

Control							Freedom
Trust							Doubt
Truth							Lie

「LET GO OF WHO I WAS」

「LET GO OF WHO I AM」

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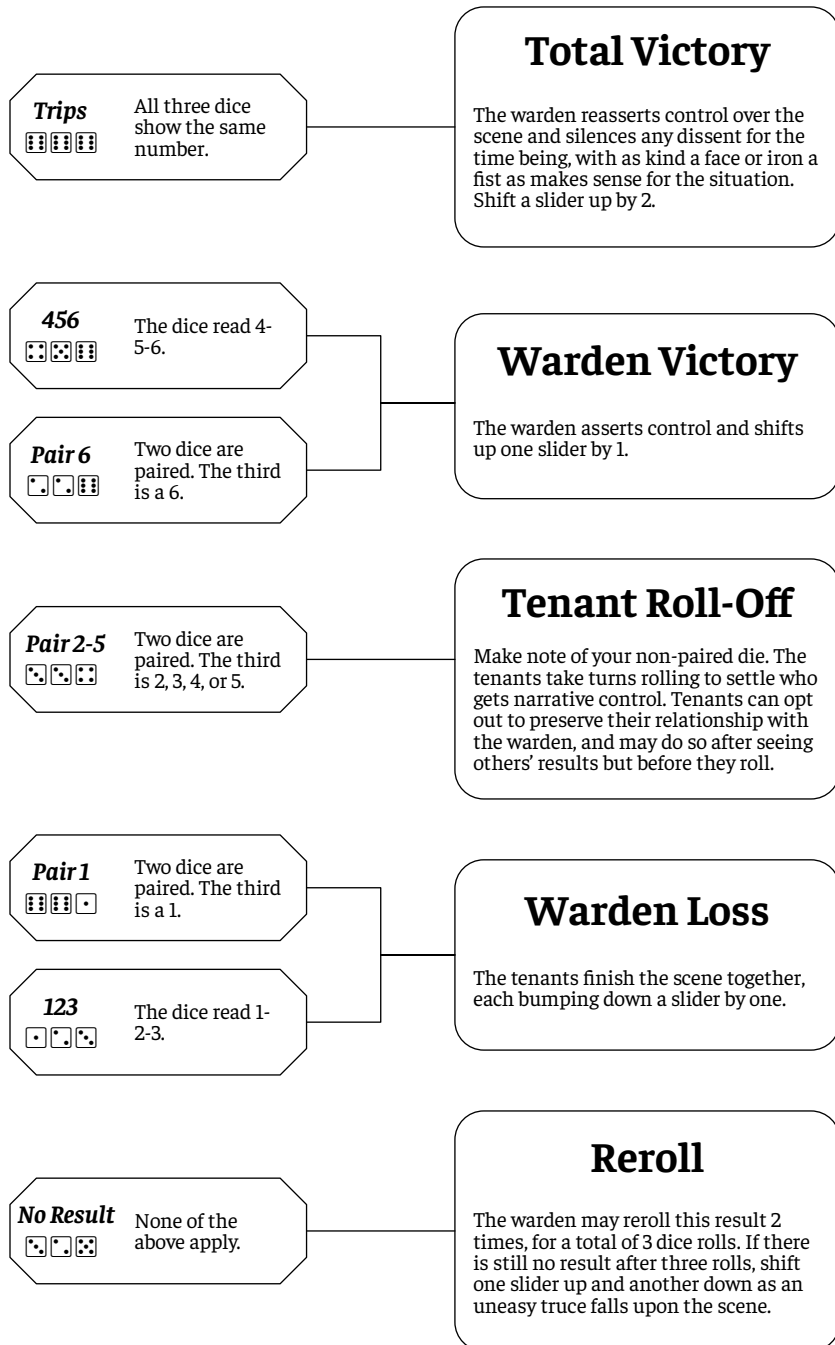
Control

