



THE FORGOTTEN

*A live action game about a group of civilians
surviving in a war zone against all odds*

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Northfire Games

THE FORGOTTEN

A game for 4-7 players; plays with or without a full-time facilitator;
2-4 hour game length plus 1 hour set-up; adult themes, not for
children; medium-intensity experience.

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INTRODUCTION

It's been almost two years since rebel forces occupied the city and government forces surrounded and laid siege to your home. The city has been reduced to the prize in a tug-of-war between two equally vicious and uncaring factions. You don't care about this war. It doesn't matter who wins or loses anymore, if it ever did. All that matters to you is that your home, the place you grew up and built your life, is being torn apart, day by day, brick by brick. You just want this war to end before there's nothing left to fight over.

You've found each other amidst the chaos: close family, estranged relations, lovers, rivals, old friends, and new. Now you work together to keep each other safe. Each night, a couple of you go out, risking shelling and snipers to scavenge for supplies, while someone stays awake to keep watch over your shelter. Most of the time, it's quiet and you've been lucky so far, but winter is fast approaching and people are getting more desperate every day...

PREP

PRINT & CUT OUT:

- Name tags; one per participant plus a few extra
- These rules.
- All cards; supplies, events, instructions, and characters (unless you already have the pre-printed deck of cards).

ASSEMBLE:

- Name tag holders; one per participant.
- 1 or 2 markers.
- 3 paper clips per participant (coloured clips are ideal).
- Download of the soundtrack (www.northfiregames.com) for your desired game length. You can also download individual day tracks to create your own custom soundtrack playlist.
- Laptop or smartphone to play the soundtrack.
- Plastic container or something similar to hold discarded cards.

PROPS (OPTIONAL):

- Sleeping bags and pillows
- First aid kit
- Hand towels (to act as impromptu bandages)
- Prop gun and/or prop knife (never use real ones)
- Deck of playing cards, preferably with a few cards missing
- Lanterns and/or candles
- Notebook and pens
- Whiteboard and markers

SETUP

CARD PLACEMENT

In the main play area, set aside some table or floor space and place the **Supply Keeper Instructions** card and the plastic container here. Also find a space for the device playing the soundtrack to rest.

Outside the main play area, divide up the **Play it Safe**, **Take a Risk**, and supply decks into piles; we'll call this the **Supply Area**. Place the **Guard** and **Scavenger Instruction** cards here as well. Take one of the **End Game** cards (choose one or select one at random) and create the **Guard** deck by placing this card on the bottom and randomly deal a number of **Guard** cards on top until you have a pile equal to the game length; 7 days = 7 cards (1 **End Game** and 6 standard **Guard** cards).

Lastly, place your extra name tags, a marker, and your name list here.

SOUNDTRACK

The Forgotten allows you to choose the length of each game you play; the default is 7 days. The game's soundtrack controls the timing of the game and as such, you'll choose the appropriate soundtrack to match your desired play time. Once determined, download the soundtrack file onto your laptop or smartphone and test the file. Make the sure music is loud enough to be heard clearly from outside the play area (where scavengers and guards will be stationed), but not so loud as to drown out an up-close conversation. When you're ready to begin the game, hit play on the soundtrack. Don't forget to turn off repeat and turn off notifications from other sources.

TEACHING THE GAME

BEFORE YOU PLAY

Before everyone gathers to play the game, read over the introduction below to familiarize yourself with the rules for the game. There will be several points where you're asked to stop reading and take a step with the group (choosing characters, setting up relationships, etc.). You can do these at the suggested times or wait until the end of the introduction and do them all then, your call.

OPENING SCRIPT

Welcome to *The Forgotten*, a live-action game about a group of people trying to survive together in a war zone. Your city, this place you love so much, is a symbol of authority that is of tremendous tactical importance to both sides of the war. All that matters to you is that it's been ripped apart, brick by brick. Loss and sacrifice have become constant companions to you these past two years. The fighting is getting worse and



it's been getting harder and harder to get your hands on basic supplies.

You don't care about this war, but it cares about you...

In *The Forgotten*, we'll act out several days and nights together. The days are intentionally filled with some boredom and together during the days, we'll make a few decisions about the night to come; who's going out into the streets to look for food and other supplies, who's going to stand guard over the rest of us, and who is going to stay inside and sleep. How many of us go out for supplies is up to us, but generally it's a good idea to send 1 person per 3 players in the game. You can send more, but keep in mind that going out two nights in a row will cause you to be **Demoralized**.

The days last 15 minutes and the nights last 3; you'll know it's night by the sound of music playing. When that happens, those chosen will head out to scavenge for supplies and one will head out to stand guard. It's best to decide these roles before the day is over or you'll lose valuable time. Those heading out actually leave the play area and go to the **Supply Area**. [Show the players this now.]



In the **Supply Area**, you'll find piles of cards: **Food**, **Medical Supplies**, and the four **Vices**. There are also the two scavenger event decks (**Play it Safe** and **Take a Risk**), the **Guard** event deck, two instruction cards, and backup characters/name tags. When you're a scavenger or guard, come to this area and follow the instructions for your role and unless otherwise stated in your event, return to the shelter when the music ends.

If the guard draws a **Group Event** card, they head back to the play area. These are resolved together with everyone left at home and affect them all. Sometimes the event is straightforward and sometimes it will require a choice to be made by the group. Try to resolve these quickly before the night scene ends.

[Head back to the play area now.]

Before the game begins, we'll select our character cards and give each character a name and a **Vice** (**Booze**, **Books**, **Coffee**, or **Smokes**), then we will all stand or sit in a circle and one at a time draw a **Relationship** card. These detail the relationship you share with the person on your right. The card also includes questions for the two of you to answer together.

[Let everyone choose a name tag with their preferred Vice and give them each a name tag holder, as well as 3 paper clips each.]

As you can see, your name tags include a space for your name, specifies your **Vice**, and has five conditions along the edges. The paper clips are used for marking off these conditions. We'll talk about those in just a bit.

[Read off the characters now. Have everyone choose their character, choose a name from the name lists, and have each of them draw and resolve a **Relationship** card one at a time.]

The six conditions are broken down into two tracks: **Wounded** or **Starving/Dying** and **Demoralized/Broken**. When you suffer from one of these conditions, mark it off by placing a paper clip over it. This tells everyone in the game that you're wounded, broken, etc.

If you have to mark a condition again before you've recovered from it, you mark the next level in the track instead (**Wounded** to **Dying**, **Starving** to **Dying**, **Demoralized** to **Broken**).



You become **Starving** when you don't eat during a day scene, so if you go two days without eating, you're dying instead. You become **Wounded** and **Demoralized** through event cards; sometimes it's a choice you make and sometimes it just happens. Each event card will detail the circumstances in which you were affected. If you are **Wounded** or **Demoralized** a second time before you've had a chance to recuperate, you become dying or broken, respectively. **Dying** characters are not long for this world and will die in the coming day scene. How and when your character passes on is completely up to you; they can even do so off-camera (out of the play area). A **Broken** character can no longer stand life in the shelter. At some point in the coming day scene, they must leave the shelter for good. You can always choose to demoralize your character if and when you feel it's appropriate (i.e. your sibling or lover died, you haven't eaten enough to your liking, you had a huge fight with someone, etc.).

If your character dies, leaves due to being **Broken**, or is driven out by the other members of the shelter, you can return to the game as a new character (unless this is the final day; you can check this by looking at the **Guard** deck size). If you decide you want to rejoin the game, choose a new character, grab any 3 supplies you'd like, and during the next day, approach the

shelter and ask to join them. It might serve you to take a few minutes and think about your new character a bit and think of a relationship they might share with one of the people in the shelter; are you one of their missing siblings, friends, neighbours, co-workers, exes, etc.?

The game will end when the guard draws the **End Game** card. This card will instruct them how the last day will play out. When the guard returns to the shelter and the event is resolved, the game will be over.

We're about to start the game. Now is a good time for a five-minute break for people to grab a drink or use a restroom. The game will begin with a musical track meant to set the tone and mood of the game; during this, avoid speaking and simply explore the shelter's space. While the opening song plays, try to imagine the shelter you live in and treat this scene like the opening of a movie, where credits are rolling and the audience is being introduced to your character through your visual cues. Once the song ends, I as the facilitator will leave the play area and the first day will begin. I'll return in a few moments with our starting supplies, having headed out the night before to find them. If the facilitator is not actively playing, one of the players can be chosen to do this.



[Gather enough **Food** to feed all but 2 people in the shelter and 1 **Medical Supplies** and then head in when ready if you are playing, or give these to the chosen player if not.]

RULES SUMMARY

Day scenes last 15 minutes and night scenes last 3 minutes.

Night scenes are triggered by the sound of music playing.

At night, some people will scavenge and one person will be on guard.

Each scavenger chooses to either Play it Safe or Take a Risk and they each draw a card from the appropriate decks.

The guard draws a card from the **Guard** deck. If it's a **Group Event**, they head back in.

When the music ends, it's morning and everyone should head back into the play area.

Each character has a specific **Vice** and a special ability they can use.

If you don't eat, you're **Starving**. If you don't eat again the next day, you're **Dying**.

Event cards tell you when you've been **Wounded** or **Demoralized**.

You spend your **Vice** to recover from **Demoralized** and **Medical Supplies** to heal from being **Wounded**.

If you go out scavenging two nights in a row, you become **Demoralized**.

Mark off conditions you're suffering by placing a paper clip over it on your name tag.

If you mark the same condition before you can recover from it, you progress to the next stage.

If you're **Dying**, you choose when and how you die in the next day scene.

If you're **Starving** and you eat the next day, you're no longer **Starving**.

If you're **Broken**, you have to leave the shelter for good. Again, you choose how and when.

You can **Demoralize** yourself anytime if you ever feel it's appropriate.

If you die or leave the shelter, choose a new character and grab any 3 supplies.

The game is over when the **End Game** card is drawn by the guard and the event is resolved by everyone.

