

BEAUTY IN CHAOS

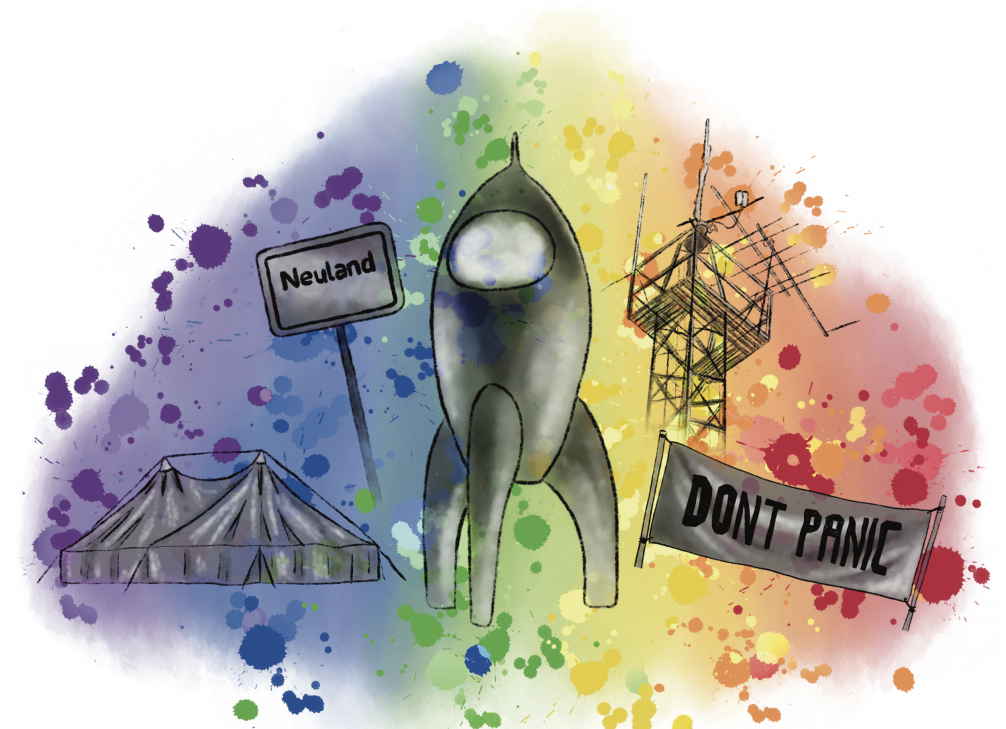
Game Material

You will find everything you need for a game with 3-6 Players in this playing material. A short description of the world of *Beauty in Chaos* and the setup; including a short cheat sheet for the most important steps. The sheets you need during the game: Charactersheets for your characters, assembly-sheet for your party and elements of your setting for the world you create together. And templates for safety tools.

One game lasts about 3 to 4 hours. Part of the game is creating your characters and community together. This can take up to 1.5 hours. The game can be played in one single session as well as in several sessions.

You can find more details and explanations in the rule book for *Beauty in Chaos*.

Or on our website: <https://www.beauty-in-chaos.de>



A UTOPIAN NARRATIVE ROLE PLAYING GAME
BY SMITTO & NARRIN



THE WORLD

The world – we are finding ourselves in a future, in which chats are being monitored and an artificial intelligence is in control of all facets of life. In a world where no-one asks anymore, whether decision made by machines are better than the ones made by humans. In which humans have lost the competency to rule themselves a long time ago. No one knows anymore, when humanity has lost control and where this technological and surveillance state shift will lead. Step by step the algorithm has developed its skills, taken over more and more structures, that mark a society. It developed an unstoppable independent existence and declared itself the foremost power of the state.

This world is ruthless towards its critics; disagreeable subjects are spied on and banished from the warm middle of the mainstream society. Nowhere is a person unobserved anymore. Cities are metropolises sealed off from nature. The algorithm optimizes itself for efficiency and functionality. Human needs only play a role, as long as they fit the system. The people being monitored walk through these structures more or less voluntarily, like an ant farm; living matter and a resource for growth.

However, in this world there are those who prefer leaving the benefits of a life under the control of the algorithm and flee - into network autonomy, into digital self-determination, into electronic resistance. These are the creatures, that feel at home in the chaos and for whom the monitored society is an inhospitable place that must be countered with resistance. They gather in hackspaces, occupied houses or found more remote assemblies - regardless of whether they put up their tents in a hidden forest or an old scrapyard.

Are you one of these creatures? Then feel welcome to one of the colourful assemblies, welcome to the chaos.

