

ALICE IS MISSING

A SILENT ROLE PLAYING GAME

CONTENTS

OVERVIEW.....	4	FACILITATOR GUIDE.....	23
MATERIALS	5	INTRODUCTION	24
FACILITATING THE GAME	7	CONTENT WARNINGS	24
INTRODUCTIONS & CHARACTERS	13	SETTING UP THE GAME.....	25
RELATIONSHIPS, VOICEMAILS, & CHAT		KEEPING THINGS ON TRACK	42
SETUP.....	15	DEBRIEF WITH YOUR PLAYERS.....	44
TABLE, TIMER, & MUSIC	16	PLAYING ONLINE	45
CLUE CARDS & STARTING HUNCHES.....	16	INSPIRATION & ACKNOWLEDGMENTS ...	48
GAME GUIDE.....	19		
PLAYING THE GAME.....	21		
ENDING THE GAME.....	22		

HUNTERS
ENTERTAINMENT



OVERVIEW

ALICE IS MISSING is a silent role playing game about the disappearance of Alice Briarwood, a high school junior in the sleepy Northern California town of Silent Falls. During the game, players use their phones to send text messages to each other as they unearth clues about what happened to Alice.

The game runs over a single session of two to three hours. There is no formal game master, but one player will need to explain and facilitate the rules. In the first 45 minutes, players create their characters, their relationships to Alice, and their ties with each other. The next 90 minutes follow the characters' text message conversations as they uncover Alice's fate.



TOP:

Introduction, Suspect,
X Card, Character, Drive

BOTTOM:

Searching, Location,
Clue, Debrief

MATERIALS

Some of these supplies are included in the game, while others you will need to provide yourself.

YOU'LL NEED TO GATHER....

- 3-5 Players
- A Quiet, Dimly Lit Room
- Cellphones (each player should have their own)
- A Computer
- ALICE IS MISSING Cards (separated by type)

AND PRINT OUT...

- Character Sheets
- Missing Person Posters
- A Game Guide

Print-outs available for download at
www.aliceismissingrpg.com

Sample

6 • Alice is Missing

FACILITATING THE GAME

Though the game does not have a game master, one player should have a thorough understanding of the rules in this book. This person, called the facilitator, should refer to the Facilitator Guide (page 23) when explaining the game to the other players. The facilitator also takes on the role of Charlie Barnes and knows the following background information about them before play begins.



CHARLIE BARNES moved away from Silent Falls with their mom at the end of the last school year after their parents divorced. They just arrived in town to stay with their dad for winter break, and hope to see Alice and the others while they're here. A few days ago, Alice stopped responding. They haven't heard from her since.

GAME STYLE

Excluding the game setup, ALICE IS MISSING is played live without verbal communication. Players inhabit their character for the entirety of the 90 minute play session. Instead of speaking out loud to one another, you'll send text messages back and forth to the other characters in a group chat, as well as individually, as though they aren't in the same place as you.

ALICE IS MISSING is a one-shot, event-style game. You won't get together every week to play out a continuation of the story you told the week before. Instead, you'll sit down with the other players for about three hours and explore this story together from beginning to end. After that, your group will say goodbye to these particular characters forever. Though you may certainly swap roles, shuffle cards, and play again with the same set of players, it's not the recommended way to play. The same group will see opportunities where they didn't before, but getting together a new group to play is likely to take the story in directions you didn't previously explore.

The game is fully cooperative and encourages sharing information between characters. This will sometimes put characters at odds with each other, but exploring the tension between characters is an important part of the game. Finding Alice will always be the thing that brings you together at the end.

Players should be ready to make things up on the fly, lean hard into their drives, and look for ways to make the narrative more interesting for everyone.

SAFETY TOOLS

Because of its immersive nature and dark theme, games of ALICE IS MISSING can sometimes get into heavy or difficult content. The following safety tools are recommended, but you may use others if they better suit your group.

X-card: You may use the X-card to remove any piece of content from the game. Since Alice Is Missing plays over text messages, you may send an (X) to the chat to signify you want something removed from the game, or (X: content) to specify what it is you need removed. The player who introduced the content should delete their message (if possible), and the game may continue. No one may challenge a decision to (X) a piece of content. If someone uses an (X) and it isn't clear what needs to be removed, the facilitator should ask them to specify out of character (in parentheses).

It's possible someone may be unable to type (X), or the chat moves so fast an (X) is overlooked. You may also X-card verbally (by saying "X-card: content") to remove content. Although it's preferable that players do not speak, their well-being always comes before the game.



Lines and Veils: You are also encouraged to use a safety tool called Lines and Veils. Before the game starts, ask players if there is content they would like to Line (meaning it will not come up at all in the game). Next, ask them if there is content they would like to Veil (meaning it may come up, but it will never be in focus)—ostensibly veiling it from play. As an example, a player might have a phobia of spiders and call for a Line or a Veil on them in the game. A Line on spiders would mean we should see no spiders, cobwebs, or anything with a spidery appearance. A Veil on spiders would mean we might stumble through cobwebs, but we shouldn't describe the legs, many eyes, or fangs of the spider living in there.

Open door policy: Remind players that they may leave the game at any time. Ideally, they should tell the facilitator if they decide to leave, but it's okay if they cannot. If a player leaves the game, the facilitator should privately message them to see if they are okay. Usually, the game can continue if a player departs—distribute their Clue Cards, keep playing, and invite that player to debrief when the game ends. Sometimes, the game needs to stop, and that's okay. People are more important than the game.