

Last Words

Leaving and being left behind

SUMMARY

This is a live action online game (LAOG) about unresolved between the dead and the living.

What you need for this game

Nr of players: 3

Time to play: 2 hours (50min set-up, 45min actual play, 15min debriefing, 10min breaks)

Emotional Impact: potentially high

Genre: Personal drama with supernatural elements

Potential themes: unfortunate death, grief, helplessness, emotional vulnerability, unresolved issues, desire to help

This is a game designed for online play and takes advantage of online technology. So what you each need is a stable internet connection, each a safe and private space for yourself (usually your home), a good webcam and microphone set-up. Moreover, two players need to establish a separate voice call through another device (your mobile phones should work).

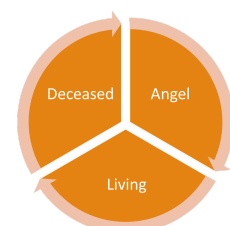
This game is meant to be played slow and careful. Take your time and resist the urge of pushing for a higher pace.

Player roles:

- The Living: to live with grief
- The Angel: ethereal being communicating between worlds
- The Deceased: wants to find rest

The story (applies to all scenarios)

The death of the Deceased came too early for the Living. There is something the Living and the Deceased had to talk about and now it's too late. When visiting the grave, the Living talks to the Deceased about these unresolved issues – as if they could hear them. And in fact, the Deceased can hear them but cannot respond. Unresolved business in this world gives the Deceased pain and forbids them to find rest in the afterlife. An Angel, existing near the grave, overhears the Deceased's responses. The Angel can't hear the Living. But the Angel decides they want to help the Deceased to find rest with this world. When the Angel and the Deceased next midnight talk about what happened, the Angel decides to enter the Living's dreams to



send what the Living needs to know through symbols and visions. Maybe these dreams have already changed the Living when they visit the grave of the Deceased next time.

Playing a Live Action Online Game

Playing a laog means we stay in-character with our whole body when we are in actual play time. Use all your senses, mimic, your hands, but also feel into your body although it won't be visible to the others. If you want to learn more about laogs, read the laog manifesto on <https://tinyurl.com/laogmanifesto>.

As this is a laog, we need to have our technical set-up and the procedures already in mind before we enter actual play. So read the next sections carefully. But if something needs clarification in the game, don't hesitate to interrupt the game. How to do so, will be explained further below.

SET-UP & RESOURCES

This is the technical set-up of the game. For the role of the players, read the section on Phases further below.

Technical set-up

The game is organized in phases (Visit, Midnight, Dream) through which we move in a circle (three times). The set-up is the same for each phase.

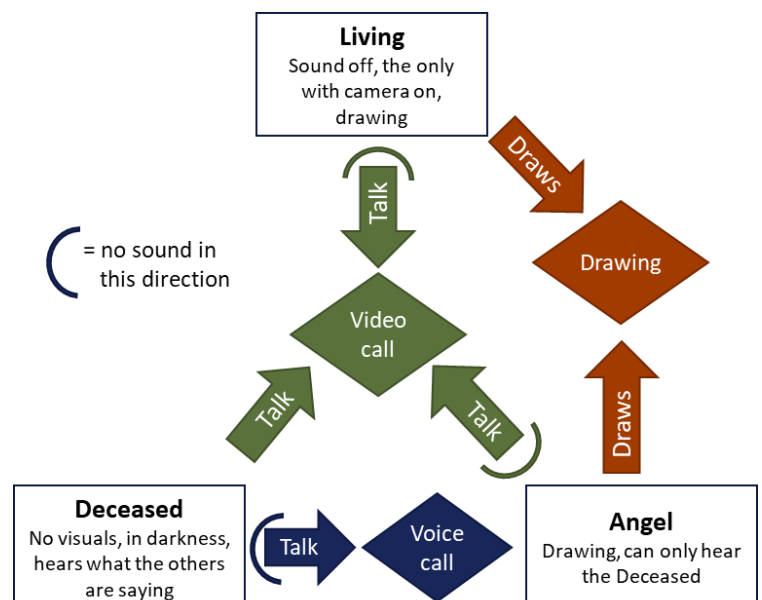
Technically, this game needs a video call, a collaborative online drawing tool (Google Drawing is recommended) and a separate voice call on separate devices to be established between the Deceased and the Angel.

