



# STELLAR DRIFT

## STELLAR DRIFT

*By Randy Lubin, Diegetic Games*

*Players: 2 - ∞*

*Duration: 2 Hours*

### PITCH

The earth is dying but humanity is sending out spaceships to settle distant planets and hopefully ensure our species survival. You will play as the leaders of the ships over successive generations, exploring how their cultures diverge and evolve as they encounter dire crises.

### SETUP

*Print Cards*

The Culture and Roles Decks are on one double-sided sheet, found later in this document. Print one copy for each group of players and cut out the cards. The number of groups is the number of players divided by four, rounded up.

*Find a Venue*

You need a location large enough for each group of players to have their own space to act out small discussions. This can be one big room or different rooms nearby, but there should be an initial space that comfortably fits everyone.

*Icons by David, DTDesign, and Gregor Cresnar from the Noun Project*

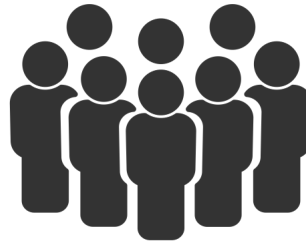
*Designed and submitted for Golden Cobra 2018*

## STORY BACKGROUND

Earth is dying, it will soon be uninhabitable. This disaster could have been avoided, if not for greed and petty squabbles.

The people of earth are investing their last resources in great spaceships which travel far in the hopes of settling distant planets and ensuring the continuation of humanity. These are hard journeys and success is far from guaranteed. Scientists have selected several planets that might be habitable but there is still much they don't know.

Each ship will carry 5,000 humans and each ship will head for a different, hopefully habitable, planet. On board, three generations will live and die before they reach their destination, light years away.



## WORKSHOP: SOCIETY CREATION

Break into groups of 2-4 players, each group will be responsible for a different spaceship and new society. Aim for fewer 4 player groups than many 2 player groups.

Each group should take a set of Culture and Role Cards. Each ship and society's culture is determined by the face-up side of the Culture Cards.

The administrators of this endeavor have determined that each society start with the following traits: **Authoritarian, Collectivist, Restrained**. This is to maximize your odds of survival. Make sure these cards are face up..

Each group should then choose which of the other traits their society starts with by flipping them face up.

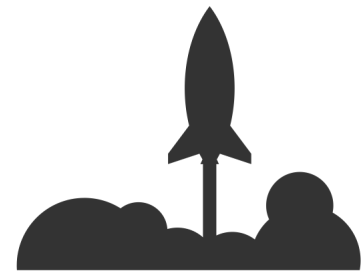
## PRELUDE: A FINAL FAREWELL

Each group should randomly hand out the role cards to their players. You are all leaders in this program and will be leaders on your ships. The player with "The Masses" role is the official representative of the ship's populace on the leadership team.

Leaders from all the ships have worked closely alongside each other for the past decade. You have already said goodbye to loved ones on earth but now you have a chance to say farewell to each other. Aside from the occasional one-way broadcast, you will see neither earth nor teams from other ships again.

Take a few minutes to say farewell to your colleagues. What do you worry about? What do you hope for?

If there is only one group, just discuss your hopes and fears among yourselves.



## STRUCTURE OF PLAY

This game will be played over six rounds, with each round focusing on a different generation, three in space and three on the planet. Each round consists of 5 steps, some are acted out in-character (IC) and some are discussed out-of-character (OOC).

### **Step 1. A New Generation | OOC**

*Skip this for the first round*

Each round, pick one leader from the previous round to remain as an elder. Choose a different player each round. For the other players, shuffle and redistribute their Role cards. A new generation of leaders are now in charge.

It has been decades since the last Crisis. How has your society changed? Decide out-of-character.

### **Step 2. Crisis | OOC**

Space colonization is fraught with danger. Micro-meteoroids can puncture spacecraft; life-support, propulsion, and, other engineering systems can fail; planets may be much less hospitable than originally anticipated; and the settlers themselves might not be as predictable as the planners anticipated.

Out-of-character, determine a crisis that your society faces. It should be serious enough to threaten the entire mission but there should be a chance to overcome it. Briefly determine the cause and extent of the crisis.

### **Step 3. Debate | IC**

In-character, discuss and debate ways to address this crisis. Feel free to cast blame and argue about how to prevent another crisis like this.

### **Step 4. Adaptation | OOC**

In response to this crisis, your culture changes and adapts. As a group, choose at least one of your culture cards and flip it over. Discuss, out-of-character, how and why this change happens.

### **Step 5. Transmission | IC**

The other ships / planets are far away, it may take years for a message to reach them but you will send one nonetheless. Each group should send one member to another group and deliver a brief "video transmission" in-character that provides an update on your society and mission. It takes years for these messages to reach the other ships and immediately response is not possible. The deliver of the message should immediately return to their original group.

If there is only one group, record the message into a camera.

## 6 GENERATIONS

Read the corresponding prompt at the start of each round:

1. It is 10 years into your voyage and there have been no major deviations from the plan. You still receive transmissions from Earth and things are grim.
2. It is 50 years into the ships' voyage. Earth has gone silent. Much of your population was born aboard the ship. It takes years for your messages to reach the other ships.
3. It is 100 years into the ships' voyage. There is no one alive who remembers earth. People born today will likely see your destination planet.
4. It is 150 years since the ships left Earth and you have reached your destination. It is habitable, but barely. Can you create a stable society here?
5. It is 20 years since the new planet was settled. There are still major obstacles to making this a permanent home.
6. It is 50 years since the planet was settled, 200 years since the ships left Earth. Are things starting to improve?

## EPILOGUE

Will your society thrive on their new home or die out? Which cultural traits will persist and which will fade away? Will you repeat the mistakes of your earthbound ancestors? Briefly discuss, out-of-character.

CULTURE AND ROLE CARDS - FRONT



**Authoritarian**

**Indulgent**

**Individualist**

**Role: Engineering**

**Embracing Uncertainty**

**Role: Medical**

**Restrained Emotions**

**Role: Governance**

**Long-term Orientation**

**Role: The Masses**

**Restrained**

**Democratic**

**Role: Engineering**

**Collectivist**

**Role: Medical**

**Avoiding Uncertainty**

**Role: Governance**

**Visible Emotional**

**Role: The Masses**

**Short-term Orientation**