The chaos – The chaos is one thing above all: free. Free to try things and alternative living concepts. Free to resist the surveillance state. Free to rethink the technology used by the surveilled world. Free to develop software that benefits people instead of harming them. Free to question the decisions of the algorithm.

The assemblies have taken their fate into their own hands. Some are simple communities focusing on living in and with nature. Others are

digital communities that operate their own information systems with which they exchange knowledge on secret frequencies in order to create something new together. This results in creative solutions for as yet unknown problems. The chaos acts out of these assemblies, helps the oppressed, intervenes and makes the world a little better. A little bit of Robin Hood meets a little bit of Edward Snowden, meets a little bit of Tara Burke, meets a little bit of Greta Thunberg.

The controlled world – Beyond the chaos there is the controlled world. This is the majority of the world and basically our world, just a few years in the future. How many years in the future - this can be set. How much more technology has been developed? what can it do? How do people think about the past, about our present? These questions and their answers can already be part of your story of beauty in chaos. The basis for the controlled world are our current experiences, are popular fictions and dystopias - loose thoughts and escalations.



Game mechanic – This game is about telling a story together. Everyone chooses a Rolebook each to create a character. The elements of the setting are already laid and bring the world, the environment, into the game. Everyone can use them anytime to shape the situation - they are like Rolebooks for the world. Have a supply of tokens ready (game pieces, bottlecaps, or similar). Everyone starts with 0 Tokens. In the Rolebooks, you can find Moves: Normal Moves don't need any Tokens. If you play a weak Move, you take each take one Token from the supply. For strong Moves, put one back. You can only spend Tokens you received before.

Safety first! – Safety Tools – With Safety Tools, you make sure that everyone is mindful of each other and make it possible to find compromises between different needs and expectations. There is no harm in having ready shared solutions for potential conflicts or unpleasant situations.

Session Zero – Discuss expectations and needs with each other; figure out your play mode (Duration and/or frequency, atmosphere, which (digital) tools, which safety tools, interests, etc.).

X-Card – Used to modify game contents in the moment of their appearance. Nobody has to ex-

plain or justify why something is not okay or uncomfortable. The only important thing is that you discuss how to continue the game in a way that feels good for everyone.

Lines & Veils – Used to denote which Lines must not be crossed and which things should only be hinted at - like hiding them behind a Veil.

Open Door – The open door means that anyone can leave the game. The leaving person should communicate they want to step out, so everyone knows what is happening and how to face the new situation.

Cheat Sheet: Setup

1. Session Zero – Discuss generalities and the session schedule. Is one person the game leader or everyone together? (Responsibility for elements of the settings, minor characters, etc.) Which Safety Tools do you want to use? (Lines and Veils, X-Card, Open Door) Fill out the Safety Tools (see last page), put them on the table so everyone can see them all times or take them into their hand.

2. Materials – Establish a supply of note pages, pencils, a sheet of paper (A4 at least), something for Tokens (3-5 per person), as well as

the Rolebooks, the Assembly sheet and the setting elements; or use corresponding digital tools if you're playing online (see www.beauty-in-chaos.de).

3. Setting – Read the page The World in the game material. In what year are you playing? Where on Earth is your Assembly, what does the environment look like? If you want, use a map; the location determines your possibilities in the game; what is the climate like, what season is it, which resources are there?

4. Characters – Discuss who plays which Rolebook and create your characters; introduce them to each other as well as the Honey Pot. You will discuss the Question later.

5. Assembly – Create your Assembly with help from the accompanying sheet; afterwards, ask the questions from your Rolebooks.

6. Randomness: – Use dice or coins (analog or digital) to decide things you want to keep random.

7. Snacks – Replenish snacks and drinks and also take enough breaks.

8. Be excellent to each other!



Refugee – You grew up in the controlled world and experienced it; until you fled from it or got exiled from it. Now you have to find your own place in the Chaos.

Name: Roman – Dummy – Robin – Jennifer – Mika – Noah – Gilgi – Orlando – Pixel – Rust – Eike – Cassirer

Gender:

Pronouns:

Looks (choose 2): healthy and well-fed - an insecure smile - fit and unexpectedly strong - smooth and well-coiffed hair (for now) - scars from the escape - unsteady eyes

Style (choose 2): functional clothes, synthetic textiles - unicorn costume - hiking boots and shorts (many pockets) - panama hat - backpack with useful things from the controlled world - clothes unsuited for surviving in the Chaos

Why did you flee for the Chaos?

- I went to the Chaos as a spy and switched sides
- The algorithm dissolved my company
- My identity as an activist of the Chaos got outed, so I had to flee
- Permanent surveillance pressured me

Your areas of knowledge (choose 2):

- Knowledge of money flows
- Orientation and survival in the controlled world
- Parachute jumping
- Newest developments of technology in the controlled world
- Spying after the activists of the Chaos

Key relationships (choose 2):

- The colleague in the controlled world I used to drink coffee in the office with
- My relationship I left behind
- The smugglers who helped me get to the Chaos
- The Chaos being who first offered me shelter
- The affair that is comforting me
- The scavenger who saves me from a gang of highwaymen/wild animals

Honey Pot: If a being asks you for knowledge from the controlled world, they receive a Token

Weak Moves (receiving a Token):

- Admitting not knowing an answer
- Revealing yourself as an ex-spy
- Being emotionally overwhelmed by the Chaos
- Lacking the power for something

Normal Moves:

- Community work for the Assembly
- Helping with questions about the controlled world
- Recounting something from your past
- Helping someone without expecting something in return
- Learning something about the Chaos

Strong Moves (spending a Token):

- Protecting the Assembly from a danger from the controlled world
- Pushing your limit and show what you have learned in the Chaos already
- Solving a problem with force or skill
- Finding a safe way between the Chaos and the controlled world
- Knowing a being who can help with a problem
- Convincing a being to help you

Choose one question for the person to the left of you:

- Why are you suspicious of me since my arrival in the Assembly?
- What have I impressed you with?



Hacker – You are an expert in the usage of soft- and hardware. You can code, know a lot about cybersecurity and like to tinker with useful devices. And you can move with ease in the analog and digital world.

Name: Cipher – Binary – Echo – Nyx – Zero-Day – Absturz – Elli – Doe – Maze – Cyder – Morpheus – Fox

Gender:

Pronouns:

Looks (choose 2): pale - suntanned - gnawed fingernails - eyerings - tired but still awake - colourful and/or long hair

Style (choose 2): casual and inconspicuous - obligatory black hoodie - ripped shorts with cartoon imagery - combat boots and cut-off gloves - small technical gadgets with sensors - latex clothes - sunglasses against reality

What is your status as a Hacker?

- My pseudonym I used in the controlled world got exposed
- I am wanted for sabotaging a factory
- An unwritten book, for now
- Activist against the Algorithm

Your services (choose 2):

- Creating IDs for the controlled world
- Circumventing firewalls, entering systems
- Building drones for various uses
- Repairing/upcycling old technology
- Writing applications
- Intercepting and decrypting messages

Key relationships (choose 2):

- The Hacker of another Assembly, who is the only one who really understands me
- The spy who is supposed to extradite you, but does not want to
- The little AI I programmed
- The client who gives me prestige
- The former lover, whose digital identity I hacked
- The scrap dealer, who supplies me with exotic hardware

Honey Pot: When a being uses one of my services, it receives a Token

Weak Moves (receiving a Token):

- Admitting not knowing a solution
- Not understanding a circuit board or code
- Making an error at a service
- Not having the correct tools ready

Normal Moves:

- Hacking a standard system
- Carrying out a simple repair
- Haggling for electronic parts or important software
- Controlling a drone in a normal situation

Strong Moves (spending a Token):

- Discovering a digital threat in time to warn others
- Debugging the nonsense others coded
- Breaking a strong firewall of the controlled world or a company
- Decrypting an important messages
- Forging an urgently needed ID
- Having the right device at hand

Choose one question for the person to the left of you:

- Where did I smuggle you in successfully before?
- Which messages have I decrypted for you before?



Dealer – You are part of the market that grew in the Chaos. Barter and trade are your passion and secure your survival. Your ingenuity helps you in procuring wares and their profitable sale.

Name: Mimi – Desi – Thalos – Isolde – Diamant – Sucher – Shiny – Tristan – Saga – Elster – Nepo – Hide

Gender:

Pronouns:

Looks (choose 2): winning smile - clean and well-groomed hands - pearls and bells braided into your hair - differently-coloured eyes - marked by the past - well-fed

Style (choose 2): proper and clean clothes - hung with accessoires and wares - loose clothes to hide wares and weapons - belt with tools to examine wares (small scales etc.) - colourful and noticeable - wide-brimmed hat against the sun

What kind of shop do you manage?