In the video call, the Living and the Angel have to have their sound volume set to zero. So everybody can talk into the video call but only the Deceased can hear. In the voice call between the Deceased and the Angel, the Angel is muted. The Angel needs to have headphones on, to avoid echo effects.

For the video call, the Deceased will not share their camera but instead screen share a picture of their character. The Angel will share the Drawing instead of showing their video.

Consequently, the Deceased and the Angel players are never visible. The Deceased doesn't need to interact in any other way than their voice and hence doesn't need to stay close to the keyboard.

The Deceased can increase the intensity of their situation by getting naked and wrapping themselves in blankets. They don't need to do this. It is recommended for all players but especially the Deceased to play in darkness, i.e. switch the light in your room off and maybe have a candle instead.



Phase change

Every five minutes a new phase begins. The Living and the Angel can see the time on their computer clock. Start at a full five minutes time (:00, :55 etc.) to have it easier. The Angel needs to tell the Deceased when the scene is over in the case the Deceased decides not to be in front of their computer.

Resources for the Drawing

The use of Google Drawing is recommended but any other software with real time online collaboration can be used. Drag and Drop from other tabs or windows works best in this game. You need then resize and rearrange them.

Here are some other potential resources:

Dream interpretation:

<https://www.dreamdictionary.org/s/>

Angel wisdom:

<http://www.angelmessenger.net/free-angel-card-readings/>

Dixit cards:

<https://www.pinterest.de/evamelinda11/dixit-cards/>

Character portraits

The Deceased will have a character portrait instead of themselves in the video call. Open the portrait in a separate tab on full screen in your browser or in an image viewer on your computer and screen share that window. Pinterest can be of great help or use the help of an AI to generate a portrait:

<https://www.thispersondoesnotexist.com/>

The Angel and the Living could pick a character portrait, too, for inspiration. But it won't be visible in the game.

CHARACTERS

The Deceased

Your life in this world is over. But you can't begin your afterlife – a good place to go, you know – before you haven't finished your business in this world. The Living and you still have something to resolve. If you want to reach afterlife, you need to be at peace. The Living doesn't necessarily have to find peace for that. The Angel wants you to find rest. They will help you by entering the Living's dreams for you. But the Angel is not from this world and might not be so easy to understand and to communicate with.

What you need to know if you play the Deceased:

- The Deceased can hear everybody but can't see the Drawing. The Midnight phase is the only phase you have a bidirectional conversation (with the Angel). In the Dream phase you just listen.
- Playing the Deceased might feel very vulnerable. If you want to go full-in, get undressed and wrap yourself with blankets to simulate the fact you are dead and don't have a living body anymore. You can play in total darkness.
- If you play the full setup (on the floor in the dark), you can't access the game material. So prepare what happens in the three phases before you play. It's relatively straightforward.
- Remember that the Angel is your communication partner for everything meta: if you want to do a break at the end of the Dream phase or if you want to remove an established fact. They will also tell you when a phase is over (every 5 minutes).
- You are responsible for moderating the scenario set-up.

How to play the Deceased:

As the Deceased, you won't be able to talk to the Living directly. Although you have a lot to say to them. As a player, that brings the additional challenge that you can't directly establish facts in the fiction. Take care that you mostly establish things from your inner journey and expect the Living to establish factual elements of your story. For example, the Living can establish what music you listened to together. You can bring in what this music meant for you. Your death might have obscured your memories, maybe it is also only slowly coming back. So if you don't 'remember' something correctly or there are inconsistencies between your story and the one the Living is telling, it might be because of this slowly returning memories of yours.

