

Afterlife Rules and Scenario

Setup

There was a deep darkness. Then a burning light. And now you're here.

Whatever you thought the afterlife would be, this isn't what you expected. Your soul feels restless, fraying. Unless you manage to connect it to a proper afterlife soon (i.e., before game end), you'll be stuck like this forever.

Game Mechanics

This is a game. Have fun. Players are more important than characters. It's always okay to take space or leave game. Please be respectful of each other. Anyone may yell "Cut!" at any time to temporarily halt play due to a safety issue or other problem.

Characters

You have a character sheet, which describes what you remember and where you start game. If you're not sure where you're supposed to go, ask a GM.

You also have a badge that you wear so others have a sense of what your character looks like and have an easier time remembering your character's name. All characters are written gender-neutral, but if you want you can indicate character gender or pronouns on your badge as you see fit.

Items and Materials

Items are represented by cards. You can pick these up, carry them around, give them to other players, and so on. Don't hoard a huge stack of the same item. Taking all the items from a pile to keep them away from other players is not a valid strategy; item piles are theoretically infinite, we just didn't feel like printing out infinite item cards. If you drop something, put it somewhere obvious. There may also be parchments with writing on them; these will be sheets of paper with "in-game document" in the title. These can be picked up, dropped, and transferred just like other items.

You may have a stapled "contingency packet". Only open this if a mechanic explicitly tells you to.

Time and Space

Game is divided into multiple areas, labeled Room A-F or "Limbo". The GMs should provide a map or other clear indication of what areas are what. You cannot leave rooms or move between locations without a mechanic. There will be one or more signs on the walls in each location, describing the location and possibly telling you about things you can do there.

Game will last 1.5 hours.

Violence and Death

You'd think you'd be done worrying about death, but no.

To kill someone, you need a weapon. Holding the weapon, move near your target and say "combat". If the defender doesn't have a weapon, they die. If they do, and want to defend themselves, play rock paper scissors; the loser dies. You are encouraged to be dramatic with this.

If more than two people are involved in a fight, individual members of opposing teams fight each other as per the above mechanic until only one team remains. If you are involved in team combat and aren't currently fighting someone, you can freely change teams or leave the fight.

If you want to kill someone without them noticing, you can perform a "waylay": while holding a weapon, stand within arm's length of the target, and hold your hand behind their head for 5 seconds while making the sign of the devil (index and pinky fingers extended). If anyone (including the target) notices you attempting a waylay, they can say "I stop you", and the waylay fails. If nobody stops you, the waylay succeeds; tell them "waylay" and you've killed them.

To kill yourself, you need a weapon. No one can stop you. Again, you are encouraged to be dramatic.

There may also be signs in game that kill you.

When you die, go to Limbo and follow the instructions on the sign there. You don't leave a corpse behind. Take any items you're carrying with you.

You can only hold one weapon at a time.

Two people working together can restrain someone. You can't use a weapon while restraining or being restrained. Killing one of the people restraining someone frees them.

We hope you enjoy game; good luck, and have fun!