

A role-playing game session of the Speculative Autonomous Zone Life-Size (SAZ L-S) is played by 3, 4, 5, or 6 players (ages 12 and up) and lasts approximately 3 to 5 hours. To play, players need the Game Guide and Game Sheets printed on A4 paper, some blank sheets of paper, scissors, and a pen.

Game design by Sophie Prinssen and Léo Sallez,
based on Dream Askew and Dream Apart, published in 2018
by Avery Adler and Benjamin Rosenbaum.
Written by Sophie Prinssen, Léo Sallez,
Mathieu Tremblin, and Alice Jeannel.
Graphic design by Mathieu Tremblin.
Translation by Jeremy Allan Hawkins.
Playtest of the SAZ L-S by Liliana Amundaraín, Ileana Faur,
Roland Görgen, and Thomas Lasbouygues.
Produced by Völklinger Hütte with the support of ENSAS.

Die Gesellschaft  der Stadtwanderer

SAZ L-S

SPECULATIVE AUTONOMOUS ZONE LIFE-SIZE

Game Sheets

Urban Art Biennale
2046

The Hütte Enclave

In 2046, upon arriving at the Hütte for the first time, one is still struck by the grandeur of the blast furnaces, their pipes cleaving the landscape like the spires of a steel cathedral. While the factory fell silent after its closure in 1986, now a whole crowd can be heard bustling within its walls: bursts of laughter, exclamations, songs in various languages, arguments like children's games, the pounding of various tasks, the crackling of fires, the cries of numerous birds, and the lapping of water at the foot of the ruins.

The Hütte has been submerged for almost 10 years. With climate change, the Saar River had become an unpredictable force, chaotically overflowing its banks. The UNESCO World Heritage Site of the Hütte, located on the front lines, became too dangerous to be opened to the public. This was compounded by the depletion of fossil fuel reserves, which led to a decline in tourism and a reduction in cultural policy budgets worldwide.

The declassification of the ruins had the beneficial effect of allowing Völklingen's most vulnerable residents to take refuge there, as the town had been radically gentrified in just a few years by lobbying around the «green» steel produced by Saargrün, the neighboring factory. Völklingen had become an ultra-secure and automated showcase for digital nomads, which turned out to be a mirage. And while Saargrün hushes up the affair, Völklingen must maintain appearances, at the expense of its original population.

So, the artists and refugees who had long lived at the Hütte began to invest in the ruins in a more permanent way. Habitable platforms were built on the upper levels of the former structures, the Paradise garden was cultivated, and natural dams were built along the banks of the Saar River. Various people came to the Hütte, sometimes out of necessity, others out of conviction, and found there a space of possibility and hope.

The Hütte stands as a living paradox where the wreckage of a fossilized world becomes the fertile ground for a laboratory of the commons.

Inspired by the knowledge of the various Zones to Defend that have sprung up across Europe in recent decades, the Hütte Enclave exists on a horizontal model, where each member of the community plays a role. People don't work for money, which has lost its meaning here; they work because they know it is the foundation of the community's equilibrium. Even though it is precious, this balance is precarious and energy-intensive. Pollution surrounds us, the scourge of Oblivion is a cause for concern, and our connections with the outside world are turbulent. More than ever, we must rely on one another.

What desires do we carry within the ruins?

GENERAL CHRONOLOGY

- 1955: The referendum asking the inhabitants of Saarland whether they wish to become a European "supranational" territory results in a 67.7% "no" vote.
- 1986: The Hütte closes.
- 1989: Inauguration of Saarstahl, a new steel company located near the Hütte.
- 1994: The Hütte is inscribed on the UNESCO World Heritage List.
- 2026–2032: Völklingen, like the rest of Saarland, suffers the effects of climate change, creating tension between tourism linked to the Hütte and Saarstahl's industrial ambitions.
- 2032: Saarstahl is nationalized and renamed Saargrün.
- 2035: Saargrün announces it will lead Europe's ecological transition and transforms Völklingen in the hope of attracting investors.
- 2040: Völklingen-GrünZukunft, a model city for the techno-solutionist energy transition, is inaugurated.
- 2042: The Hütte is declassified, and UNESCO withdraws from most of the site.
- 2044: Saargrün reneges on its promises; GrünZukunft is just a mirage.

- 2044: Various groups take over the ruins of the Hütte.
- 2046: The Hütte is permanently inhabited by an identified community that forms the Enclave.