The Living

You had something important to you to be discussed with the Deceased. And now it's too late. You come to the grave to talk as if they were still with you. In your dreams you start to process what has happened. You hope to find peace with the issues you and the Deceased still had. Maybe that means having a clear vision on how to move forward in life, or leave certain things behind. Your dreams have become more vivid recently and sometimes it seems as if somebody is guiding you. Isn't that a nice thought that somehow the Deceased would be there at least in your dreams? Yeah, that's impossible. But it's a nice thought.

What you need to know if you play the Living:

- You won't hear anybody for the whole game but are the only one visible.
- If you want to go full-in, have a candle as the only light next to the computer.
- You can't write words on the Drawing but probably use images containing words at times.
- In case you record the session and you set the recording up, you are responsible for fixing the camera on the right player any time (Visit: Living; Midnight: Deceased; Dream: Drawing)
- If you have something meta to announce, talk to the Deceased or write on the Drawing for the Angel.
- You are responsible for moderating the debrief. Read the respective chapter before you reach the debrief.

How to play the Living:

The Visit phase is a long monologue for you. That might feel scary and that's alright. Feel free to keep some silence or improvise activities at the grave (planting a flower etc, talk to somebody). A challenge for you will be how to integrate what you saw in your dreams into your actions before your next grave visit. Push for establishing fiction between Visits at the grave. You are the Living, you are the only one who can act in this world and read it. (And whatever the Deceased thought and brought to you through the Angel might be false memories anyway, dying isn't easy to process).

That you don't hear anybody shows how much left alone your character feels at the moment. Indulge in the feeling. Midnight means you can sort your feelings and thoughts. You are completely on your own in this phase. In the Dream phase, interact directly with the Angel on the Drawing. But be aware that you are in a dream and might not act as strategically as when awake.

The Angel

You are a being not from this world. You pity the Deceased and want to help them find rest. When you enter the Living's dreams you hope you can make them act in a way which allows the Deceased to enter the afterlife. For the Living, you don't care too much. Their world is just too different from yours, anyway.

What you need to know if you play the Angel:

- You can't write words on the Drawing but probably use images containing words at times.
- You share the Drawing in the video call. Maximize the window with the Drawing, to avoid others seeing your bookmarks etc in the call.
- If you have something meta to announce, talk to the Deceased, write on the Drawing for the Living
- In case you record the session and you set the recording up, you are responsible for fixing the camera on the right player any time (Visit: Living; Midnight: Deceased; Dream: Drawing)
- You are responsible to tell the Deceased when a phase ends (every full five minutes)
- You are responsible for guiding us through the End phase. Read the chapter before the game.

How to play the Angel:

The Angel is different. Let the others sense that once in a while. Come up with your own idea what kind of being you are. For the Drawing, feel free to create your own approach – everything is possible except writing words. Your communication to the Deceased shall be dreamy and unclear at times. This is not a puzzle game.

SCENARIOS

First select a scenario. Discuss the details of each scenario as part of the Character Creation chapter below.

Scenario A: Our child

The Deceased is a mother who died in car accident. Her child survived. But as it turns out in what came after, the child has a different biological father than everybody thought. The Living is the Father of the child, the one who raised the child and lived together with them.

Potential unresolved issues:

- Why didn't the mother talk about it?
- Did she really love the father? What was the relationship with the other man?
- Did the Living really love the Deceased if the new truth changes the situation so much for him?
- What shall happen now? Should the child meet their biological father? Does it change the father-child relationship?

Together, map a few ideas immediately coming to your mind. Discuss what you don't want to see in this scenario.

Deceased

You are the mother who died in a car accident.

Questions you can discuss with the others before you start playing:

- What do you miss from your family life?
- What makes your child special?
- What made your love for the Living special?

What you could think about for yourself:

- What was your relationship to the biological father?
- Why didn't you tell the Living?

Living

You are the father. You grieve the loss of your beloved partner and just learnt that you are not your child's biological father.

Questions you can discuss with the others before you start playing:

- What do you miss from your family life?
- What makes your child special?
- What made your love for the Deceased difficult sometimes?

What you could think about for yourself:

- Do you already have somebody in mind who could be the biological father?

- Will you soon find a new love?

