

## FOR THE FACILITATOR

**Ganakagok** is a fantasy. A vast island of ice floats in a starlit sea in a world of eternal night, inhabited by a tribe of people who have never known any other world. But soon Dawn will break upon the island of ice, and with the rising Sun will come a transformation of the world. Much will be destroyed, and much will be changed, but there will be something yet preserved of the starlit age. This game explores what it's like to face certain but unknown change in your world.

**Jeepforges** indicates that this game has been crafted with a philosophy of design that tries to meld the “system matters” focus of the small-press “indie-game” tradition centered on the on-line discussion site known as the Forge with the “structured freeform” techniques of the Scandinavian jeepform crowd. The effect of this strange hybridization is to produce a game that plays like a mythopoietic parlor larp. It's fun!

### Beginning the Game

The players will act both as spirits in the world of Ganakagok and as people of the Nitu tribe. The first step is to divide up the group into three “spirit tribes” (teams) for the game. The three teams are the Ancestors, the Forgotten Ones, and the Stars; as facilitator, you hand out the cards to put players into these teams—but note that one player

is secretly the Sun. This player will change teams over the course of the game, but begins play with the Ancestors.

No.	Sun	Ancestors	Forgotten Ones	Stars
6	1	2	1	2
7	1	2	1	2
8	1	3	2	2
9	1	3	2	3
10	1	4	2	3
11	1	4	3	3
12	1	5	3	3

Once players are sorted into their spirit tribes, explain what each team does:

### Forgotten Ones made the World.

They create the Situation of the World to start the game, and initiate scenes by establishing the location or framing event in which it occurs. During the scene, they describe what's happening in the external environment.

### Ancestors care for the People.

They create the Situation of the People to start the game, and decide which characters will appear in a scene. During a scene, they maintain the continuity of the narrative by making sure that players know who they're playing.

### Stars judge the People.

They create the Situation in the Heavens to start the game, and in play direct the action taking place in a

scene by controlling the psychological or internal response of the character: At the end of the scene, they declare the consequences of the characters' actions and decisions.

### The Sun is coming to Ganakagok.

He or she begins play with the spirit tribe of the Ancestors and moves to different tribes as dawn approaches. The Sun's job is to control the pacing of the game, moving the clock closer to zero as the in-game narrative moves toward its climax and resolution. At the end of the game, the Sun decides which part of Ganakagok is destroyed, which changed, and which preserved: the World, the People, or the Heavens.

### Facilitating Play

**At Start.** Have the Forgotten Ones announce their reading first, and give the other tribes a chance to tie their readings to these cues.

**Plotting.** Encourage the controllers to interact and negotiate with each other.

**Controlling.** You may need to model how to use controller's powers for them during the first scene.

**Non-Controlling.** Encourage others to regard themselves as an appreciative audience during the scene.