

G A N A K A G O K

A Jeepforged Game by Bill White

Forever have the People lived in starlight cold, upon a mountainous island of ice. But now Dawn approaches...

THE FORGOTTEN ONES

Cosmogony (Initial Preparation)

At the beginning of the game, join with the other Forgotten Ones to read two Ganakagok cards as the **Situation of the World**. What are the *physical events*—changes in the weather, climate, terrain, animal behavior, and so forth—that signal the approach of a new age?

Mythopoesis (Playing the Game)

Plotting. Designate one player to be the Forgotten Ones controller for the current scene. Draw one card from the deck as a team and read it as a possible **location**, **framing event**, or **initial situation** for the upcoming scene. Then send your controller to meet with the other controllers and work out the framing of the scene.

Controlling. Start the scene by laying out the basic situation and describing current conditions; let the Ancestors controller take over and introduce specific characters.

During the scene, you control changes in the environment. You may describe alterations in the weather or the terrain; you may enter the scene in the guise of a beast or a stranger, or direct a fellow Forgotten One to do so. Your contributions to the scene should be made to provide either some sort of adversity (“The winds howl! You must shout to be heard!”) or commentary on the action (“A crack opens in the ice, splitting the two of you apart”).

Non-Controlling. Play a Nitu character if and when recruited to do so; play a beast or stranger if so directed.

THE ANCESTORS

Cosmogony (Initial Preparation)

At the beginning of the game, join with the other Ancestors to read two Ganakagok cards as the **Situation of the People**. What has transpired among the Nitu tribe in recent days to herald a new age, in response to events in the world or emerging from happenings in the village?

Mythopoesis (Playing the Game)

Plotting. Designate one player to be the Ancestors controller for the current scene. Draw one card from the deck as a team; read it as a potential **motivation** for one or more characters in the upcoming scene. Then send your controller to meet with the others about recruiting characters for the scene.

Controlling. Introduce the characters who are present in the scene when it starts once the Forgotten Ones controller has given the initial situation or frame.

During the scene, maintain “script continuity” by reminding players of their characters and their relations. Think of your role as providing “sub-titles” about who a character is and how he or she is related to other characters.

You may also direct the exit and entry of Nitu characters from the relationship map into the scene, giving the characters their initial motivations as you do. Note that you can use this ability to effectively end a scene.

Non-Controlling. Play a Nitu character if and when recruited to do so; otherwise, assist the controller in preserving the continuity of action.

THE STARS

Cosmogony (Initial Preparation)

At the beginning of the game, join with the other Stars to read two Ganakagok cards as the **Situation in the Heavens**. What cosmic or mythic circumstances have come to pass in recent days such that the rising of the Sun is now more-or-less inevitable?

Mythopoesis (Playing the Game)

Plotting. Designate one player to be the Stars controller for the current scene. Draw one card from the deck as a team and read it as the possible **consequences** stemming from the action of the upcoming scene. Then send your controller to meet with the other controllers about how the scene should develop.

Controlling. Once the scene starts, you are responsible for guiding events in the scene to their conclusion. Do this by directing the players with their character’s psychological reactions to on-going events: things like emotions, thoughts, impulses, gut reactions, and so forth. Imagine yourself to be to the little angel on the character’s shoulder. In a crowded scene, you may need to recruit fellow Stars to do this for some characters while you do it for others.

End the scene by saying, “And the Stars shine down on Ganakagok.” Deliver a short monologue, speaking as one of the heavenly constellations, in order to suggest what happens as a result of the characters’ decisions and actions.

Non-Controlling. Play a Nitu character if and when recruited to do so; otherwise, assist the controller in directing

THE SUN

As the game starts, join the **Ancestors**. Do not reveal yourself as the Sun just yet. Continue playing as an Ancestor until you move from Night to Twilight.

The Sun controls the pacing of the game, which has three main stages; think of them as the three acts of a play.

Act I is **Night**. Things are as they have always been, but events portend great changes. After two or three scenes, once you have seen enough exposition, you should (in character) notice, announce or imply the sky growing lighter in the east. The scene may end or go on, but when it does end go join the **Forgotten Ones**.

Act II is **Twilight**. The sky is growing lighter and things are changing with increasing speed. Animals are moving, weather patterns are shifting, even the ice-scape itself is being transformed. The characters are taking action in response to recent events. Once the fictional action has risen nearly to its crucial point (i.e., critical choices have been made but not yet fully acted upon), make the Forgotten Ones controller describe the Sun rising over the horizon. At scene’s end, go join the **Stars**.

Act III is **Dawn**. It usually lasts for only one scene. The Sun rises higher in the sky, and the actions proposed in previous scenes have their fruition here. Direct the action in conjunction with the other controllers so as to bring events to their full resolution; end the scene by shining down upon the world and delivering an epilogue. This is **Morning**. Tell the other players your judgments about the final fates of the World, the People, and the Heavens; one is changed, one preserved, and one destroyed. Explain why and close the game: “Here ends the tale of the Nitu. May you walk once more in starlight cold.”