Angel

Questions you can discuss with the others before you start playing:

- How dependent is the child on their parents?
- Which symbol in their life stood for the family as united?

What you could think about for yourself:

- Which shape does pain have?
- What colour does family love have?
- Will people meet again in the afterlife?

Scenario B: The Lost Son / Daughter

Many years ago, the Deceased had abandoned their parent, the Living, without saying a single word. The Deceased had lived their own life elsewhere, unknown or unreachable for the Living. But then died and were brought back to their parent, the Living.

Potential unresolved issues:

- Was the childhood so difficult?
- Why did the now Deceased leave?
- Did the Deceased forgive the Living for whatever they did wrong?
- What life did he Deceased live?
- Can the Living now come to rest with their role as a (failing?) parent?

Together map a few ideas immediately coming to your mind. Discuss what you don't want to see in this scenario.

Deceased

Questions you can discuss with the others before you start playing:

- Where did you go?
- What special item standing for your childhood took you with you?
- About what did you talk last time you were with your parent?

What you should think about for yourself:

- What was the most important feeling for you when you left which the Living needs to understand?
- What was the most terrible moment in your childhood the Living needs to understand?

Living

Questions you can discuss with the others before you start playing:

- What profession did you hope your child would one day have?
- What's your relationship to the other parent?

What you should think about for yourself:

- Would you have run away when you were a child?
- Would your life have been better if your child had stayed?

Angel

Questions you can discuss with the others before you start playing:

- How was the memory of the child in the parent's house kept alive?
- Who from their later life will miss the Deceased as much as the Living?

What you should think about for yourself:

- What shape has 'home'?
- Which colour does a parent's love have?

CHARACTER CREATION (GUIDED BY DECEASED)

After choosing a scenario together or creating your own scenario, discuss the points provided there together with the more general points below. The Deceased is guiding this discussion and has the last word if decisions have to be made.

Feel free to ask others to change an idea if you have something in mind you would rather prefer.

General points for all scenarios:

- Your names
- Your characters' appearance (plus character portrait for the screen share)
- Your characters' background (maybe: profession, close relatives, history)
- Where and when in the world your characters live

GET READY FOR ACTUAL PLAY

Read your role in each phase

Prepare your space:

- Lights off, a candle maybe, tea

- Getting naked and wrapped (Deceased)
- Get the voice chat ready

If you feel unsure about the technological set-up or the phase structure: practice each phase quickly before you start playing.

Be ready for 45 minutes of uninterrupted play. If necessary, you can ask for a break at the end of each Dream phase.

Give each other the 'go' to start. Put your microphone and camera off. Return with the first Visit phase starting when the next full five minutes have been reached (:00, :55 etc.). Deceased, you can directly start waiting 'in your grave'.

PHASES

The game structure consists of three phases through which we move in circles three times. Each phase is exactly five minutes long. You can track that easily when you start at a full five minutes (:00, :55 etc.).

Some characters are very involved in one phase while they are less active in another. Be aware of that fact and try to enjoy the meditative moments a phase might have for you.

Overview of the phases

<i>Phase</i>	Grave Visit	Midnight	Dreams
<i>Living</i>	Talks to Deceased	Draws on the Drawing, can't talk	Interacts on the Drawing with the Angel; can't talk but 'murmur while asleep'
<i>Deceased</i>	Responds to Living, only heard by Angel	Talks with Angel	Lies still, can hear Angel and Living murmuring in sleep
<i>Angel</i>	Hears the Deceased talking to Living; draws on the Drawing, whispers to Deceased	Talks with Deceased	Interacts with Living on the Drawing; can talk, but only Deceased listens
<i>Drawing</i>	Not shared on screen; Angel is drawing	Shared screen by Angel, Living is drawing	Shared screen by Angel, Angel and Living draw and interact on Drawing
<i>Acoustic communication</i>	Living talks to Deceased; Deceased talks back, but can only be heard by Angel	Deceased and Angel talk; Angel with limited phrases	Angel talks to Living but only Deceased can hear

PHASE: Visit

The Living visits the Deceased at their grave. The Living might have brought flowers. Maybe they came with somebody or do some work to care for the grave. In any case, they use the moment to talk to the Deceased – knowing that the Deceased can't hear them but still wanting to express what's on their soul.