CHOOSE THE MAIN CRISIS

- The consequences of environmental pollution on bodies and minds
- Managing recurring shortages and the entropy of the ruin
- The collective organization of the Enclave and the difficulty of communication
- Welcoming people from outside the Enclave
- The place of those who cannot contribute
- The irrationality that takes hold of minds
- The possibility of repression by Saargrün
- The fear that individual and collective memory will be erased

Your Character

CHOOSE A NAME

Suzanne, Leo, Joachim, Mira, Stefanie, Peter, Simon, Nacha

CHOOSE FEATURES

- Scarred face, gentle face, serene face, weathered face, Tattooed face, masked face, hard face, narrow face
- Thin arms, burned arms, muscular arms, strong arms, Tattooed arms, bruised arms, broken arm, weak arms

CHOOSE A STYLE

- Salvaged clothes, wrinkled suit, blouses, hiking gear, long sleeves, stolen party clothes, an old uniform, a pilling cardigan, bloodstains

DECIDE HOW YOU LEARNED ABOUT THE ENCLAVE

- I was a student, and some activist friends told me about the Enclave.
- I was working at Globus, my working conditions became unbearable, and the Enclave interested me.
- My grandparents worked at the Hütte; I'm trying to understand their story.
- I used to come here for the epic parties and decided to settle down.
- I was laid off by Saargrün, and someone from the Hütte offered me a place to rest.

CHOOSE TWO ITEMS YOU BROUGHT WITH YOU

Letters that are dear to me, a water purifier, my inhaler, a Swiss Army knife, a beat-up electric scooter, photo albums, a phone that still works, food supplies, my dog, stolen money, a Völklingen-GrünZuKunft resident card.

CHOOSE TWO KEY RELATIONSHIPS

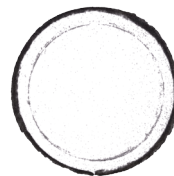
my activist daughter, the people I ran away from, the partner I had to leave behind, the queer person who opened my eyes, the first person to offer me a glass of nettle beer, the person who cared for me

PERSONAL LORE

- Are you afraid of the responsibilities that come with leaving the well-trodden path of society?
- What new possibilities does the Enclave offer you?

SAZ L-S
SPECULATIVE AUTONOMOUS ZONE
LIFE-SIZE

The Newcomer



*In the ruins of capitalism,
hopes and solidarity were born.
Now that the Enclave is desired,
What to do with the new arrivals?*

When society rejects you, you don't really have time to think. You need food, shelter, friends.

Newcomers find their way to the Enclave,
driven by various interests.
They come from Völklingen,
more rarely from Saargrün,
from outside communities,
or even from much farther away.

Some are here by choice, others by necessity.

The Newcomers are individuals
in constant evolution.

Their power is contingent,
technical, and suspect.

Game Phase

STARTING QUESTIONS

- "Why would you have preferred that I never came?"
- "What was the first thing you noticed about me?"

TIPS

- Reveal secrets from your character's past to the other players so they can weave them into the story.
- Learn the rules of the Enclave through trial and error.
- Make your character indiscernible and endearing.

INCENTIVE

(Award someone a token)

Each time someone gives you the opportunity to prove yourself to the community, they earn a token.

EXAMPLES OF BASIC MOVES

- Bring information from the outside.
- Offer someone a cigarette.
- Try to lend a hand.
- Let someone sense your vulnerability.
- Ask about someone's needs.

EXAMPLES OF VULNERABLE MOVES (Earn a token)

- Assert yourself inappropriately.
- Threaten or coerce someone.
- Express a sense of loss from your past life.
- Deplete a scarce Enclave resource.
- Confess something and ask for forgiveness.
- Ask if your presence is a problem.

EXAMPLES OF STRONG MOVES (Use a token)

- Reveal a skill you haven't shown.
- Work hard and successfully complete a task you've been asked to do.
- Give a gift at the right time.
- Bring someone or something in or out of the room.
- Ask someone for an explanation.
- Ask who or what you need to pay attention to.

Your Character

CHOOSE A NAME

Karl, Julia, Christian, Rainer, Antonius, Johannes, Vassili, Adan, Civan

CHOOSE FEATURES

- tired body, hungry body, robust body, plump body, muscular body, hunched body, swollen body
- calloused hands, well-groomed hands, gloved hands, scraped hands, skillful hands, trembling hands

CHOOSE A STYLE

- salvaged clothing, cotton canvas, messy hair, oil stains, countless pockets, repurposed uniform, visible tools, smocks, overalls, hiking gear, large bags, plastic boots

CHOOSE THE PLACE IN PARADISE WHERE YOU ARE INVOLVED

- The riverbanks and the port (fish farming, algae, and natural dams)
- In the shaded areas (pollution-reducing fungi, forestry)
- The old vegetable gardens (land-based market gardening and beekeeping)
- Along the facades (climbing plants and medicinal plants)

CHOOSE TWO CRAFTS YOU ARE SKILLED IN

basketry, brewing, fermentation, pottery, cutlery, papermaking, woodworking, dyeing, wax, weaving, metalwork, glassmaking, blacksmithing, baking

CHOOSE TWO KEY RELATIONSHIPS

my young son, my brother who doesn't share my values, the gang of thugs outside the Enclave that I find touching, the old lesbian woman who sometimes cooks me dinner, the person who taught me self-defense, the security guard who is causing problems in the Enclave, my lover who considers returning to Saargrün, the free spirit who attracts me, the person who meddles too much in my affairs

PERSONAL LORE

- Are you a supplier or a guardian?
- Who or what do you prioritize when resources are scarce?