- Junk shop and miscellaneous DIY-stuff
- Kiosk, with a party til morning
- Pharmacy, selling more than medicine
- Tech-shack with curious devices and artefacts of the past

Your talents (choose 2):

- Hagglng with beings
- Finding the right words at the right time - convincing or persuading others
- Doing small beauty repairs
- Recognizing treasures others overlook
- Knowing who to ask to get rare goods
- Navigating the black market and the backyards of fallen cities

Key relationships (choose 2):

- The dealer I sold my soul to
- The scavenger who knows where the true treasures are
- The hacker who does more for me than I could ever pay them
- The trader in the controlled world, who supplies me with smuggled wares
- The outsider who I can store spare wares with
- The being who is dependant on my wares

Honey Pot: When a being wants to buy rare treasure from you, they receive a Token

Weak Moves (receiving a Token):

- Being inattentive or distracted
- Admitting not being able to obtain something

- Antagonizing an influential being
- Fail when trading

Normal Moves:

- Knowing the worth of a thing
- Hagglng successfully
- Obtaining the wanted wares
- Knowing who to ask for good info

Strong Moves (spending a Token):

- Knowing a contact from the past who would be the right person for this problem
- Getting a hard to obtain thing from a being
- Doubling the profit won hagglng
- Convincing someone dangerous to leave you and your group alone
- Wining a new ally
- Fleeing a dangerous situation successfully

Choose one question for the person to the left of you:

- What did you buy from me that has great meaning for you?
- What favor do I owe you because you helped me recently?



Networker – You keep networks alive, technical and social. Your task is communication (for example to other Assemblies) that secures the survival of your Assembly; chat, radio, carrier pigeon, everything is possible. You are good at assessing people.

Name: Ari – Nova – Cosmos – Thekla – Blue – Connect – River – low-key – Lotus – Rio – Window – Motte

Gender:

Pronouns:

Looks (choose 2): pale and with eyerings - sun-tanned - pallid and sunken - tired with a shimmer of stimulants - trustworthy charisma - bleached hair with colourful highlights

Style (choose 2): practical, robust clothing with pockets for tools - hoodie and worn-out sneakers - shirts with 1337 quotes - always wearing headphones - belt with mate bottle holder and DECT - self-made badges with LEDs

What is your most important task?

- Keeping contact to other Assemblies in the Chaos
- Social mediator role for my Assembly
- Maintaining communication tools
- Researching almost forgotten knowledge

Your foremost abilities (choose 2):

- Attaining research and knowledge
- Persuading and convincing
- Mechanical repair
- Human knowledge and empathy
- Hiding your inner life before others
- Settling disputes

Key relationships (choose 2):

- The networker of a different Assembly
- The psychologist who trained me
- The middle person in the controlled world who gives me information
- The research network that can provide directions
- The former lover who felt I was too manipulative
- The trader who gives me pain medication from the controlled world

Honey Pot: When a being asks you for knowledge from your network, they receive a Token

Weak Moves (receiving a Token):

- Finding nothing in the (online) library
- Failing to convince someone
- Admitting not to know an answer
- Damaging the connection to another Assembly

Normal Moves:

- Successfully researching something
- Carrying out a simple mechanic repair
- Sensing the emotions of others
- Putting on a poker face

Strong Moves (spending a Token):

- Convincing a being of your plan
- Successfully hiding your own intentions under stress
- Assessing and skillfully exploiting the emotions of someone
- Finding something in a library of the controlled world
- Adding a new Assembly into your network
- Finding the best way out of a threatening situation

Choose one question for the person to the left of you:

- What did I find out about you that nobody is supposed to know?
- From which of my networks did you benefit before?

SCAVENGER

Scavenger – You have learned to see the old worth in things: Scrap that can be recycled and used anew. Your body is robust and you're skilled. Your instincts lead you to places nobody else reaches.

Name: Wind – Seek – Jasmine – Onaara – Killan – Scar – Fivel – Unrast – Octavia – Butler – Sense – Rost

Gender:

Pronouns:

Looks (choose 2): weathered skin - furrowed hands - numb, stiff finger - scarred face - bright eyes that can see well in the dark - wiry

Style (choose 2): leather coat - safety shoes and pants with many pockets - backpack with useful tools and bags - faded but still robust hiking clothes - aviator glasses with built-in rangefinder - cap and camo clothes

What is your favorite pillaging area?

- Abandoned suburb near the Assembly
- Old scrapyards hiding antique devices and technology
- Freight containers of an old (air)port

- Deserted industry area next to a city of the controlled world

Your instinct and knowledge (choose 2):

- Knowing where the real treasures lie
- Being able to crawl into the smallest hole
- Blasting free exits if no other way inside exists
- Moving quietly
- Never losing orientation and always knowing the way home
- Sensing when you're being watched

Key relationships (choose 2):

- The cartographer who can make sense of my plans
- The scrap dealer who is ready to trade for a good offer
- The tracker who sometimes leads me to remote places
- The old person I can tell anything
- The youngster I am training
- The being I would always help out

Honey Pot: When a being asks you to obtain something from your pillaging area, they receive a Token

Weak Moves (receiving a Token):

- Losing orientation
- Being discovered sneaking around
- Showing weakness and getting the group into danger with it
- Hurting yourself doing something stupid

Normal Moves:

- Knowing where something wanted is
- Safely finding your way through a known area
- Finding access to a dilapidated building
- Assessing the worth of something correctly

Strong Moves (spending a Token):

- Finding something extra to sell
- Sneaking out of a dangerous situation alone
- Getting the group to safety with perfect timing
- Saving someone with first aid
- Finding a secure hiding place
- Being unexpectedly resilient to damage

Choose one question for the person to the left of you:

- What did I obtain for you recently that nobody else should know?
- What could I bring you to safety from?

SURVIVAL NERD

Survival Nerd – You learned the hard way to survive alone. Among your skills are survival methods, tactics and martial arts. Where your skills won't help, your strength will.

Name: Slate – Alder – Waldon – Summer – Moss – Thorn – Ronja – Narr – Chat – Feder – Doc – Hunter

Gender:

Pronouns:

Looks (choose 2): weathered skin - rough hands - short or woven hair - a determined face - scars on your body that tell a tale - wiry and muscular anatomy

Style (choose 2): weatherproof and practical - a yellow rainjacket - vest with pockets, hiking boots - weatherproof bag with necessary equipment for the wilderness - always a knife on the ready - cap with sun screen at the neck

What is part of your past?

- I survived alone in the wilderness for years
- I have been banned from another Assembly because of a brawl
- Fleeing from the controlled world I have been

- separated from my family
- A person I want revenge from

Your greatest expertises (choose 2):

- Improvising medical supplies
- Martial arts expert
- Handling firearms and throwing weapons
- Reading and pursuing tracks
- Obtaining food and water in the wilderness
- Overcoming natural obstacles

Key relationships (choose 2):

- The missing family member I have been trying to find for a long time
- The hermit in the wilderness who saved my life
- The police person who just let me go
- The lover who showed me that I can learn to trust
- The child who wants to be as strong as me
- The being who owes me a big favor

Honey Pot: When a being asks to accompany you in the wilderness, they receive a Token

Weak Moves (receiving a Token):

- Admitting not knowing an answer

- Failing to treat a wound
- Losing control over your emotions
- Overlooking a bad weather front

Normal Moves:

- Treating a wound
- Not losing direction
- Supplying yourself and the group with vital supplies in the wilderness
- Correctly assessing the weather

Strong Moves (spending a Token):

- Recognizing a dangerous situation in the wilderness ahead of time
- Constructing a trap in a hurry
- Defeating a physically superior enemy
- Treating a severe injury
- Skillfully evading an attack
- Finding a secure shelter when a sudden danger appears

Choose one question for the person to the left of you:

- What wound did I treat on you when we were alone in the wilderness?
- Why did you distance yourself from me in the beginning?



Tech Druid – You have an intuitive access to technology and you can connect directly with energy sources or devices. To you, there is no difference between the analog and virtual world. Your body visibly or invisibly modified.

Name: Amor – Harri – Cryptic – Kindness – Crave – Chill – Swan – Hollow – Geek – Nano – Psyche – Kitty

Gender:

Pronouns:

Looks (choose 2): eyes hold a purple shimmer
- short shorn hair - various chromed prostheses
- friendly, open external impact - curious eyes - tattooed and/or pierced

Style (choose 2): wildly chosen colourful clothes - dark gloves - clothes with glowing EL-wire - sunglasses and large headphones - cat ears - wild collections of buttons at your collar

What is your connector to technology?