Deceased

The Living will talk to you in this phase and you will respond to them. However, they can't hear you. The Angel can listen to you (through the voice call) but can't hear the Living. Although you know that the Living can't hear you: take their conversation attempts seriously. Act as if they can hear you. It matters to you and them.

Remember you can't establish facts since the Living will not learn about them. If you don't like something the Living establishes in the fiction, tell the Angel and they will use the side chat of the video call to tell the Living to change that.

The Angel will tell you when the phase is over by saying: 'Midnight is coming'.

Living

You visit the grave of the Deceased. There is still a lot you need to discuss with them. So talk to them as if they can hear you. Actually, you are sure, they somehow will hear. Though they might never again talk back or give you answers to all the questions you still have. If you brought somebody with you to the grave, you can also talk to them. Nobody will be able to hear that other person responding, so we will only establish your half of the conversation in the fiction (like in a fictive phone call).

Establish facts around your relationship however you want. You are the Living here, the world is ours and also the way we remember things is what counts, isn't it? If the Deceased doesn't want a fact established in the fiction, the Angel will let you know in the side chat.

From the second round on, assume that some time has passed. You might have met an old common friend, moved into a new apartment. Tell the Deceased what has happened in the world. You are their only source. Use this position to move the fiction forward boldly. It's your life.

Tip: In some video call technology, like Google Hangouts, you can see volume bars per participant, i.e. you can see when somebody speaks. So although you can't hear them, it's alright to check if the Deceased is responding.

Angel

You hear the Deceased talking to the Living and feel that this conversation has something to do with what still is unresolved for the Deceased in the world of the living. So you listen carefully and might sometimes react with a hum or sigh but don't talk otherwise. Use the time to draw on the Drawing. Rearrange or delete what is already on there, find appropriate representations of what seems to be on the Deceased's heart. Observe the Living through the video. What can you learn from what you see although the living are so different from your world? Represent them on the Drawing, too.

You are screen sharing your character portrait in this phase.

When the full five minutes for the phase are over, tell the Deceased 'Midnight is coming' so they know that the phase is over.

PHASE: Midnight

At midnight, the Angel and the Deceased meet at the grave- both beings on another plane of existence but with connections to our world. The Living is already sleeping and their sub consciousness is re-evaluating their day. The Angel wants to help the Deceased to find peace but for that the Deceased needs to resolve unfinished business in this world. A challenge for both the Deceased and the Angel is that the Angel is limited in its understanding of our world. That means communication isn't as straightforward as one could hope.

Deceased

At midnight you talk directly to the Angel. They are far from your world and it won't be easy to communicate with them. Angels don't talk straightforward but often in metaphors or about dreamy observations. You can only talk about things related to the Angel's questions and remarks. This type of conversation will make some effort for all participants. So don't try to rush things and hope for opportunities to talk about how you hope the Living and you can resolve their issues.

In the third and **last Midnight phase** you have to decide if you tell the Angel that the pain which keeps you in this world is gone. Do so explicitly if you feel so, so there is no misunderstanding.

The Angel will tell you when the phase is over by saying: 'I'm entering the dream now'.

Living

You are asleep already. What the Living and the Deceased discuss is not available to you. But you now have access to the Drawing. See what the Angel has changed there. Add what your sub-consciousness brings into the Drawing for the Angel to process. The Drawing is your dream and the Angel only a visitor. So make changes however it pleases you. Frame questions through symbols you have towards future decisions or about past actions of the Deceased.

Angel

Don't focus on the Drawing in this phase but keep your eyes elsewhere (best on the portrait of the Deceased). It's the Living's task in this phase to add to the Drawing and you are not in their dream yet.

You can talk to the Deceased but only in a transcendental manner: dreamy, symbolic and yet you want to understand.

What you want to learn is how you can help the Deceased to free themselves from this world and begin their afterlife. This will take time. You possibly won't fully understand what keeps them here since their troubles are so different from your way of existence. So keep the conversation dreamy and away from straightforward resolution searching.

If in the **last Midnight phase** the Deceased tells you that the pain keeping them trapped in this world is gone keep that in mind since you will announce that at the end of the game.

When the full five minutes for the phase are over, tell the Deceased 'I'm entering the dream now' so they know that the phase is over.

PHASE: Dream

The Living is now heavily dreaming. That's because the Angel tries to send messages into the Living's dreams. These messages, mainly formed of symbolism and fragments of messages by the Deceased, will be a challenge for the Living to decipher. The Deceased is not involved in this. They are alone in their grave, waiting for being let into the afterlife, and might listen to the voices of the Living and the Angel in the distance although the two of them can't hear each other.

Deceased

You are alone in your grave in this phase. You might hear the Living talking while asleep, you might hear the Angel whispering about dream symbols. Possibly, the Angel can hear your breathing, maybe you whisper single words like in a nightmare. Or you use the time to dive deep into yourself and consider your situation – or you meditate.

The Angel will tell you when the phase is over by saying: 'The dream is over'.

At the end of each Dream phase, you or any other player might ask for a short break if necessary. Tell the Angel through the video chat and they will tell the Living. A break is usually 5 minutes long so you can begin to the full five minutes again.

Living

You dream heavily – and have a visitor. This is your time to interact with the Angel on the Drawing. Add things, rearrange or delete elements depending on your state of mind. Remember, you are dreaming and don't act 100% rational. Express how you feel. Don't be afraid of inconsistencies. The Angel is an intruder in your dream and that might not be pleasant and maybe even uncomfortable. But this is an opportunity to learn, too. It's up to you how much you open up for it.

Interact with the Angel if possible directly. Move elements around, turn them and whatever else comes to your mind to establish a dreamy communication.

You can talk but more like how you would talk while dreaming. The Angel will not hear you anyway, but your words might reach the Deceased.

In the third and **final Dream phase**, if you feel that the issue with the Deceased is resolved for you, whatever the outcome is, and that you can continue your life, create a text box on the Drawing and write that the pain is gone. At the end of the final Dream phase, put your sound volume back on.

At the end of each Dream phase, you or any other player might ask for a short break if necessary. Tell the Angel through the Drawing and they will tell the Deceased. A break is usually 5 minutes long so you can begin to the full five minutes again.

Angel

You penetrate the Living's dream. It might not be pleasant for them. But you will tell them what they need to know to help the Deceased find rest.

In the Midnight phase the Living was already active on the Drawing – now it’s time to interact. Move elements around, turn them and whatever else comes to your mind to establish a dreamy communication. You don’t care for the Living’s well-being directly. You want the Deceased to find rest and the Living to do everything necessary for that.

Talk about what you are seeing (with your Angel way of interpreting things). The Deceased can hear you. But this is not for talking to the Deceased but more a whisper to yourself.

In the third and **final Dream phase**, the Living might write on the Drawing that they have resolved their issues with the Deceased. You will know both from the Deceased and the Living how they feel.

When the full five minutes for the phase are over, tell the Deceased ‘The dream is over’ so they know that the phase is over.

At the end of each Dream phase, you or any other player might ask for a short break if necessary. The Living will tell you on the Drawing, the Deceased through the video chat. It’s your job to tell the other players if somebody asked for a break. A break is usually 5 minutes long so you can begin to the full five minutes again.

END PHASE (RESPONSIBLE: ANGEL)

When you have either reached the end of the third Dream phase or either the Living or the Deceased have announced to the Angel that they feel their issues are resolved, the game goes into the End phase.

i) Turn sound on again.

Angel, say: Living, you and I will put our sound in the video call back on. Everybody can listen and talk to each other on the call now again. (Ask the Living to do so on the Drawing, before they can’t hear you).

ii) Who has resolved their issues

What ending we will have depends on who has resolved their issues. The Living can announce that in the Dream phase, the Deceased in the Midnight phase towards the Angel. This is happening without knowing what decision the other one has made but you might be able to sense it.