SAZ L-S

SPECULATIVE AUTONOMOUS ZONE
LIFE-SIZE

The Willow



*Better basketry than steelmaking, let
our crops be dams
Willows, root the water and the earth
Weave our dreams to our shores*

With the factory's abandonment, nature reclaimed its rights, and Paradise became the garden of ruin. During the establishment of the Enclave, the vegetable gardens became true farmland. An informal port had sprung up along the Saar River, where several fishponds also served as natural dams to prevent the water from rising too far.

The Willows have the role of cultivating Paradise, both to produce food for the Enclave and to purify the water and soil using algae and fungi. Organized by sector, they all possess artisanal skills that complement their production, and their days are punctuated by the cycle of the seasons.

Their power is tangible,
localized, and reassuring.

Game Phase

STARTING QUESTIONS

- "What do I regularly provide for you?"
- "Why have I been observing you lately?"
- "How are you essential to my supply chain?"

TIPS

- Look for opportunities to help others, but also to satisfy your own needs and desires.
- Occasionally, be excessively generous.
- Make your character concerned and endearing.

INCENTIVE

(Award someone a token)

Each time someone uses your crafting skills or your resources, they earn a token.

EXAMPLES OF BASIC MOVES

- Act simply, in accordance with the situation.
- Produce or craft something, but it costs you.
- Manage your farm or trade.
- Observe the evolution of the Earth itself.
- Benefit from being seen as trustworthy.
- Negotiate with your fellow villagers about what goes in or out of the Enclave.
- Ask how to improve the material conditions of the Enclave.

EXAMPLES OF VULNERABLE MOVES (Earn a token)

- Secretly break a community rule for convenience/opportunism.
- Fail to complete your task.
- Become obsessed with a personal project.
- Allow yourself to be alienated by Oblivion.
- Act in bad faith towards your loved ones.
- Question whether you are making the right choices for the Enclave.

EXAMPLES OF STRONG MOVES (Use a token)

- Obtain a resource related to your work through your efforts.
- Improvise a temporary solution, even under pressure.
- Offer a place to retreat or unwind.
- Offer a comforting meal at the most opportune moment.
- Repurpose your land/tools for your own use.
- Ask someone how you can make them feel comfortable.

Your Character

CHOOSE A NAME

Heinrich, Jan, Jean-Marcel, Esther, Lisa, Ben, Gerald, Kurt, Roda

CHOOSE FEATURES

- proud posture, gentle posture, slumped posture, robust posture, withdrawn posture, reserved posture
- piercing gaze, warm gaze, mischievous gaze, troubled gaze, tired gaze, comforting gaze

CHOOSE A STYLE

- simple clothing, slogan t-shirts, old uniform, sportswear, logo patch on the back, thin glasses, harem pants, natural fabrics, leather jacket

CHOOSE THE CONVICTION THAT MOTIVATES YOUR ACTIONS

- A community as fragile as ours must commit to writing a shared history.
- Archiving the present will prevent the future from repeating the mistakes of the past.
- We must resist the ravages of time and Oblivion.
- My role is to fight against rumors and misinformation.

DECIDE ON A LOCATION AND A SPECIALIZATION

- The Water Tower: fragile archives, video club, and photography.
- The Blast Furnaces: radio stations and dovecotes.
- In the old workshops: printing press, newspapers, and screen printing.
- In the power plant: library, collection of personal belongings, banners, and flags.

CHOOSE TWO KEY RELATIONSHIPS

the twins who are my apprentices, one of the pigeons I've tamed, the outside merchant to whom I owe a small fortune, the mute child who depends on me, my ailing lover, my sobriety circle, the new guy who thinks he's the boss, my notebook, my correspondence with someone from Saargrün

PERSONAL LORE

- Where does your attention to detail come from?
- Are you a pacifist or a revolutionary?

SAZ L-S
SPECULATIVE AUTONOMOUS ZONE
LIFE-SIZE

The Ink



*So that the heritage wreck
may be a vessel of our memories
The Inks animate the archives
Facing Oblivion and the dark night*

UNESCO now has only a meager presence
at the Hütte, between the Water Tower
and the Ore Hall. Given the diversity within
the Enclave, people organized themselves to circulate
the community's knowledge, stories, and memories.

