Applied Theory – The case of posthuman

Gordon Calleja

IT University
of Copenhagen

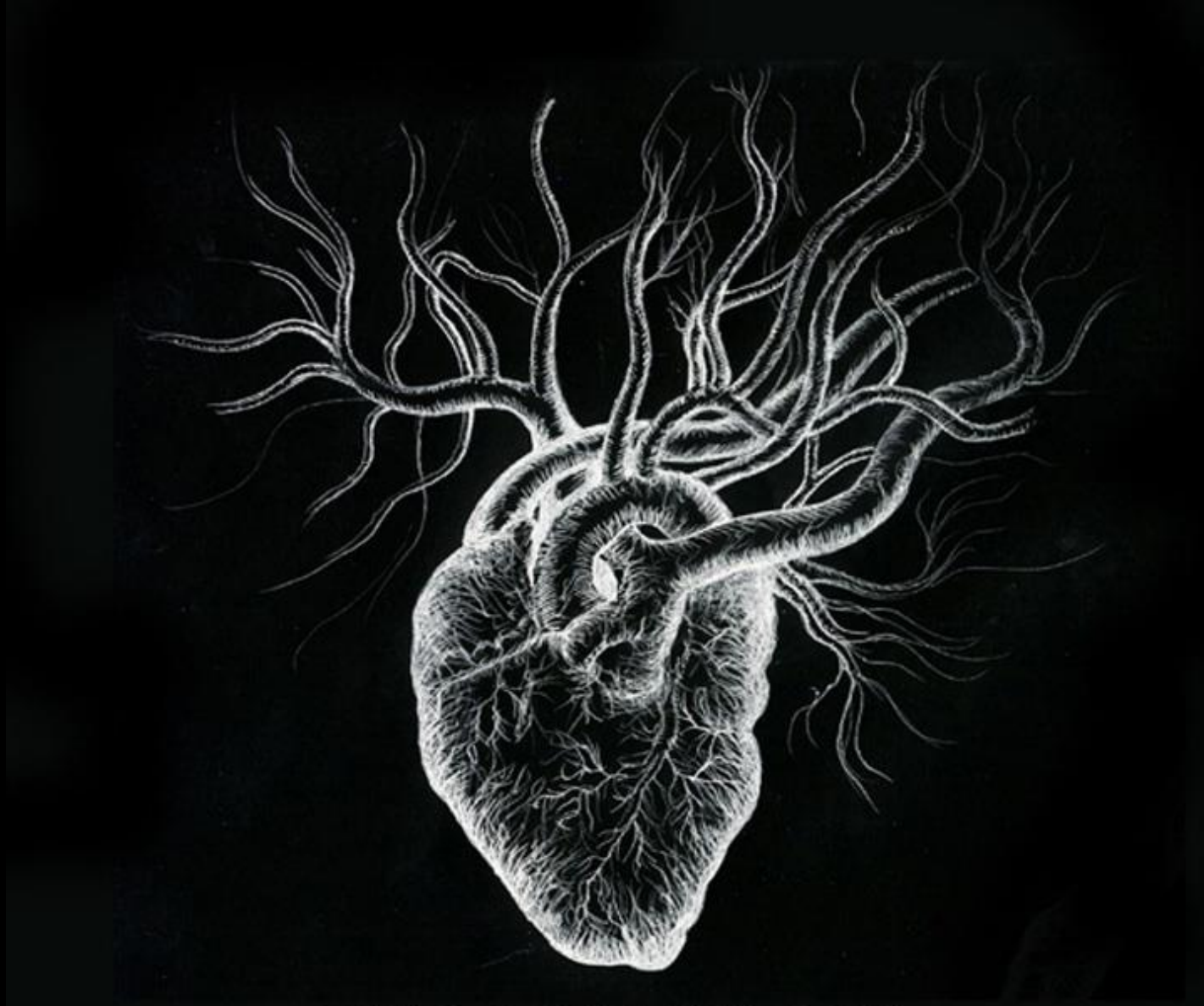
MIGHTY BOX

Theory?

Bleeeehhh

Design Student

Evil Humanist



WILL LOVE TEAR US APART

Will Love Tear Us Apart?

willlovetearusapart.com

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Division's 'Love Will Tear Us Apart'

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Tear Us A

AP

ALTERNATIVE PRESS

September 3, 2013

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SUBMIT NE

This Joy Division-inspired video game is sure to put a damper on your day

June 4, 2013 by Philip Obenschain

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A video game designed to make you feel bad.

