to speak and it will be a good experience for everyone.

If you are playing the main character, take a moment to get into your character's headspace. The decision might seem to be cut and dried from an objective point of view, but you aren't objective. Maybe your character is prioritizing something that you as a player might not. Maybe you are more willing to discount some things because they aren't real. But they *are* real to your character; your goal as a player is to make them real to you as well. Try to think like your character, to feel what your character feels. You will have a much better game if your decisions feel meaningful.

Note that as a main character you do have the ability to talk back to your voices. You are free to interact with them as you see fit, although there are no physical conflict mechanics for this event.

As main player, you have about 10 minutes to make a decision. You can always choose not to decide, but time will run out. This is perfectly fine. You don't have to make a decision, but we will have to stop the scene to give others a chance to play. The scene ends once you have made a decision or time runs out. Step out of the spotlight and prepare for the next scene. Remember, you have time. There is no need to make a snap decision. Allow yourself the luxury of indecision and listening to the voices in your head.

Finally, if you are not comfortable with your character or a scene for any reason, you may sit that scene out. Give your character to one of the players who doesn't have one, and watch or take a break as desired. Try to be back for the next scene though.