- Nanotechnology
- Integrated socket to connect via cable
- Synthetic body part as multitool
- Electromagnetic transmission

Your applications (choose 2):

- Seeing the flow of energy sources
- Optically sensing heat signatures
- Feeling interactions between biology and technology
- Healing via nanotechnology
- Recognizing mental effects from implants
- Night vision

Key relationships (choose 2):

- The AI burrowed into my neurons
- The hacker who worked with me on new technologies
- The stranger who secretly visited our Assembly for me
- The lover whose body I modified
- The refugee whose implants I regularly maintain
- The being who recognized my talents when everyone thought I was crazy

Honey Pot: When a being asks you to help with a personal problem, they receive a Token

Weak Moves (receiving a Token):

- Losing direction in the virtual space

- Getting discovered in a foreign system
- Suffering damage when connected with a device or system
- Short-circuiting something on accident

Normal Moves:

- Diagnosing faulty technology
- Recognizing impacts of technology on mental health
- Connecting to technology
- Inserting body modifications in others

Strong Moves (spending a Token):

- Manipulating technology with your thoughts
- Healing mental damages from technology
- Finding the smallest error in a complex system
- Causing an error in a complex System undetected
- Solving a problem with nanobots
- Having a premonition

Choose one question for the person to the left of you:

- Which modification did I give you?
- What about me has you spooked?

TRANSHUMANIST

Transhumanist – You have wild visions about reaching transcension through technology. You want to rethink technology so everyone can profit from it and you believe in improving the world through technology, even becoming something better yourself.

Name: Ophira – Drake – Willow – Lyander – Sheperd – Feli – Dream – Nietzsche – Avatar – Mattis – Poet – Eins

Gender:

Pronouns:

Looks (choose 2): piercing eyes - slender - solemn posture - emaciated - soft facial expression - always well-coiffed

Style (choose 2): tight clothes, synthetic textiles - garments, soft and flowing - jewelry that represents your vision - body painting - artfully patched clothes - barefoot

Which technology inspires your transhumanist vision?

- Genetic engineering that will make us immaculate
- Virtual reality to redefine ourselves with new experiences

- Sustainability with regenerative technology
- A correctly trained AI

Your psychological talents (choose 2):

- Improving someone's mood
- Convincing humans of you
- Recognizing human weaknesses
- Convincing a being to do something for you
- Dispensing life advice in my Assembly
- Recognizing a desire of someone

Key relationships (choose 2):

- The fanatic who wants to realize my visions rashly
- The being criticising my visions
- The family member I can tell everything
- The hacker who wants to implement my visions with me
- The old transhumanist who taught me
- The refugee who entrusted me with secrets of their past

Honey Pot: When a being asks me for advice relating to life in the Chaos or the Assembly, they receive a Token

Weak Moves (receiving a Token):

- Admitting to not knowing an answer

- Falling away from faith for a moment
- Losing in an argument
- Showing your vulnerability

Normal Moves:

- Presenting a lecture on your visions
- Asking a being about their feelings
- Speaking up in a conflict situation
- Offering advice or consolation to a being

Strong Moves (spending a Token):

- Managing to convince someone of your solution
- Thwarting the negative intentions of a person
- Accessing something through charisma
- Convincing a being of your vision
- Finding solutions to a (social) conflict
- Recognizing and relating the deeper connections of something

Choose one question for the person to the left of you:

- Which of your plans did I make null and void?
- When did you experience a moment of my doubt with me?

ASSEMBLY-SHEET

Assembly Sheet – Design your Assembly together. It is the center of life of your community. Take notes or even draw a map of the Assembly, maybe on an extra sheet.

Features of the Assembly (choose 3-5):

tents – van life – urban gardening – marketplace – seed exchange – soldering stations – silos – deserted temple – CERT (critical emergency response team) – abandoned airport – wrecks (planes, ships, cars, computers) – factory site – ruins – an old mall – collection of banned books – cat ears – kiosk – flashing LEDs – deserted supermarket – mate storage – gym – remote nature reserve – a club – Heaven – large community kitchen – scrapyard – solarpunk – ballpit – chaos post – LOC (logistics operation center) – more operation centers – colourful signs for (des)orientation – waving flags – curious vehicles (driving armchairs etc.) – crazy art installations

Conflicts in the assembly (choose 3-5):

democracy vs anarchy – transhumanism as salvation – an enemy Assembly – surveillance – luddism – activism against the controlled world – intersectionality – AI as the solution of all problems – sustainability – fake news – capitalism – socialism – club culture – the wish to return to the controlled world – food distribution – gender abolition – yoga cult – energy supply – conspiracy theories – isolation from everything – diversity, inclusion – body modification – drugs – religion – self-determination – gatekeeping – sensory overload

Space for notes or a small map of the Assembly:

ALGORITHM ACTS

At some point, the Algorithm took over and the Monitored gave it all the power. In the beginning, nobody noticed, and then it was just too late. Now, they live in their cities and settlements and do everything the Algorithm demands of them. Nobody knows when it began and where it will all lead. At some point, slowly and piece by piece, the Algorithm improved its capabilities, took over more and more structures and became an unstoppable process. It is optimising its world for efficiency and functionality - the needs of the people are of only secondary importance. And the Monitored navigate these structures like an ant farm, as living matter and resource for growth. Anyone who interferes is removed.