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JOY DIVISION'S 'LOVE WILL TEAR US APART' ADAPTEI INTO VIDEO GAME

Use your ← → arrow keys to navigate

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Joy

Joy Division's 'Love Will Tear Us Ap inspires new computer game

The game is called 'Will Love Tear Us Apart?' and it's available to now

More Joy Division news, reviews, videos and tour dates

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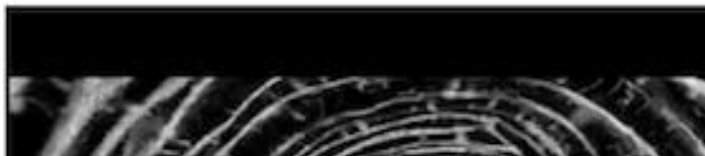
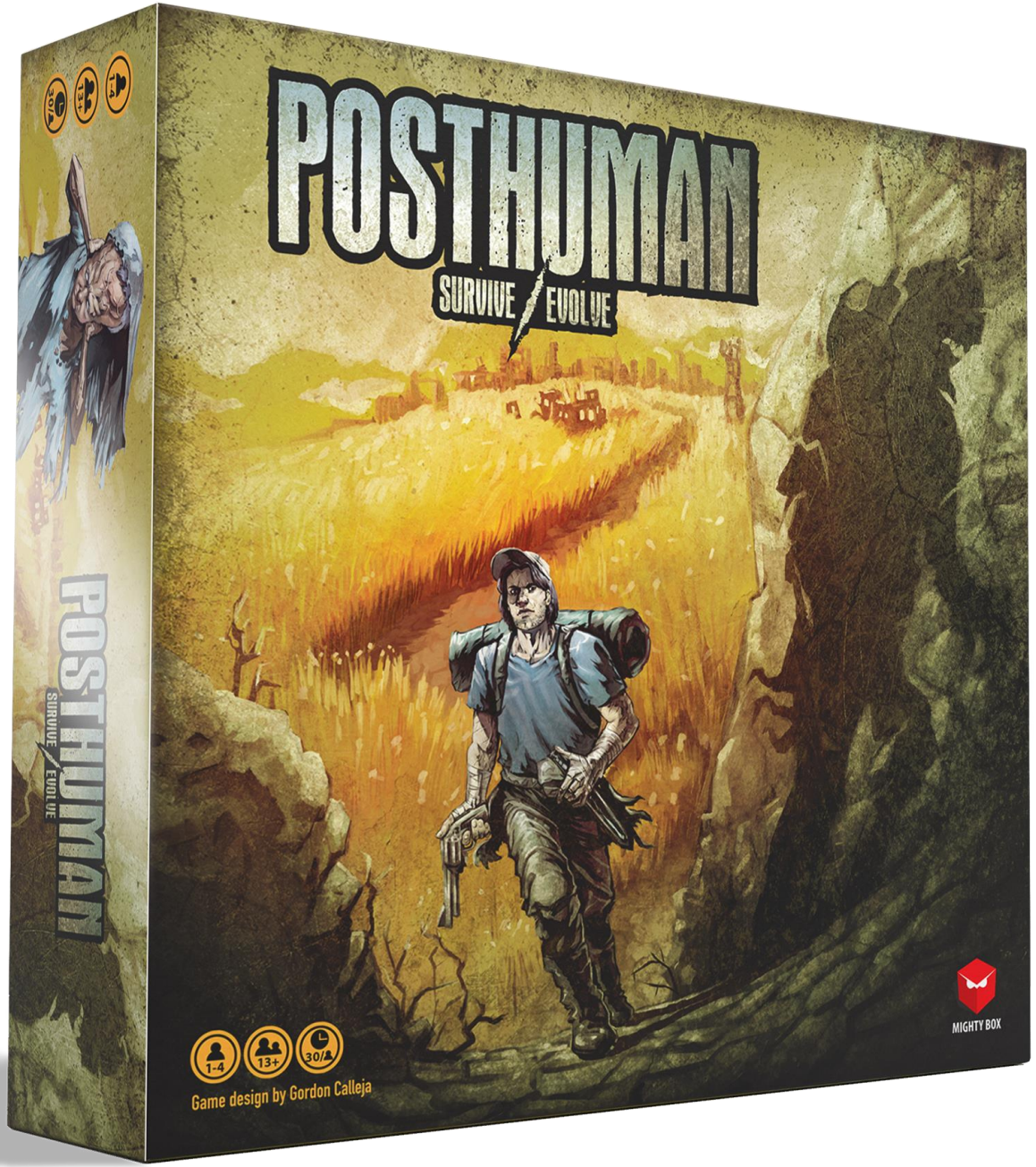



POSTHUMAN
SURVIVE / EVOLVE
1-4
13+
30/
Game design by Gordon Calleja
MIGHTY BOX

POSTHUMAN
SANCTUARY

Posthuman

You are one of the last humans on earth, trying to reach a rumored fortress. Will you survive, or evolve?

Created by

Mr. B. Games

5,323 backers pledged $346,071 to help bring this project to life.

The backstory

“Game Narrative: An Alternate Genealogy” in *Digital Interfaces in Situation of Mobility*, edited by Bernard Guelton, Springer Press UK (Forthcoming).

“Experiential Narrative”, Foundations of Digital Games 2013, Crete, Greece (2013).

“In-Game: From Immersion to Incorporation”, MIT Press, USA (2011).

“Narrative Generation in *Lord of the Rings Online*”, in *Ringbearers: The Lord of the Rings Online as Intertextual Narrative*, Edited by Tanya Krzywinska, Esther MacCallum-Stewart and Justin Parsler, UK (2011).

“Experiential Narrative in Game Environments”, in the proceedings of *DIGRA 2009*, Brunel University, UK. (2009)

Film / Literature

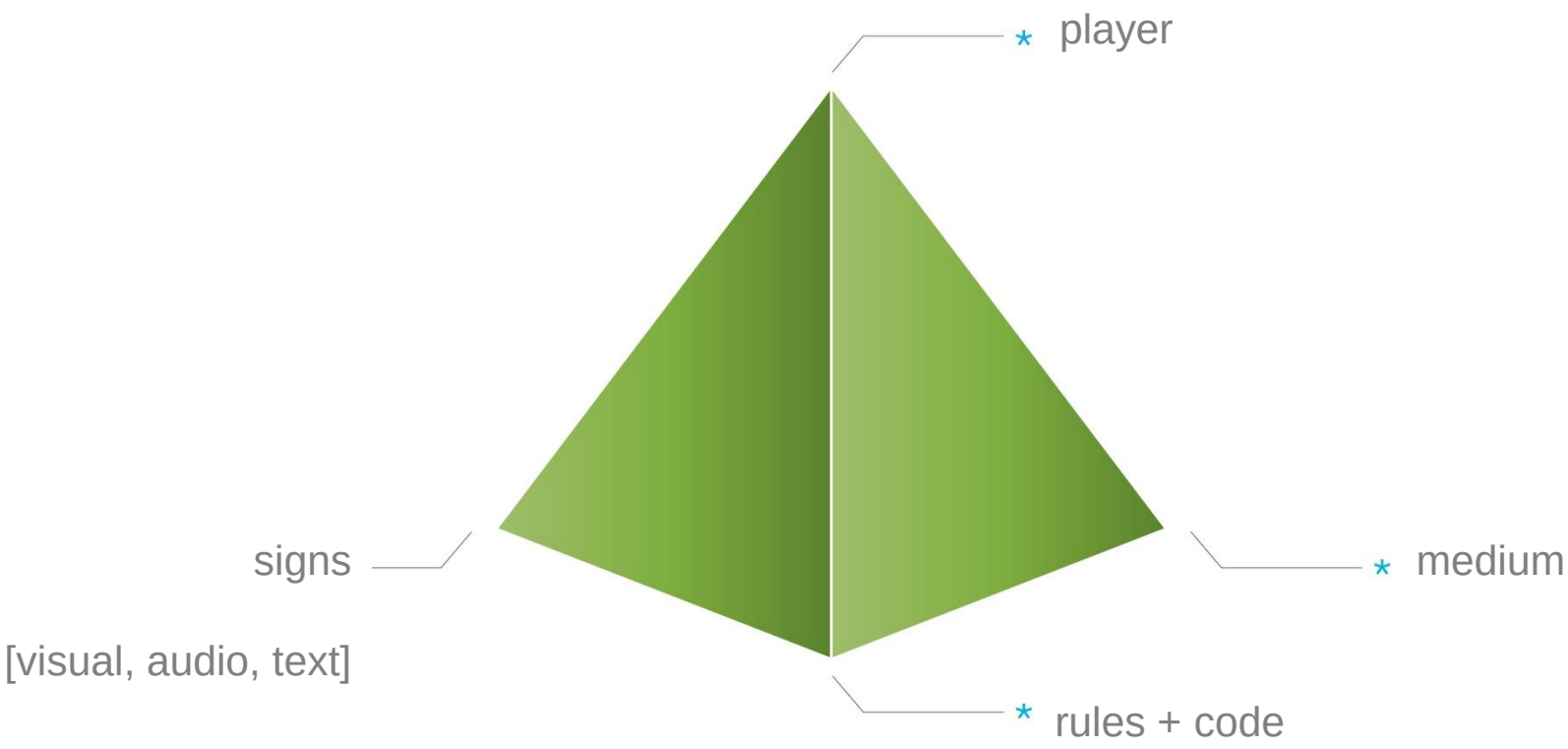
viewer

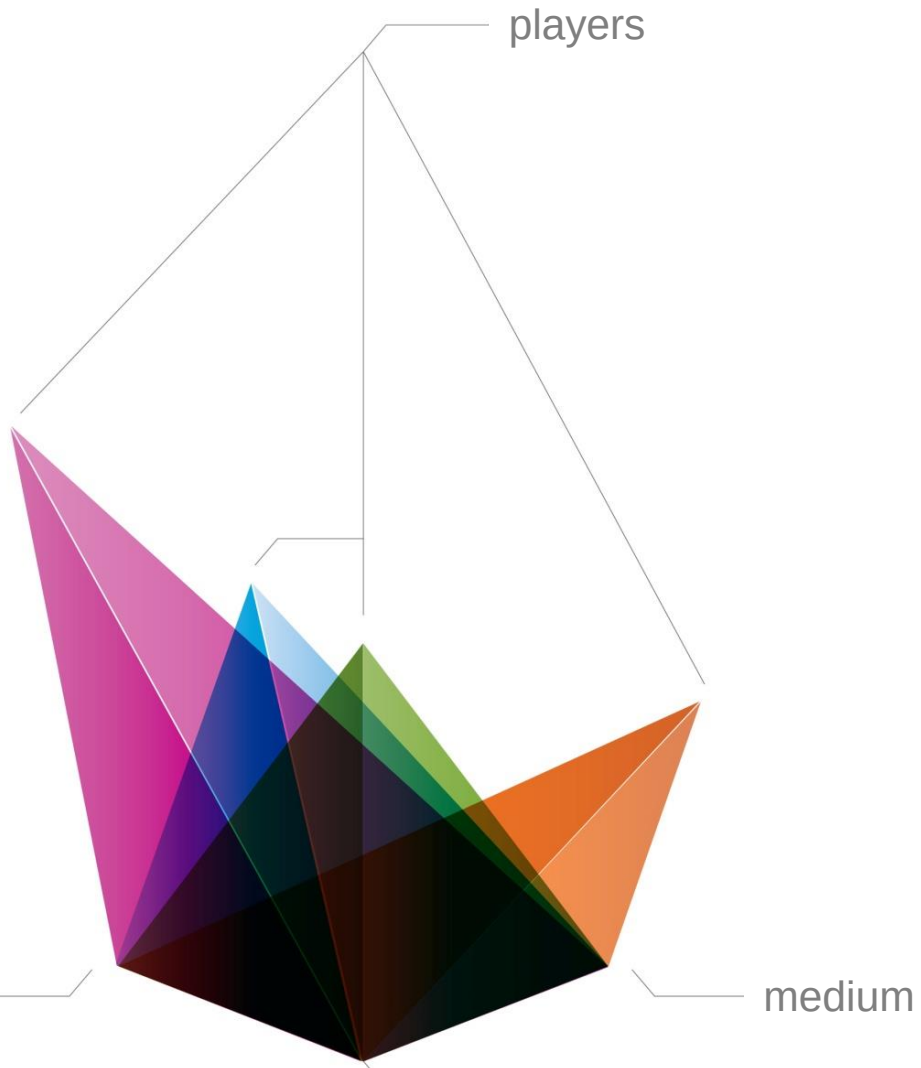
signs

medium

[visual, audio, text]

Games




players
signs
[visual, audio, text]
medium
rules + code

Checkpoint 1 : Genealogies

Checkpoint 2 : dualITY

Scripted Narrative / alterbiography

Channels of Scripted Narrative Delivery:

Cut-scenes

Narration: voice/text/visual

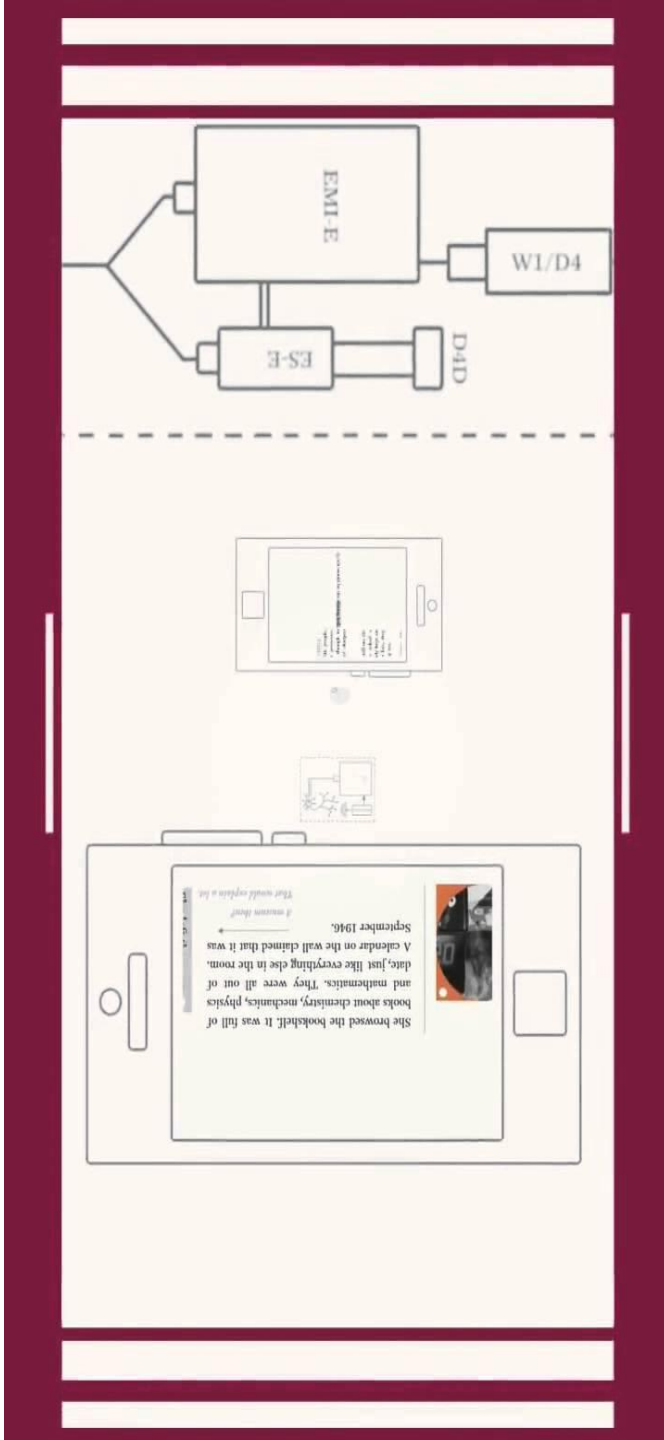
Story chunks: voice/text/visual

Dialogue with NPCs

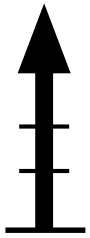
Diegetic media

Quicktime Events

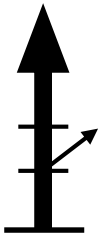
etc…



Scripted Narrative: Structures of Progression

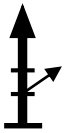


Backbone
Quest Line



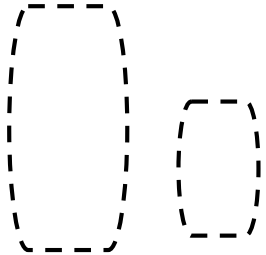
Backbone
Branching Quest

Side Quest

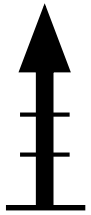


Branching Side
Quest

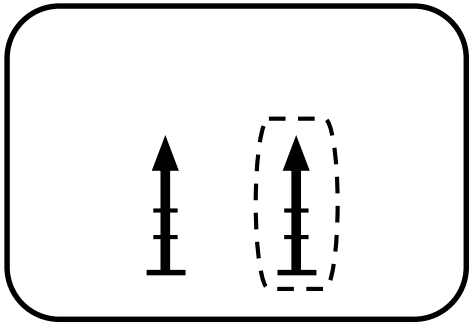
Open World



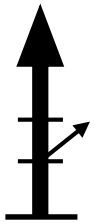
Instanced Quest



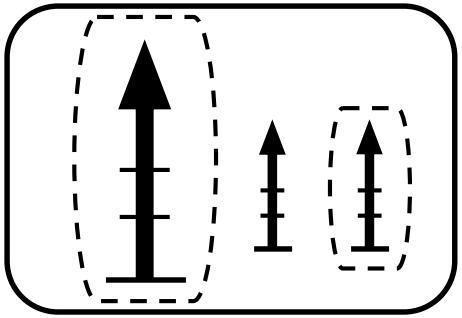
Halo 3



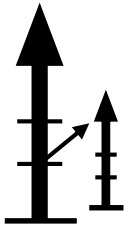
World of Warcraft



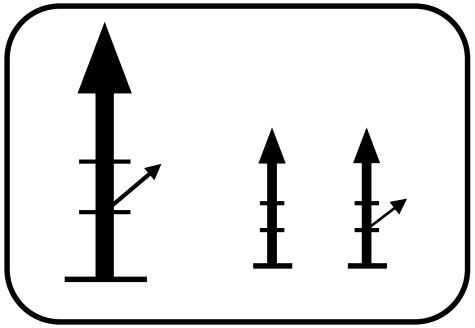
Farenheit



Lord of the Rings Online



Mass Effect



Fallout 3

WEAVER: I was just thinking what a lovely house we have. Do you like it? Have you been here before? Did you happen to see an owl?
CONWAY: Sure, it's a nice house.
CONWAY: No, I've never been here before.
CONWAY: I didn't see any owl.

Checkpoint 3: IMAGINATION

22
SHIELDS
21
4
7
WARNING!
HULL CRITICAL
JUMP
SKIP
Malaney
Junpeng
Laning
Caris
TARGET
Class: Rebel Flagship
PAUSED
WEAPONS
AUTOFIRE
DRONES
SUBSYSTEMS

a safe place in the wilds.

water replenished.

a shot rings out, from somewhere in the long grass.

a youth lashes out with a tree branch.

a frail man stands defiantly, blocking the path.

the towers of a decaying city dominate the skyline.

a soldier opens fire from across the desert.

the trees are gone. parched earth and blowing dust are poor replacements.

a panicked scavenger bursts through the door, screaming.

a beast charges out of a ransacked classroom.

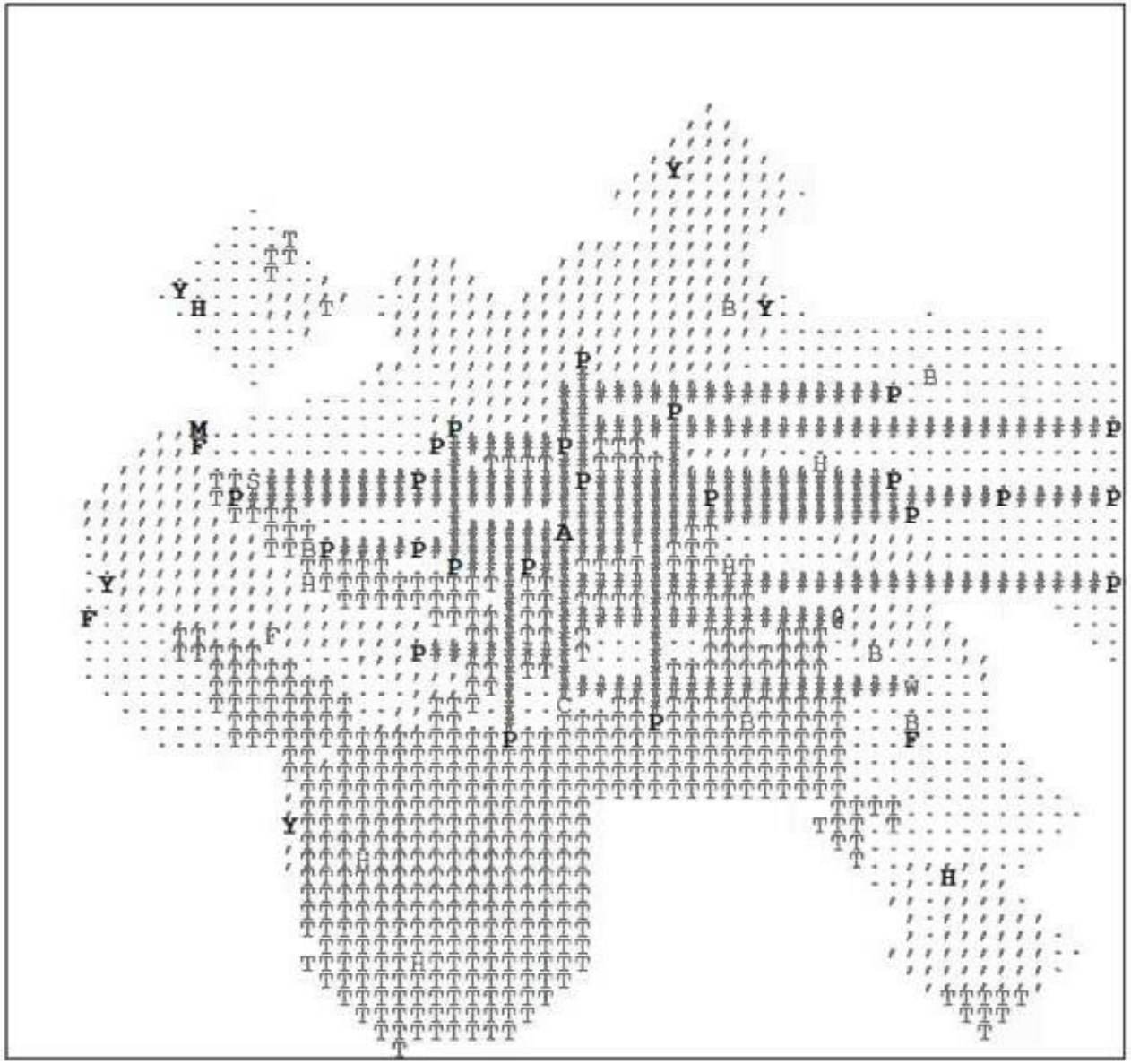
a scavenger waits just inside the door.

the town lies abandoned, its citizens long dead.

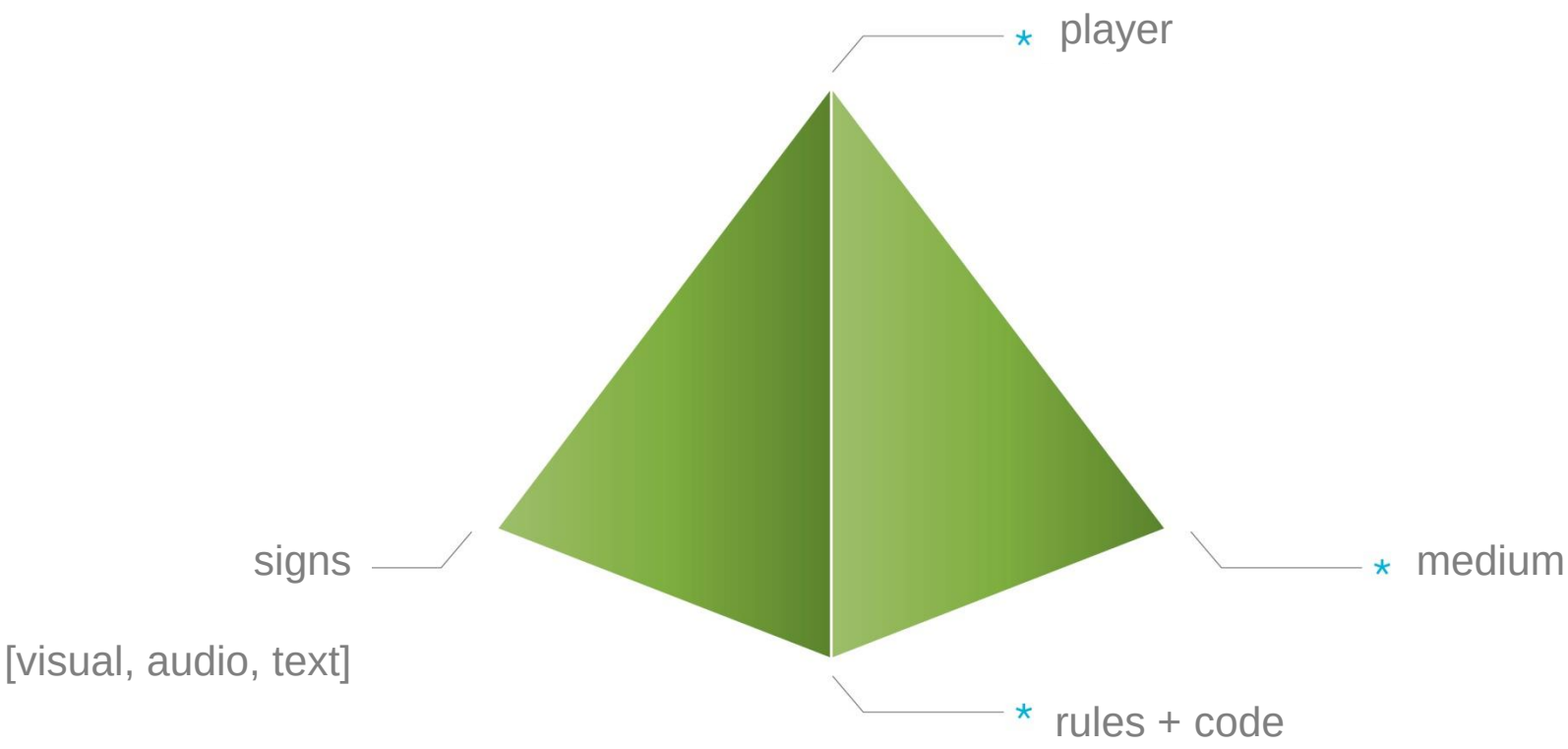
a wall of guarled trees rises from the dust. their branches twist into a skeletal canopy overhead.

rucksack—hp: 30/45—free 0/70

water:60 | cured meat:43 | iron sword:1 | rifle:1 | steel sword:1 | torch:3 | bullets:37 | bone spear:1 | alien alloy:5

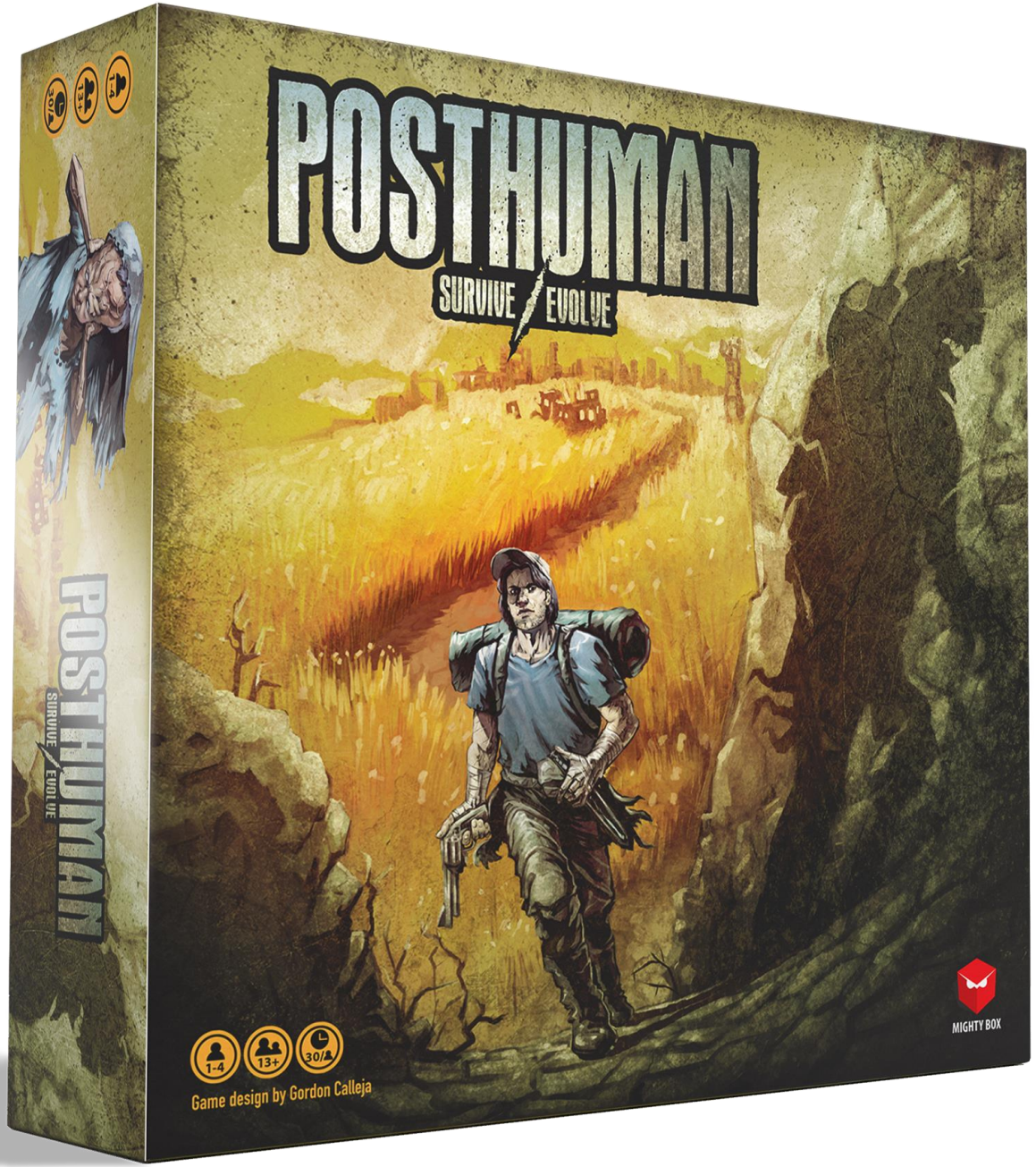


Games



Age 10 Height
Male
Advantages
(includes languages and literacy)
Pick one. Buy more.
Can talk
Quirks
List at least one.
Hates being called
Occasionally sparks
•Shape-shifting can be an
for that shape must
1pt=1pt

And now for something completely different


POSTHUMAN
SURVIVE / EVOLVE
1-4
13+
30/
Game design by Gordon Calleja
MIGHTY BOX

POSTHUMAN
SURVIVE / EVOLVE
Painkillers
Play at any time out of combat.
Discard to regain 1 health.
Flare
Nominate any terrain type. For the purposes of camping and trading, you count as being on this terrain type. Discard at the end of the trading phase.
Nail Club
Acrobatics
Nail Club
Flare
Painkillers
Food x 4

MUTANT SCARS
MUTANT ACTIONS
SKILLS
EQUIPMENT
WEAPONS
OTHER
SUPPLY CARDS
EVENTS
TOGETHERNESS
All players count as being on the same terrain type for the purposes of trading, equipment and skill usage.
This card remains in play until you draw the next event card.
(solo game):
Regain 1 morale for every active follower. Then discard.
SPRING RENEWAL
SEASONAL EVENT
While this card is in play, players regain an additional morale when camping.
This card remains in play until you draw a seasonal event.
TURN SEQUENCE
Event Resolution
Eating
Declare Action
Trade
Mutant Players
MUTANT MINIONS
HUMAN MINIONS
ENCOUNTER LEVEL 1
ENCOUNTER LEVEL 2
ENCOUNTER LEVEL 3
FOLLOWERS

LISTENER
MUTANT

PINHEAD
MUTANT

SPITTER
MUTANT

NETBOY
MUTATION

MUTATION
Large Frontal Lobe
Increase your hand of mutant action cards by 1 to a maximum of 5.
MUTATION
Massive
Weapon
Opponent's

MUTATION
Arm Spike
Human players may not use armour to save wounds.
Weapon

MUTATION

Large Frontal Lobe

Increase your hand of mutant action cards by 1 to a maximum of 5.

MUTATION

Massive

Weapon
? = ✖
Opponent's
⛊ = ✖

MUTATION

Tough Skull

+1 to your strength for the purposes of absorbing shooting wounds during an **Attack!** action.

MUTATION

Bone Protrusions

Weapon
? = 🩸
⛊ = 🩸

MUTATION

Arm Spike

Human players may not use armour to save wounds.

Weapon
? = ✖

MUTATION

Just a scar

No Mutation

MUTATION

Just a scar

No Mutation

Design Goals:

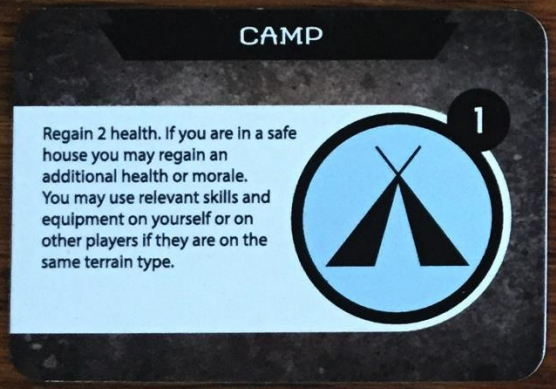
•The generation of a rich narrative in the players' minds
•High re-playability
•Non pre-scripted side-switching mechanic
•Introduces the players to the world of *Posthuman* (without giving away too much)

Design Goals:

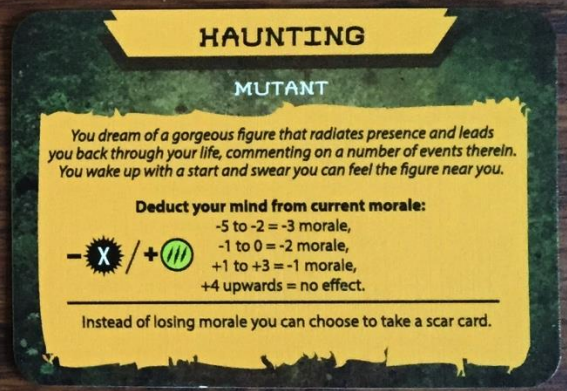
- The generation of a rich narrative in the players' minds
- High re-playability
- Non pre-scripted side-switching mechanic
- Plays equally well with any number of players
- Introduces the players to the world of *Posthuman* (without giving away too much)

Primary design goal:

The creation of an ongoing story in the players' minds that emerges from interaction between every card, die-roll, action and player-interaction in the game.


CAMP
Regain 2 health. If you are in a safe house you may regain an additional health or morale. You may use relevant skills and equipment on yourself or on other players if they are on the same terrain type.
1

GANG SCOUT
HUMAN
2
2
2
3
? = ✖
? = ✖
1
Nicholas Manning


HAUNTING
MUTANT
You dream of a gorgeous figure that radiates presence and leads you back through your life, commenting on a number of events therein. You wake up with a start and swear you can feel the figure near you.
Deduct your mind from current morale:
-5 to -2 = -3 morale,
-1 to 0 = -2 morale,
+1 to +3 = -1 morale,
+4 upwards = no effect.
Instead of losing morale you can choose to take a scar card.

CAMP
Regain 2 health. If you are in a safe house you may regain an additional health or morale. You may use relevant skills and equipment on yourself or on other players if they are on the same terrain type.
1
FORAGE
Take 1 supply card if the tile you are on yields supply cards **and** you have completed the tile. **You can only forage a completed tile once.**
Flip the "tile completed" counter over to mark the tile as foraged.
2
SCOUT
Draw a terrain tile for every unconnected exit on your current tile and place them at these exits in any order and rotation as long as exits match. You do not move into the new tiles this turn.
3
MOVE
Move one zone and resolve its encounters. If you are on a completed terrain tile, you may either move into an adjacent tile, or draw a new tile, place it at an unconnected exit of your current tile and move into its first zone. Resolve any encounters there.
4
ABANDONED AMUSEMENT PARK
Regain an additional 1 morale when **camping** here.
+1

MELEE WEAPON
Machete

THE BUTCHER
2
3
4
4
3
Footwork
Knife
Pistol
Flare
Food x 3
Ammo x 2

DOOMSAYER ZEALOT
HUMAN
2
1
2
Leader: Accompanying minions re-roll a single result on a in every round of melee combat.
1

GANG HEAVY
HUMAN
2
2
2
1

STALKER

MUTANT

You hear a voice in your head: "I've been following you".
Your boots stop dead in their tracks. "Not in a creepy way."
You look around and a figure steps into view.
Mutation is evident, but they are fairly attractive.
"I have a desperate crush on you. We should get to know each other..."

Do you:

Attack them: draw a mutant minion card and resolve combat.

(or) Welcome the figure's approach and get intimate with them: draw a scar card and regain 1 morale.

+ +

HAUNTING

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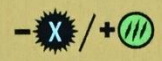
Deduct your mind from current morale:



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Instead of losing morale you can choose to take a scar card.

THE ORPHANAGE

HUMAN

While exploring a house you encounter a couple with four children, most of whom do not look like them at all.
They are starving and beg you for help.

If you decide to help them:
Give them 2 food and regain 1 morale.

If you don't help:
Lose 2 morale.

BARRICADED SCHOOL

HUMAN

You approach the barricaded gates of a school. Guards wave at you to stop and state your business. You ask them for shelter.

Roll a mind test.

If you succeed:
Leave this card in play and treat the zone you are currently on as a safe house.
It is discarded once you move on.

If you fail:
Discard and move on.