Freedom

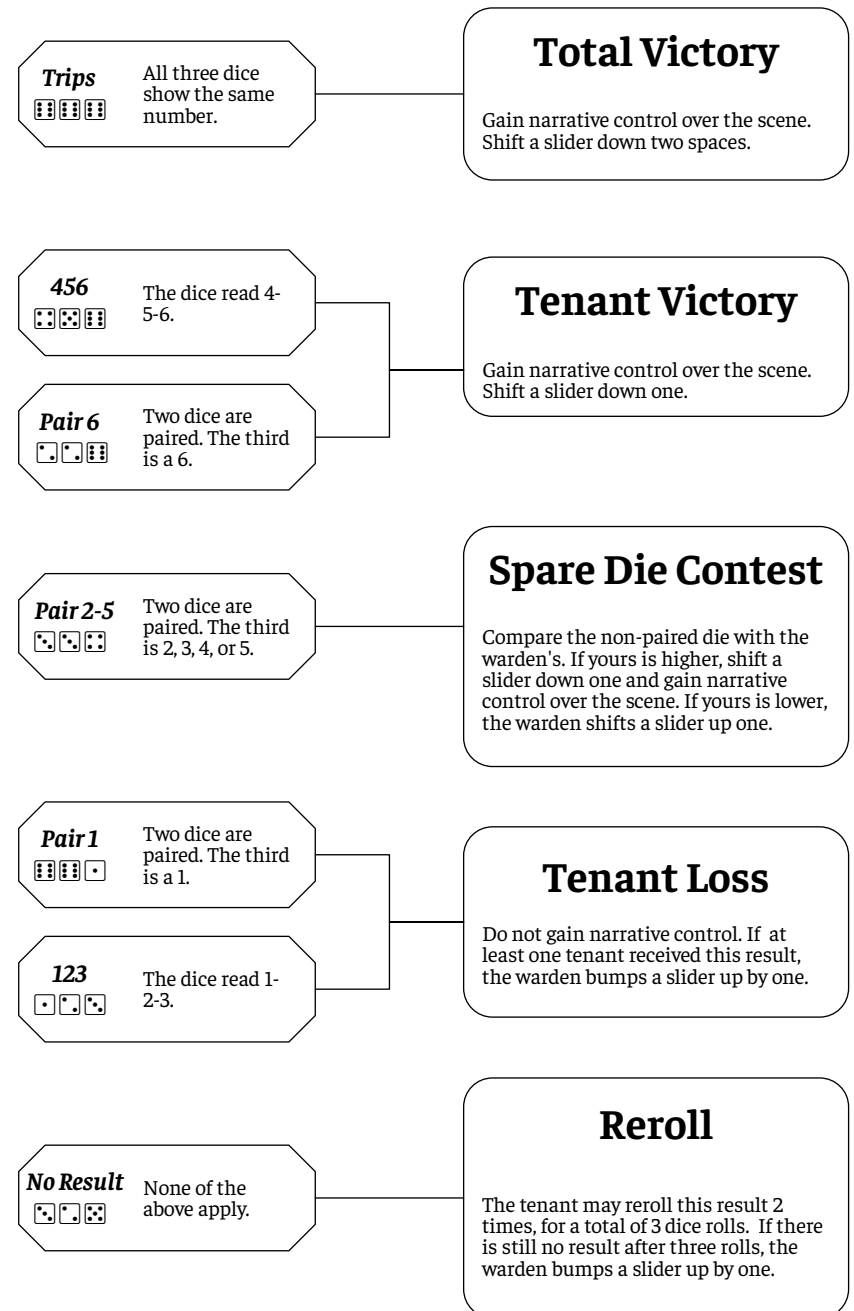
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Warden Roll



Tenant Roll-Off



The Knock

Knock on the table if:

- You feel uncomfortable
- You sense discomfort
- You are escalating the situation

If everybody, including you, knocks back: proceed.

Otherwise: pause the game and discuss.

Knock often

Disagreement

Tenants call for a dice roll if they disagree with the warden.

You can disagree about many things:

- Something the warden's character says or does
- Something the warden player says or does
- Something the warden player says you do
- The way something is described in the bunker
- The way something is described outside the bunker
- The way a scene cuts or ends
- How the warden talks to you
- How the warden talks
- How the warden controls the bunker

Character Growth

You can let go of your *Who I Was*, *Who I Am*, or *Who I Will Be* cards to force any player to reroll a single die. This changes who you are. You will have to let go of these if you move a slider past one of the indicated thresholds, so you may as well change on your own terms.

Boundaries

“Acceptable” types of violence:

“In-character” roleplaying vs. narration:

Confinement:

Other hard boundaries:

Other soft boundaries: