

3rd Scene

Switch the torchlight on: The Angel describes a dangerous situation in which the comatose person is in. Then he narrates as he intervenes, as a sign or a tangible force, saving the other from the danger.

Switch the torchlight off: The comatose person asks now questions about the scene; the Angel answers with lies or truth.

Last Scene

Switch the torchlight on: The Angel asks the one in the Coma to follow him.

Switch the torchlight off: The comatose person finally makes his choice, to follow the Angel, or not.

What follows?

- If the Angel chose to be an Angel of Salvation:** He switches the torchlight on and reveals his nature. If the person in the Coma had followed the Angel, go to **Salvation Ending**; if he had not, go to **Damnation Ending**.
- If the Angel chose to be an Angel of Damnation:** He switches the torchlight off and reveals his nature. If the person in the Coma had followed the Angel, go to **Damnation End-**

ing; if he had not, go to **Salvation Ending**.

Salvation Ending

The player playing the person in the Coma is now free to describe how he feels having escaped the trap he was in, now finding eternal peace.

Damnation Ending

In this case is the Angel who narrates to the other the consequences of his choices, the neverending sleep filled with nightmares which waits for him now on.

Turn the Lights On

The game mechanics actually end now and the game is over. But before leaving, try spending some time talking about the Coma subject. What did Salvation and Damnation mean for you? Have you ever thought of the many people who have to spend the rest of their lives in a Coma condition, without any certainty about leaving it someday, somehow, or perhaps just drifting in an endless slumber? How they may be trapped, unable to tell you they want to let go? Or how they are waiting, hoping you do not give up? Which situations could this imply? Is that still a life, a long sleep or a living nightmare?

Trapped

Vas Quas Editrice – Linea Emozioni

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Inspiration: *Burning Opera* (Giacomo Vicenzi), *Doll* (Josh T. Jordan), *Una facile via d'uscita* (Daniele Di Rubbo) and the film *Cube*.

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What Do You Need to Play

Two players. One to be the person in a coma. The other to be an angel.

- A table.
- A room, with the possibility of making it dark (killing the lights or covering the windows).
- A torchlight/flashlight.
- Something which can be used to play a song (a cellphone, an MP3 player with speakers, or perhaps a phonograph).

- Paper (even just a single post-it or index card will be fine).
- A pencil.

Note: The sounding device will be held by the one playing the person in a Coma, the torchlight by the one playing the Angel.

Your Role

A first player gets to play a person in an irreversible Coma. Another player will play the part of an Angel, who has descended to take this person towards Salvation or Damnation.

The goal of the game is not winning, but rather an exploration of one's thoughts about the Coma condition itself.

Salvation or Damnation?

Before the game starts, the player playing the Angel - and with him Salvation or Damnation - has to choose if all that happens in the next 3 scenes will be the Truth, or just Illusions that he will create in the mind of the comatose person. This way, the Angel will be sure in advance if

he'll lie, or tell the truth when the other player starts asking questions about the scene.

So, choose what kind of Angel you will be:

- **Angel of Salvation:** the person in a Coma will die, and in death find everlasting peace.
- **Angel of Damnation:** the person in a Coma will never wake up, his remaining life a nightmare.

Write down the option you choose on a piece of paper, while hiding it from the other player.

There are 3 scenes in the game.

Now choose if what happens is Truth or Illusion. But remember this **one rule: at least one scene must be Truth, at least one scene must be an Illusion.**

- **1st SCENE:** "Souls flying towards the light."

Are they real, or are you, the Angel, creating this soothing picture?

[TRUTH] or [ILLUSION]

- **2nd SCENE:** "A voice resounds, it's someone family's, telling to do something (this can be anything, Angel's choice)."

Is the voice true, or are you just faking it?

[TRUTH] or [ILLUSION]

- **3rd SCENE:** "The person is in a dangerous situation, but the Angel saves him."

Was the danger real, or created for Illusion?

[TRUTH] or [ILLUSION]

Make it clear that the one playing the character in a Coma will not get any direct answers to direct questions! Questions like "What Angel are you? Why are you helping me? Is there Damnation or Salvation ahead?"... will not get a clear response.

When asked questions like these, or such questions are implied, the Angel should silent, or answer plainly, "Amen".

The comatose person will be able to ask the Angel about what happens in the scene, and to these questions the Angel will choose to answer with a lie, or the truth.

Main Rules

- **Switch the torchlight on** when the Angel introduces the scene. The person in a Coma does nothing but listen. No questions are allowed for now.
- **Switch the torchlight off** after the scene has been described, and the comatose person starts asking questions about

it. All the possible exchanges between the players take place now. This phase could last as long as the Angel desires, until the moment he switches the torchlight on and says it's time to pass to the next scene. The Angel can do so if the comatose person is getting too insistent for answers, or if the questions become inappropriate, or just if he decides there are no more points to talk of.

- **Sounding device** - The comatose person can use this mechanic once in the game, from the 1st scene to the 3rd, but not in the last one. Playing his favourite tune, he can make the Angel declare if he's lying or telling the truth about the last question asked! The song has to be played for at least 30 seconds and then the Angel has to: switch the torchlight on if he lied; answer with "You say that I am" if he was telling the truth.

The Game Starts

Lights are out: The player playing the person in a Coma has to start expressing his thoughts and feelings about the surrounding darkness.

The torchlight is switched on: The Angel can do so whenever he choos-

es, and introduce himself. His features are those of someone close to the comatose character, which he will choose and describe.

The torchlight is switched off: "No more questions allowed", the Angel says. After a couple of seconds of silence, the Angel introduces the 1st scene.

1st Scene

Switch the torchlight on: The Angel narrates about souls appearing around; they may be flying slowly, or maybe they dart around and scream, while trying to reach the light ahead.

Switch the torchlight off: Now the comatose person is allowed to start asking questions about the scene, to which the Angel will answer with lies or truth, accordingly to what he had chosen earlier.

2nd Scene

Switch the torchlight on: The Angel tells the person about a voice he's hearing, the voice of a family member or a friend of his. He asks the comatose man who this is, and then impersonates the voice telling him something important, about his life, their relation, his current condition.

Switch the torchlight off: The comatose person starts asking questions about what just happened; the Angel will answer with lies or truth.