

## **Welcome!**

This game is a proof of concept. It's actually a set of tiny games and experiences that you will explore. The aim is to surprise you, to let you go from piece to piece without knowing exactly what awaits you at the next turn.

Play this game by yourself, inside or outside. You need a coin, something to write with, and something to keep track of time. You might want to be in a non-public place.

The game is inspired by *The Plant* by Jason Morningstar, and *Half-light* by Graham Walmsley.

Ready?

Turn to section 1!

## Section 1

Imagine there's someone else here with you. It came out of your dreams. It's small, perched on your shoulder, reading these words – or, at least, trying.

Imagine the dream creature. What does it look like?

Reach out and touch it. What does it feel like?

Now, toss the coin twice.

Did you get:

One head, one tail? Turn to section 2.

Two heads? Turn to section 3.

Two tails? Turn to section 4.

## Section 2

The dream creature is pulling at you. It wants you to see something. Stand up and turn around. Walk as far forward as you can.

Look around you. There's something here you can pick up. Pick it up. Look at it.

Imagine there's something beyond it, beyond the immediate experience. There's a touch beyond touch, a vision beyond vision. What's the essence of this object?

Tell the dream creature what you found.

How does the dream creature respond?

Positively? Turn to section 5.

Negatively? Turn to section 6.

None of the above? Turn to section 7.

### **Section 3**

The dream creature is whispering something in your ear. It knows a secret about you, about how you feel. Something you might also know, but weren't thinking about. Perhaps you were actively trying not to think about it.

But now it's there. What's the dream creature saying?

Listen to it. Respond. You will have a short conversation.

Write down a word.

Turn to section 8.

## **Section 4**

The dream creature is afraid of you. It's struggling, wanting to escape, but still something makes it stay. What? Imagine something.

And why does it want to escape? Imagine a reason.

What do you do about it? You need to do something physical. Move about, in the room, for real.

How does it react? Picture its reaction.

Now, write down a word.

Turn to section 8.

## **Section 5**

The creature looks at the object, investigates it.

It seems to disappear into the object, merging with it.

It stays in there for a while.

Wait for 60 seconds, holding still, holding the object.

A word comes to you. Write it down.

Now, the creature returns.

Turn to section 8.

## **Section 6**

The creature makes a noise at the object. They seem to fight.

What does this look like? Imagine the sounds, the movements.

Toss a coin.

Heads: The creature is damaged somehow. What does it look like?  
How does it react?

Tails: The object's essence is damaged somehow. What happens?

How are you feeling right now?

Write down a word.

Turn to section 8.

## **Section 7**

The dream creature talks to you at length.

You do not consciously register its words, but something seems to flow into your soul.

Wait for 60 seconds, while it continues talking to you.

Then it becomes silent.

Clear your throat.

Write down a word.

Turn to section 8.



## **Section 8**

Read the word you wrote.

The dream creature is sitting on your shoulder again, staring intently at the word.

How many letters does the word have? This number has a mystical meaning. It has to do with your childhood, your youth, your upbringing. What is it?

Can you form another word from its letters?

If so, turn to section 9.

If not, turn to section 10.

## **Section 9**

Form a new word from the letters. Speak that word aloud, three times. The creature laughs while you do this, happily.

Turn to section 11.

## **Section 10**

The creature eats one of the letters of the word. The meaningless letters that are left seem to stare at you. Stare back at them for 30 seconds. Then tear the paper up.

Turn to section 11.

## **Section 11**

I didn't tell you to keep a lighter handy. But you're about to burn something.

Find something. Matches. A lighter. A fire.

Burn the paper you wrote the word on.

Watch the fire. It is the dream creature.

Watch the word as it dies and transforms into something else.

That new thing is what you will keep.

Keep it with you.

Wait for 60 seconds.

Turn to section 12.

## **Section 12**

The game ends.

The dream creature dissolves into dream.

Keep the thing you found.

Now, move on.

On to something else.