Angel, tell the others who has resolved their issues and who hasn’t.

What happens to you depends on who resolved their issues:

Deceased	Living	The Angel might decide to...
Yes	Yes	<input type="checkbox"/> live among the living for your love of them OR <input type="checkbox"/> turn physically into a symbol of hope
Yes	No	<input type="checkbox"/> live among the living to help the Living find rest, too OR <input type="checkbox"/> turn physically into a symbol of disquiet
No	Yes	<input type="checkbox"/> live among the living to fix the Deceased issues there OR <input type="checkbox"/> turn physically into a symbol of horror
No	No	<input type="checkbox"/> live among the living to show them your distaste for them OR <input type="checkbox"/> turn physically into a symbol of despair

Tell the others about what happens to you next. Keep space in what you say for the epilogue (see below).

iii) What each character is doing right afterwards

Ask the Living: 'When you go one last time to the grave, what do you state what your plans for the future are?'

Wait until they have done so.

Ask the Deceased: 'Describe how your soul is looking for rest one last time (possibly with success)?'

Wait until they have done so.

iv) Epilogues

Angel, say: 'Now we will go around in a circle, and each player will state in one sentence about what will happen to their character next. We will talk in third person about our character. We go around in circles until nobody wants to add anymore.'

v) Leave characters behind

Angel, say: 'The game is over. Switch your microphone and camera off for a short break, get up and stretch and confirm to yourself that you leave the character you played behind. We return on video after 3 minutes.'

DEBRIEF (RESPONSIBLE: LIVING)

Living, tell everybody: 'Let's wait until everybody is back. Then let's take a moment to watch each other. Except for me, we didn't see each other for a while.'

Living, ask: 'How does everybody feel? No need to respond. Actually, you can leave the game now, no worries if you prefer.'

i) Share a moment

Then, ask: 'Is there is a moment in the game you still keep thinking about? It doesn't have to be a 'good' or 'important' moment - the smallest detail or most confusing moment are all equally valid.'

Ask one player after another to share a moment, do so yourself any time you want.

ii) What to take away from the game

Then, ask: 'Is there already something on your mind you take away from the game? A discussion you need to have with somebody, a game mechanic you want to think more about or anything else which might count as an impulse for future action? It's totally alright not to have something.'

Ask one player after another to contribute if they want, do so yourself any time you want.

iii) Farewell

Living, say: 'Thank you all for your insights. The debrief is over now.'

RECOMMENDATIONS FOR PLAY

Record your session

This game is possibly an interesting experience to watch as a recording. Everybody had different perceptions while the game was going. If you recorded it, you have the opportunity to see and hear what else happened.

Discuss together before the game if you want to record it and what should happen with the recording. Watching a recording from somebody else, an Actual Play, is helpful and interesting for others, too. So consider publishing your recording.

Tips for recording:

The Gauntlet community has some useful resources freely available how to do recordings of game sessions. Have a look on their homepage for details.

The player of the Living can improve the recording by being the one setting the recording up. The camera view they fix is then the one which goes into the recording. In the Visit phase, it would be best for the viewing experience to leave it to the recording AI to which camera to switch. In the other phases, when the Drawing is shared on screen, it makes most sense to fix the view on the Drawing most of the time. If the Living can't setup the recording, the Angel can do the above, too.

Create your own scenario

The scenarios provided here are just one out of many examples of what can be done in this set-up. The story told is a very personal one – which reversely means that the environment is relatively flexible. Consider playing in different times or different worlds. The concept of the Angel and of a grave might be necessary to be replaced by something more suiting in some cases. You could even consider playing with characters from a previous game.

Scenarios work best if they focus on emotional, not on practical puzzles: finding a murderer is less catered to, than about finding out the Deceased is a murderer. Scenarios could see the Angel or the Deceased more hostile towards the Living. The Living though needs a good reason, usually unanswered questions, to return to the grave. These unanswered questions are usually a good starting point.