Some Inks are responsible for sharing
information in daily announcements,
others for archiving memory over time.

We entrust them with our memories,
our precious objects, our photographs,
but also our announcements and demands.

They are the ones who ensure
that what we are building is documented,
translated, and reported.

Their power is fluid,
relational, and precious.

Game Phase

STARTING QUESTIONS

- "What secret did I learn about you yesterday?"
- "Why do you feel you owe me?"

TIPS

- Show interest in the community members and the history of the place.
- Explore the tension between the need for immediate action and the attention required by time.
- Make your character intriguing and interested.

INCENTIVE

(Award someone a token)

Each time someone shares their memory with you or consults your archives, they earn a token.

EXAMPLES OF BASIC MOVES

- Act simply, in accordance with the situation.
- Gather someone's testimony.
- Pass on the community's memory.
- Focus on perceiving what powerful emotion an object has recently absorbed.
- Ask someone what they secretly desire.
- Ask who is really in control of the situation.

EXAMPLES OF VULNERABLE MOVES (Earn a token)

- Treat someone like an interesting story rather than a person.
- Make a complete misinterpretation or unintentionally spread misinformation.
- Forget an important task/piece of information.
- Threaten someone with excessive power.
- Ask someone for something far too personal.
- Ask someone why they no longer trust you.

EXAMPLES OF STRONG MOVES (Use a token)

- Activate your networks to find reliable information.
- Listen to a conversation without being detected.
- Accept or reject someone's memory, either causing them to experience Oblivion or protecting them from its effects.
- Deny someone's memory, forcing them to experience Oblivion.
- Convince someone to show you their possessions.
- Ask someone for something that might interest you.
- Spread words that soothe someone's fear or galvanize the community.

Your Character

CHOOSE A NAME

Armin, Jocelyn, Marjatta, Hendrik, Winfried, Jürgen,
Dimitri, Nour, Faty

CHOOSE FEATURES

- gloved hands, well-groomed hands, calloused hands, stained hands, burned hands, tattooed hands.
- direct gaze, shifty gaze, lazy gaze, lost gaze, confident gaze, cheerful gaze.

CHOOSE A STYLE

- overalls, plaid shirt, yellow raincoat, parka with pockets, flashy tracksuit, wool sweater, denim on denim, safety shoes, leather jacket, yellow vest, aviator glasses, gold teeth

CHOOSE YOUR SPECIALTY

- Diver, magnet fishing, underwater food recovery.
- Hacker, mesh network, radio waves, online information.
- Welder, maintenance and repair of the Hütte, structural work.
- Electrician, electrical networks, batteries, and small appliances.

CHOOSE THE EMERGENCY YOU PERCEIVE BEST

- The Hütte will collapse sooner than expected, and we must prepare for it.
- We have the illusion of being protected, but signs indicate that we are being monitored, and this does not bode well.
- We must improve our living conditions, as precariousness is causing tension among us.
- Exposure to heavy metals seems more serious than anticipated, and this is already evident in some of my comrades.

CHOOSE TWO KEY RELATIONSHIPS

my child whom I'm raising alone, my trainer who had to stop working,
the waste collector who brings me what I need,
my naive assistant, my grumpy killjoy colleague,
the politician from Völklingen who comes here discreetly to slum it, the loan shark who finally found me, the friend who can't stop talking.

PERSONAL LORE

- Do you know how to give in and compromise?
- Do you sometimes try to fix things that aren't broken?

SAZ L-S
SPECULATIVE AUTONOMOUS ZONE
LIFE-SIZE

The Copper



*Wires welded by their hands,
conductors of our foundations
Coppers, dive into hostile territory
Transmit your selflessness to us*

We tend to forget that the Hütte is a ruin,
so vibrant is the life of the Enclave within it.

But sometimes sinister creaks remind us
that what we have built
is precarious.

The Coppers are those who will be responsible
for the physical maintenance of our structures
and who are ready to take the associated risks.

Some are divers who retrieve supplies
from the seabed, others salvage materials
from the irreparable parts of the Hütte
for reuse. Saargrün and the Globus are, for them,
stores of electronic equipment,
provided they know how to use them.

Their power is fluid,
material, and contingent.

Game Phase

STARTING QUESTIONS

- “Do you have anything broken that I could fix?”
- “What did I lend you recently that you lost?”

TIPS

- Develop meaningful personal relationships with your tools, supplies, and the connections within your work.
- Involve other players in discussions about the risks or complications associated with your work.
- Make your character corruptible and invested.

INCENTIVE

(Award someone a token)

Each time someone uses your resources and technical skills, they earn a token.

EXAMPLES OF BASIC MOVES

- Act simply, in accordance with the situation.
- Fix something, but it costs you.
- Smuggle and barter.
- Share infiltration techniques and safety rules.
- Observe an evolution of Saargrün or the Digital World.
- Ask someone what they need.

EXAMPLES OF VULNERABLE MOVES (Earn a token)

- Refuse a mission out of fear, inventing a clearly bogus excuse.
- Fail at your task, leaving something broken or unstable.
- Be overzealous, to the detriment of yourself and those close to you.
- Push yourself to the limit at the worst possible time.
- Refuse to see the danger and suffer the effects of Oblivion.
- Re-examine your motivations.

EXAMPLES OF STRONG MOVES (Use a token)

- Sabotage a means of production or a useful object.
- Retrieve something that seemed unattainable.
- Work hard to make something safer/more efficient.
- Leap to protect someone from danger.
- Manage to repair something despite the situation.
- Ask someone to give you what they have that is useful.

Your Character

CHOOSE A NAME

Isabella, Yasmeen, Lara, Antonio, Maria, Andrei, Sehran, Tahir, Samia, Finn, Hilde

CHOOSE FEATURES

- Open face, Covered face, Sober face, Wrinkled face, Soft face, Ashy face, Dirty face, Scarred face
- Calm eyes, Faraway eyes, Forgiving eyes, Sad eyes, Reddened eyes, Wavering eyes, Dilated eyes, Burning eyes

CHOOSE A STYLE

- Hand-sewn clothes, Embroidered fabrics, Natural fibers, Bright colors, Traditional clothing, Hand-drawn tattoos, Rave clothes, Black lace, Bleached hair, Linen shirts, Reclaimed scarves

CHOOSE WHAT MOTIVATES YOU TO BE PART OF A COMMUNITY

- Without a strong community, we perpetuate the oppressions of our old society.
- Hope and laughter are flames we must tirelessly tend, otherwise we will face eternal darkness.
- When we abandon our celebrations and historical ties, evil thrives in the empty spaces we leave behind.
- Only the strength of our emotional bonds can counter Oblivion, which is not merely an individual phenomenon but a tangible force that seeks to harm us.

CHOOSE WHERE YOUR CEREMONIES ARE CONCENTRATED

- The Fields of Paradise, feasts and bonfires
- The Blast Furnaces, choirs and collective percussion
- The Collective Workshops, carnival-like processions and ritual games
- The Basements, raves and industrial trances

CHOOSE TWO KEY RELATIONSHIPS

my lovers whom I must satisfy, my chosen family, the ambitious apprentice I initiated, a bitter ex, the herbalist who prepares my treatment, the old community I left, the exiled elder, my drinking buddy, my mother who still lives in Saargrün

PERSONAL LORE

- Do your teachings offer the Enclave a path forward?
- Doesn't the task of uniting everyone seem immeasurable?
- Are you truly capable of accepting rejection?

SAZ L-S
SPECULATIVE AUTONOMOUS ZONE
LIFE-SIZE

The Coal



*In the past, burning coal
brought precariousness and despair.
Today, the Coals are the glue
that makes our shared faith.*

The Hütte carries the history of the different communities that have worked there, with their ambivalent and complex experiences. If today the Enclave has established itself as a space of resistance, the community that composes it is plural. Supporting collective desires without erasing individual differences requires remarkable engineering of the common good. The Coals are the embers of social work, ensuring we never lose sight of the fire that unites us. They have the role of creating solidarity, regulating conflicts, and shaping the customs of the Hütte. They often speak several languages, believe in collective intelligence, the power of the arts, and the strength of joy.

Their power is social,
fascinating, and energetic.

Game Phase

STARTING QUESTIONS

- "What is the one thing about me that irritates you but you've never told me?"
- "Why did I fascinate you at our last celebration?"

TIPS

- Use your celebrations to bring people together.
- Explore both your empathy and your selfishness.
- Make your character zealous and charming.

INCENTIVE

(Award someone a token)

Each time someone gets involved with you in a community project or asks you to help resolve a conflict, they earn a token.

EXAMPLES OF BASIC MOVES

- Act simply, in accordance with the situation.
- Gather community members to organize a celebration.
- Share food or advice with someone.
- Interpret the signs of Oblivion.
- Ask someone how to deepen their sense of belonging to the community.
- Benefit from being seen as trustworthy.

EXAMPLES OF VULNERABLE MOVES (Earn a token)

- Admit that you don't have the answer to someone's question or problem.
- Miss a celebration, making those who attend feel insecure.
- Have preconceived notions about someone's intentions or behavior.
- Promise something you can't keep.
- Get Saargrün's attention by letting a celebration slip away.
- Ask someone what they really think of you.

EXAMPLES OF STRONG MOVES (Use a token)

- Persuade or convince someone to get involved alongside you.
- Encourage your loved ones to take a bold step.
- Ostracize a member of the Enclave.
- Get yourself or your loved ones out of harm's way.
- Successfully defuse a tense conflict between two members of the community.
- Ask someone about their greatest fear.

Your Character

CHOOSE A NAME

Ralph, Annika, Franck, Hannah, Daniel, Günther, Paulin, Vladimir, Valentina, Umur

CHOOSE FEATURES

- Keen eyes, critical eyes, shifty eyes, hidden eyes, altered eyes, red eyes, kind eyes
- Scarred hands, clean hands, greasy hands, Gloved hands, worn hands, busy hands

CHOOSE A STYLE

- Braided hair, shaved head, metal jewelry, belt with knives and vials, pants with pockets, loose clothing, neutral fabrics, minimal tattoos, salvaged pouches, gloved hands

CHOOSE TWO HEALING TECHNIQUES

- Cardiac and muscular massage
- Homemade balms
- Bandages and various tourniquets
- Extraction and distillation techniques
- Infusions of salvaged plants Diuretics
- Antidotes and leeches.

CHOOSE YOUR FORMER SPECIALTY

- I was an animal keeper at the Saarbrücken Zoo, which closed.
- I just finished my studies in psychology and I'm ready to help.
- I was a nurse at the hospital, but I left after it was privatized.
- I'm a geologist who worked for the region, but the current policies no longer align with my beliefs.
- I infiltrated a survivalist group for an investigation and learned some skills.

CHOOSE TWO KEY RELATIONSHIPS

a dying woman whose pain I soothe, my secret crush, the colleague I can confide in, a cat I rescued, my lover who is too spiritual for my taste, a secretly contagious person I watch over, a very close friend I neglect due to lack of time, the crow that tamed me

PERSONAL LORE

- Do you dedicate yourself to the health of the Enclave solely out of a sense of duty?
- Do you neglect your personal life in order to save the lives of others?

SAZ L-S

SPECULATIVE AUTONOMOUS ZONE
LIFE-SIZE

The Resin



*Fossil remains corrupt
the waters, the soils, and the bodies
O Resins, heal the living
and lead will turn to gold*

While the Hütte had become more hospitable thanks to everyone's investment, no one was unaware that it was an environment burdened with heavy pollution and posing risks to organic life. The radical transformation of Völklingen had led to the partial privatization of the public hospital, which had become too expensive for many. From the moment the first communities of the Enclave were established, it was decided that the care of bodies and living beings should be an ongoing endeavor.

The Resins are people who roam the Enclave, monitoring the community's symptoms, inspecting the soils and waters; all in order to provide care to the best of their ability.

Their power is resilient,
intertwined, and invaluable.

Game Phase

STARTING QUESTIONS

- "Why have you been worried about me lately?"
- "Why, deep down, do you distrust me?"

TIPS

- Find people in moments of weakness or distress, and offer them your healing gifts.
- Explore deviance, difference, and vulnerability.
- Make your character fallible and devoted.

INCENTIVE

(Award someone a token)

Each time someone uses your skills for a diagnosis or treatment, they earn a token.

EXAMPLES OF BASIC MOVES

- Act simply, in accordance with the situation.
- Diagnose a medical problem.
- Share knowledge related to caring for living beings.
- Offer a listening ear.
- Observe the effects of Oblivion.
- Ask what someone needs.

EXAMPLES OF VULNERABLE MOVES (Earn a token)

- Fail to diagnose or treat a living being.
- Disclose someone's health problems without their consent.
- Find yourself vulnerable at the worst possible time by neglecting your own health.
- Allow Oblivion to enter the situation when faced with a traumatic event.
- Ask yourself if you have any value outside of your role.
- Ask who to save first, even if it means not being able to manage everything.

EXAMPLES OF STRONG MOVES: (Use a token)

- Move yourself and a loved one away from the danger.
- Successfully identify the source of a hidden ailment affecting the living.
- Take time to devise a makeshift treatment for a specific ailment.
- Refuse to heal a living being.
- Quickly stabilize someone's health; if they are in critical condition, they are experiencing the effects of Oblivion.
- Ask for help in turn.

Oblivion

With the irony that fate sometimes displays, the Hütte, once a place of memory, has not escaped a scourge that the inhabitants of the Enclave have named Oblivion. As its name suggests, one of the symptoms of Oblivion is chronic or sudden amnesia, sometimes temporary, sometimes irreversible. But Oblivion also seems to influence people's behavior: some experience sudden changes in personality or mood.

Where memories fade, Oblivion fills the void. Certain dreams and visions become collectively shared psychic forms. Even if these phenomena are unsettling, they are not always negative: some see them as premonitions or the voice of destiny. Oblivion seems to be gaining ground everywhere in the world, but here in the Hütte, its signs are palpable. Is this simply an effect of the surrounding pollution, or is there something much greater at play in this force that seems to possess its own intentions?