DEBRIEF

After the game is ended, I encourage you to have a moderated discussion to allow the participants to express their feelings, unwind from the experience, and talk about the game in a safe space. Once everyone has settled, grabbed a drink, and used the restrooms, invite everyone to sit in a circle. Some people may not wish to participate and that's okay; give them their space and let them know they're welcome back anytime.

Let everyone know that this is a loosely-moderated conversation and you'll be acting as moderator (or you can ask someone else to handle this if you'd prefer). Then, one at a time, invite each person to talk about their experience with the game, how they felt during the good and bad moments, things they've learned, whatever they feel comfortable sharing. Make sure everyone in the circle understands that when it's someone's turn to speak, they remain silent and listen respectfully and assure them they will receive the same respect in turn.

The moderator's task is to ensure this rule is followed by gently reminding someone who interrupts that

it's not their turn. People may be excited and wish to contribute to points being made and this can sometimes be a benefit to the decompression of the debrief, but try and keep them limited and use your best judgement as always. Lastly, as moderator, remember some people are more comfortable speaking about their feelings and experiences than others. Encourage the quieter members to take advantage of their time to speak and be generous with silence. Silence means people are thinking and thinking is good. Try not to cut off important thoughts that are being considered. Before moving on to the next participant, always make sure the current one has finished sharing.

Once everyone has had a chance to speak, thank them all for sharing and formally bring the debrief to an end.

ADDITIONAL TOOLS

CUT AND BRAKE

Because *The Forgotten* can touch on subjects or tone that might make people uncomfortable, we recommend using a practice known as 'Cut and Brake'. These are buzz words that all players should be taught before play to help them feel safe and to communicate their discomfort in a quick and decisive fashion, without question or judgement.

We use *Brake* when someone feels the volume, tone, space, or subject matter around them is approaching an uncomfortable or undesirable level. Players can clearly speak the word "Brake", which is a signal to everyone in earshot to ease up on whatever it is they're doing, to "put on the brakes and slow down", as it were. Players can further emphasize this by placing their hands up in front of them to signal *Brake*. Braking is not intended to interrupt play, just to back down from the current level of intensity.

We use *Cut* as a stronger version of *Brake*. It's used in the same way, speaking the word "Cut" loudly and clearly, but instead it communicates to everyone that the current scene, whatever it may be, needs to stop and the issue at hand needs to be addressed. Think of how a director yells cut to end a scene; it's no different. When *Cut* is used, you should all break character and one person, usually the facilitator, but it can be anyone, should gently inquire as to the root cause of the *Cut* and if the issue can be resolved (which may involve

removing or curbing a specific use of body language, a word or turn of phrase, a topic, etc.), then play can resume if and when everyone is ready and comfortable and from a point in time agreed on by all. You may want to jump right back into the moment you were in when *Cut* was called, fast-forward to a scene later in that day or night scene, or rewind to some point before *Cut* was called and rework the scene from there; check with the group as a whole. It may be necessary to rewind the soundtrack to accommodate for lost time, so feel free to do so.

NAME LISTS

Below, I've provided you with lists of regional names to use for characters in *The Forgotten*. These are meant to make choosing names easier, give the characters' names consistency, and to avoid the pitfall of using "standard" names in games. Feel free to use them or not, as you please.

Syrian Names: Amena, Mohammed, Yana, Lydia, Yusuf, Akram, Sara, Kareem, Sabeen, Elias, Kamar, Yaman, Asil, Sayid, Maya, Halil, Saben, Caleb, Alma, Hassan, Jazmin, Kaden, Victor, Layla.

Ethiopian Names: Abasi, Adia, Bakari, Chane, Dalia, Darweshi, Habib, Hadiya, Halina, Hodari, Issa, Jaha, Kalere, Khalfani, Lisha, Madaadi, Milima, Muhammed, Nadira, Okapi, Penda, Rasida, Salene, Tambo.

French Names: Marie, Julien, Camille, Alexandre, Julie, Antoine, Mathilde, Pierre, Chloé, Mathieu, Charlotte, Valentin, Morgane, Lucas, Clara, Thibault, Sophie, Axel, Eva, Raphael, Aurore, Xavier, Valentine.

Chinese Names: Wang, Chen, Zhang, Yang, Lin, Zhao, Jiang, Yan, Hu, Hao, Xu, Jing, Kai, Ying, Peng, Su, Li, Ming, Qiáng, Chāo, Yang.

Bosnian Names: Amina, Amar, Emina, Ahmed, Hana, Kenan, Ana, Luka, Amila, Daris, Petra, Ivan, Lana, Edin, Azra, Petar, Ilhana, Haris, Medina, Mahir, Jasmina, Omar, Minela, Nikola, Anida.

Columbian Names: Laura, Diego, Maria, Sebastian, Natalia, Alejandro, Paola, Christian, Angelica, Julian, Sofia, Ricardo, Gabriela, Sergio, Adriana, Edward, Erika, Mateo, Isabel, Francisco, Carolina, Javier, Karina, Fabian.