Aspects (choose 2): preserving life through larger sacrifice - synchronisation of all residents - exploitation - surveillance - humans as chattel - illusion of a perfect life - food rations - alert systems against harmful behaviour - golden cage - class society - bonus system - technological reproduction - androids with consciousness - climate regulation - defense systems

Setting the scene: Pick up on the mood of the current scene and introduce the Algorithm as a topic or actor, for example through an NPC or an incoming message. Ask questions to further develop the scene.

Introduce a Move or an original idea and ask the others:

What do you do?

Inspiration:

- Blade Runner
- The Matrix
- HAL9000 from 2001 - A Space Odyssey

Play when:

- A twist is to be introduced into the narrative
- A challenge or danger from outside is to appear
- You want to further explore the Algorithm of your world
- A being tries to hack systems of the Algorithm/the government

Discard when:

- The scene concludes
- A different element of the setting could continue the scene

Moves:

- A settlement, an Assembly or an agricultural site is to be destroyed for new or better facilities
- A settlement, city or factory is rejected from the Algorithm
- New laws are announced or come into effect
- The Algorithm does something unexpected that doesn't fit with its prior applications

MAINTAINING NETWORKS

Outside of the controlled world, solidarity is important to survive together. This is true for the community inside the Assembly as well as for the connection to other Assemblies. Not every Assembly has structured the same, different expertises have developed, but also conflicts. The mode of communication between different Assemblies can be completely different, but still they work together for a greater Utopia against the Algorithm. Maintaining the network means to survive.

Aspects (choose 2): old-fashioned message transmission - fight for resources - trade for knowledge - political entanglements - helpfulness - sabotage - unstable energy supply - encryption - ramshackle technology - shared energy source - built-in surveillance technology - dependence on... - limited communication time

Setting the scene: Describe the situation (working space, involved communication device, noises or similar) and ask questions about the people or the Assembly that establish contact to further develop the scene together.

Introduce a Move or an original idea and ask the others:

What do you do?

Inspiration:

- ? (maybe you have your own ideas that can inspire you to further shape your world)

Play when:

- Contact with a different Assembly is to play a role
- Barter with a different Assembly becomes necessary (for services, resources)
- Information is needed that a different Assembly could have
- Something happens that everyone in the Chaos should know

Discard when:

- The scene concludes
- The conversation ends/the contact tears off

Moves:

- A different Assembly asks for help (controlled world invades, resources run out, lack of devices, etc.)
- The conflicts in your Assembly threaten the contact to a different Assembly
- A group from a different Assembly wants to move into your Assembly because of growing conflicts
- The information from the network requires a high price
- There is a rumor in the network claiming that one Assembly (maybe yours) is to be dissolved by the Monitored, at any price

JOINING TECHNOLOGICAL WORLDS

Technology, to many, is something external, not part of a body. But that's not always true in a world where technology determines life more and more and it is closer to us than nature. In a world where the borders between technology and human blurs more and more. Technology is warmth, is energy, is sensing, is travelling, is being. Most people use technology, but only some can become one with it. And when they do it, they reach a treacherous, meditative state - that can easily endanger their mental health.

Aspects (choose 2): devices that refuse to work - frequent short-circuits - the (old) knowledge - electrons hunting you - unforeseen quantum leaps - well-secured systems and firewalls - the network, which data streams sweeping you away - attacking nanobots - an AI taking control - the stretches of the net - not finding the exit - dopamine rush - fake news

Setting the scene: Describe the (virtual) environment (colours, noises, the look of the devices, emotions that could be caused by it) and ask questions to further develop the scene together.

Introduce a Move or an original idea and ask the others:

What do you do?

Inspiration:

- Hackers
- Star Trek (Borg, Seven of Nine)
- Ghost in the Shell
- Cyberpunk: Edgerunners
- Shadowrun

Play when:

- A being connects to technology
- Systems are to be hacked or defended
- A/the virtual reality or augmented reality is used/entered
- An important system suddenly goes crazy

Discard when:

- The scene concludes
- The person or group disengages, the technology releases them/everyone

Moves:

- Nanobots go out of control
- The firewall attacks your brain, you're swept away by the data stream
- The hacked system raises an alert
- The firewall of the Assembly reports intruders
- The borders between reality and virtuality blur, the longer the being stays engaged

CONTROLLED WORLD

To some, the controlled world is a world of security, career, of possibility. For the others, it is a place of unlimited surveillance and persecution; a place you don't want to be except if you have to. The controlled world says it isn't harming anyone - as long as you behave according to the rules. But this story is disproven, at least in the Chaos. No step seems secure, because nobody is able to know, what information the stores of the government hold.