PICK UP WHEN

- Someone feels strange or summons Oblivion.

TRADE AWAY WHEN

- Your character feels strange or summons Oblivion.
- Your character becomes psychologically vulnerable.

EXAMPLE ACTIONS

- Make someone forget an important memory.
- Create a vision of threat or hope.
- Spread psychological instability throughout the immediate area.

TIPS

- Explore the subtle impact Oblivion has on everyday people and places.
- When people experience Oblivion, describe or ask them about their sensory experiences.

The Shortages

We are free from the vices of easy consumption—but more than ever, our hands are in the dirt. To cope with the hardships of self-sufficiency, an informal economy has developed, based on bartering, resource sharing, and knowledge exchange. While the Blast Furnaces mills, the fields and ponds of Paradise, and the more or less consensual «bartering» with the outside world allow us to survive, this entire balance remains very precarious. No material comfort is fully guaranteed, and most of our infrastructure functions intermittently.

And if our resources are barely sufficient, what do we do when others come seeking our help?

PICK UP WHEN

- Someone is wandering outside the Enclave.
- When someone is wondering if the necessary resources are present and available.

TRADE AWAY WHEN

- Your character needs something material and doesn't immediately know where to obtain it.

EXAMPLE ACTIONS

- Show someone acting foolishly out of necessity or desperation.
- Introduce betrayal.
- Spread disease or break something.

TIPS

- Introduce scavengers, swindlers, farmers, and bandits. Make them all somewhat sympathetic.
- Explore what happens when everyday infrastructure collapses.

The Earth Itself

In 2046, the Earth reminds us of its presence every day, ever more imperious and unpredictable. Severe weather and droughts make life difficult, and more than ever, we must be adaptable to the unstable climate. In the Enclave, we interact with life every day, forging alliances and negotiating.

Some say that life is mutating: is it due to the pollution inherited by the Hütte, or the more insidious pollution of Saargrün? Or is the Earth trying to show us that a radical change is underway? One thing is certain: we are in the eye of the storm, but perhaps within what resembles Hell lies our Eden.

PICK UP WHEN

- You need to describe the climate, fauna, flora, and mutations.

TRADE AWAY WHEN

- Your character braves the elements.
- Your character investigates something organic.
- Your character interacts with living things.

EXAMPLE ACTIONS

- A sudden and violent weather event.
- Reveal serenity.
- Something is injured/affected.
- Allow the non-human to express itself.

TIPS

- Describe the smells, colors, and hurried movements of the world.
- Show how the earth reacts to human activity, adapting or withering away.

The Outer Communities

We are absorbed by life in the Enclave. But regularly, we hear signs of other presences in the distance. Sometimes joyful shouts, sometimes more ambiguous. And then we remember that outside ourselves there are other communities. Some are familiar: precarious workers from Saargrün with whom we sometimes chat in the parking lots of the former Globus. Beyond the Saar River, on the other bank, are people who live neither entirely in Völklingen nor among us.

Most have been excluded from society, but do not identify with our ways of life. Some are isolated, but most seem to have formed other communities, about which we know very little.

PICK UP WHEN

- Someone wanders outside the Enclave or its border, uses a crossing route, or commits an intrusion.
- You interact with someone from the outside.

TRADE AWAY WHEN

- Your character interacts with someone from the Outer Communities.
- Your character owes a debt to a community and no longer has the time or ability to repay it.

EXAMPLE ACTIONS

- Describe the appearance or behavior of members of the Outside Communities.
- Put something dangerous in someone's hand.
- Share gossip or myths.
- Demonstrate solidarity or protectionism.

TIPS

- Describe the different aesthetics and ethics of the Outer Communities.
- Use the Outer Communities to explore and amplify tensions within the Enclave.

The Digital World

The end of fossil fuels has transformed our relationship with the digital world. We know it still exists, but in the Enclave, we no longer have access to it. The network as we knew it was far too resource-intensive. Most of our computers and smartphones were dismantled to recover their most valuable components. In its place, a mesh network was installed, a kind of proto-intranet made up of small radio wave transceivers. Work is still underway to achieve complete coverage of the Enclave.

Thanks to the proximity of the Saargrün, the most skilled (or perhaps unscrupulous) among us manage to salvage small devices and lithium batteries, which they then reuse for the common good. Our communication tools are primarily analog, although a few occasionally manage to pick up signals from much larger networks. Perhaps the digital world will return. In the meantime, it has become a rare entity, possessing almost mystical qualities.

PICK UP WHEN

- Someone interacts with a digital device or Saargrün technology.

TRADE AWAY WHEN

- You are interacting with a digital device or Saargrün technology.

