

Dom's team leader instructions

➤ Now I will hand each player a copy of Dom's base character sheet. Then I will shuffle the *Alter Ego* sheets and distribute them, up to five to each player. Some sheets may be left out and some players may get more than the others.

➤ Let's take the time to read our materials individually. The rules will come later: Narrative and instructions go hand in hand and they should clear each other up.

➤ As soon as we are all ready, I'll proceed to explain the dynamics in detail:

Each scene is equivalent to a five-minute subway ride. Lu gets off after just one stop. When we hear the signal, the train will enter their station: We'll bid farewell to Lu, who will pretend to get off, then go out of character. We have thirty seconds of complete silence, with a Blackbird cover in the background, to wait at our post for the next Lu and check which *Alter Ego* we are going to play in the next scene.

Each of us will play as many versions of Dom as the number of *Alter Ego* sheets we have received. Let's put them in any order and cycle through them scene after scene: If we have three, start with the first, then go to the second, then the third, then back to the first in the fourth scene and so on. When we go back to an *Alter Ego* we've already played, let's avoid portraying them exactly the same way. Their last meeting with Lu must have influenced them somehow, strengthening their resolve or shifting their goals.

We will all play at the same time, so while I play Dom with a Lu, all of you will be another Dom with another Lu.

➤ Now, let's establish a signature gesture and a catchphrase for Dom. For example, rubbing our eyes and muttering "The sky'll drop on my head before...". Come on, quickly!

➤ Let's occupy the game area and drive out the Lus if they're still here. We must choose a post each, it's ours until the end of the game. If we want, we can wear the numbered tags.

➤ When the fifteen scenes are over, let's take one *Alter Ego* sheet at a time and tell the story of that Dom's decision, with as much or as little detail as we like. If they stay, let's give that *Alter Ego* sheet to the Lu who talked them into it. If they go, let's keep it. We'll go around like this until each of us has explained the choices of all their *Alter Egos*. Let's count how many sheets our team has: Did we keep more than we gave away?

➤ The game is over and the Lus should explain how the story ends. They are masters of avoiding the point and we shouldn't press them for details too much. Or should we?