Aspects (choose 2): overwhelming and loud - machines eating up streets - windows that shine like eyes in the sunlight - no escape - camera eyes everywhere - protected hideouts of the Chaos - secret codes - the fear of being discovered - ordered life in the matrix of power - sewers, flooded with rats - automatic facial recognition - officer of surveillance - informers hoping for rewards - sterile environment - no poverty - high gloss life

Setting the scene: Describe the environment (buildings, smells, noises, feelings it could trigger) and ask questions to further the scene together.

Introduce a Move or an original idea and ask the others:

What do you do?

Inspiration:

- 1984
- THX 1138
- Minority Report
- Matrix

Play when:

- Beings from the Chaos enter the controlled world
- Someone from the controlled world enters the Chaos
- A being remembers life in the controlled world
- Messages from the controlled world are intercepted

Discard when:

- The controlled world is left again
- The scene concludes

Moves:

- Police officer or spy pursues the group
- A serious danger becomes apparent
- Your Assembly or someone from your Assembly is wanted by the law
- A person from a prior life is haunting someone on purpose
- A being attracts attention by doing something careless
- A being has an invalid or no ID
- Something (resource, medicine, component) has to be obtained immediately

CREATING UTOPIA

Working together on ideas, goals and plans. You meet at the campfire, in the coffee kitchen or at the tschunk bar you trust. And you develop your concept of who you are and where you want to go. What defines your world? And what about it would you like to change? How?

Aspects (choose 2): regular meetings - club room - hope meets sceptic - strengthen community - knowledge exchange - skill sharing - envy - living activism - think tank - social engineering - capture the flag - whistleblower - ethics vs need for action - elite thinking - do it yourself - philosophy - banned books - emotionality

Setting the scene: Introduce the scene, for example, by pointing out that it is time for the monthly meeting or similar. Describe the situation, for example the meeting point of the Assembly (at the campfire, in the community kitchen, in a back room etc.) and ask questions to further develop the scene together.

Introduce a Move or an original idea and ask the others:

What do you do?

Inspiration:

- Chaos Communication Congress/Camp
- Repair cafés
- Hack- and makespaces

Play when:

- You want to counter the dystopia with something
- You want to experience a moment of hope together
- Something breaks that you have to fix together
- A problem showed up that requires everyone to help with the solution

Discard when:

- The scene concludes
- You added something to the Assembly (knowledge, devices, applications)

Moves:

- Do Lightning Talks: Beings from the Assembly convey to others in five minutes about their current project
- Tinker evenings: Together you design/build applications or devices that influence life in the Assembly (and beyond)
- Discussion: How can you oppose the controlled world when it invades the Chaos
- Activism: A being can plan an action to disrupt everyday life in the controlled world/the Algorithm

GROWING CHAOS

Life in the Chaos means liberty. But it can also be liberty with many compromises. The shared utopia has to be constantly renegotiated and rethought. And you always have to react to external influences. Various Assemblies and beings live in the Chaos, those that rely on technology, those that want back to nature, and all the shades between. The ideas of liberty are diverse, and sometimes they are in conflict with each other.

Aspects (choose 2): colourful and loud - resource distribution - regular collapse of energy supply - alert system against intruders - no hierarchies - open to strangers - open to all beings - barter - black market - unwritten laws - flyers and stickers - irony as a stylistic device - helpfulness - radio networks

Setting the scene: Describe the current situation (smells, colours, chaos beings, impressions), introduce everyday life in the Assembly and ask questions to further develop the scene together.

Introduce a Move or an original idea and ask the others:

What do you do?

Inspiration:

- Hacker ethics
- Cult of the Dead Cow
- The 100

Play when:

- You contact a different Assembly
- A scene inside the Assembly becomes important
- Beings from another Assembly appear or you visit one
- The Assembly is assailed by weather or natural phenomena

Discard when:

- The scene feels complete
- The group does something outside of the Assembly
- Something develops from the scene that needs a different setting element

Moves:

- A topic of conflict appears
- A key relationship of a being suddenly becomes relevant/needs aid
- A stranger appears at the gate of the Assembly
- A sudden storm brews and could become a danger to the Assembly
- A lightning strike destroys important technical infrastructure
- A group threatens the Assembly and wants to extort indispensable materials/resources