EXAMPLE ACTIONS

- Something isn't working.
- Something works under certain conditions.
- Let the technology speak for itself.
- Introduce a bug.

TIPS

- Describe the approximate and disparate ways people access the Digital World after the infrastructure collapses.
- Give some people a reason to hate, fear, or mythologize the Digital World. Give others a reason to be curious and excited.

Saargrün

Many Völklingen residents believed in the «GrünZukunft» [green future] promised by Saargrün, the steelworks that surrounds the Hütte. But what followed was a radical urban transformation, where Völklingen became the site of a fierce gentrification aimed at restoring credibility to ecological capitalism. Then, when it became clear that Saargrün's ambitions had been far too optimistic and that the speculative bubble was imploding in near silence, the long-time residents felt they had lost everything: both their city and their future.

For those who lacked the means or the desire to leave, the Hütte became a space of potential. The Hütte's relationship with Völklingen, Saargrün, and more broadly with eco-capitalist society, has been turbulent and could become so again. Saargrün represents all those who believe in Progress at any cost and who refuse to see that the world they desire is nothing more than a mirage. Its influence and authority are the most direct threat to what we are trying to build here, but some see it as an opportunity. Whose side will it take?

PICK UP WHEN

- Someone from Saargrün ends up in the Enclave or interacts with it.
- Someone from the Enclave ends up in the old Globus, Saargrün, or Völklingen.

TRADE AWAY WHEN

- Your character has to deal with Saargrün.
- Saargrün remembers your character exists.

EXAMPLE ACTIONS

- Introduce an authority figure.
- Announce future threats.
- Offer an opportunity, with or without strings attached.

TIPS

- Describe environments and people that feel both familiar and foreign.
- Decide what you can still buy in conventional markets.
- Use the Saargrün to explore and amplify the desires and tensions within the Enclave.

Game Tips

GAME SCHEDULE

1. IMMERSION IN THE HÜTTE AND INTRODUCTION TO THE LORE

Facilitator and Players: Debriefing of the Visit

2. FRAMING AND CHARACTER SELECTION

Facilitator: Reading of «The Enclave» and Selection of Elements

Facilitator: Presentation of the Rules

2. a. Players: Random or Collaborative Selection of a Character

Facilitator: Distribution of Entities

Facilitator: Presentation of the Crisis

2. b. Players: Introductory Questions

2. c. Players: Symbol Inscription on the Map

3. IDLE DREAMING: PHASES OF A GAME ROUND

3. a. Volunteer Player: Place, Time, Characters, Scene

3. b. Players: Involvement or Not

3. c. Volunteer Player: Statement and Scene, Interpretation

3. d. Players: Interactions, Statements and Moves, Interpretations

3. f. Non-Involved Players: Entity Use, Statements, Actions, Interpretations

3. g. Players: Resolution of the Scene, End of the Game Round

3. h. Volunteer Player: Statement and Description of the End of the Scene

REPEAT AS MANY IDLE DREAMINGS AS NECESSARY!

4. END OF GAME AND RETURN TO EVERYDAY LIFE

Facilitator and Players: Round Table for 2 Questions

Game Tips

USE OF ENTITIES

Oblivion

- When someone loses their footing or invokes Oblivion.

Shortages

- When someone wanders outside the Enclave.
- When someone wonders if the necessary resources are available.

The Earth Itself

- When you want to describe the weather, mutations, animals, or the natural world.

The Outer Communities

- When someone wanders outside the Enclave or its border, uses a passageway, or commits an intrusion.
- When you interact with someone from the outside.

The Digital World

- When someone interacts with Saargrün's technology or a digital device.
- You get an idea of how the digital world takes shape.

Saargrün

- When someone from Saargrün finds themselves in the Enclave.
- When someone from the Enclave visits the former Globus, Saargrün, or Völklingen.

SPECULATIVE AUTONOMOUS ZONE
LIFE-SIZE
SAZ L-S

(.....)

(.....)

The Newcomer

SPECULATIVE AUTONOMOUS ZONE
LIFE-SIZE
SAZ L-S

(.....)

(.....)

The Willow

SPECULATIVE AUTONOMOUS ZONE
LIFE-SIZE
SAZ L-S

(.....)

(.....)

The Ink

SPECULATIVE AUTONOMOUS ZONE
LIFE-SIZE
SAZ L-S

(.....)

(.....)

The Copper

SPECULATIVE AUTONOMOUS ZONE
LIFE-SIZE
SAZ L-S

(.....)

(.....)

The Resin

SPECULATIVE AUTONOMOUS ZONE
LIFE-SIZE
SAZ L-S

(.....)

(.....)

The Coal

SAZ L-S
SPECULATIVE AUTONOMOUS ZONE
LIFE-SIZE

Tokens