TOGETHERNESS
EVENT
All players count as being on the same terrain type for the purposes of trading, equipment and skill usage.
This card remains in play until you draw the next event card.
[solo game]:
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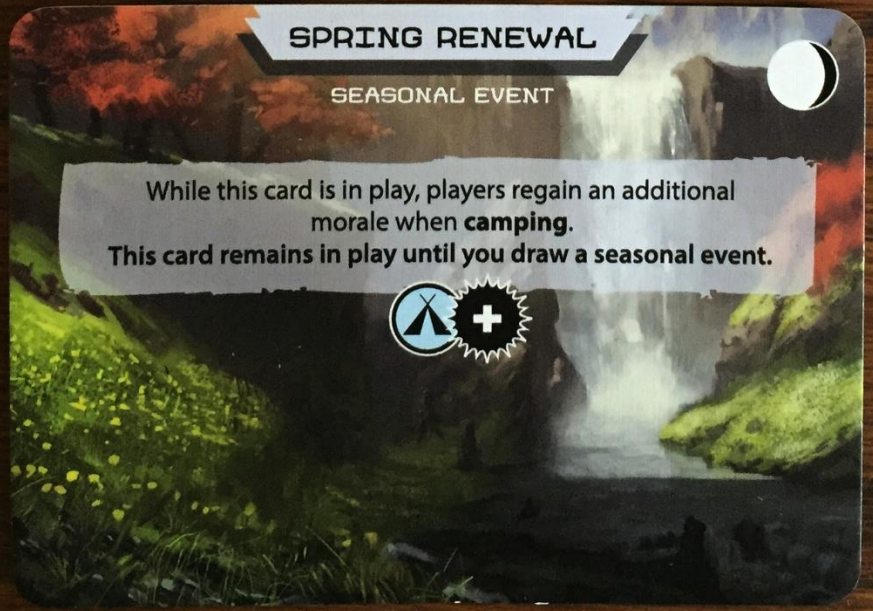
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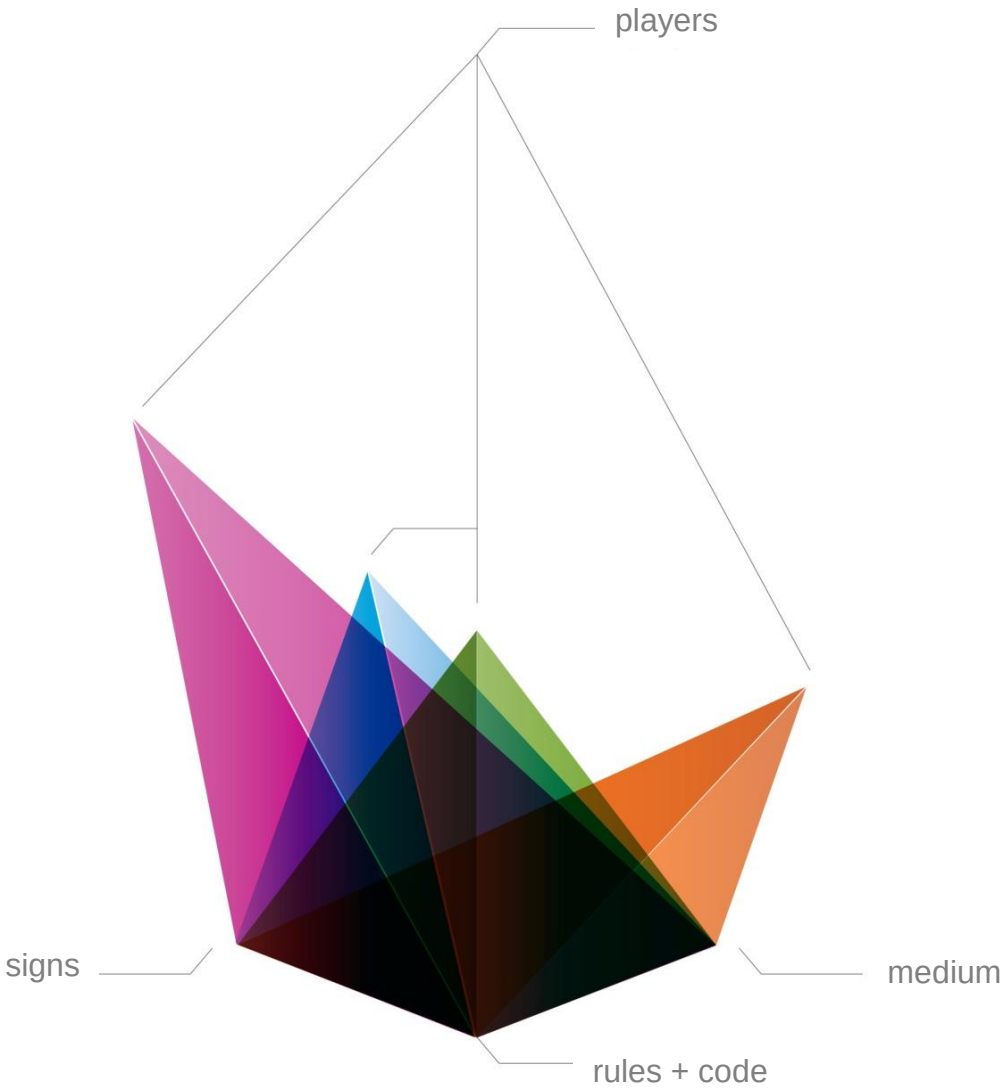
Acrobatics
Nail Club
Flare
Painkillers
Food x 4

MELEE WEAPON
Machete
? =

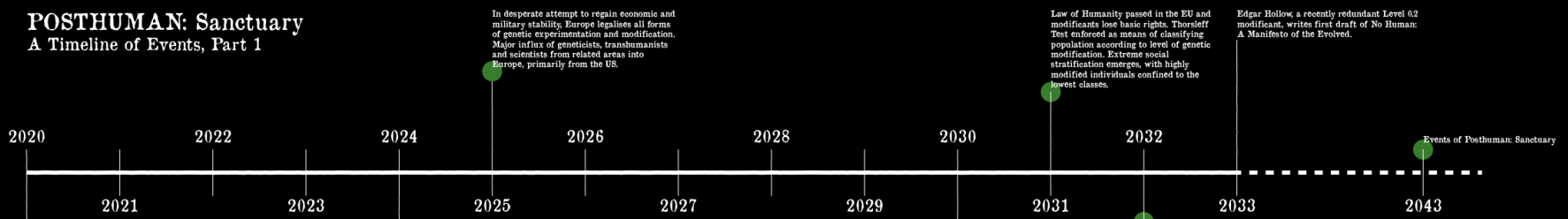
THE BUTCHER
2
3
4
4
3
Footwork
Knife
Pistol
Flare
Food x 3
Ammo x 2

PINHEAD
1
MUTANT
3
2
? =
Breaker:
Player's = ✖
Note that are not affected by Breaker.
1


players
signs
medium
rules + code

POSTHUMAN: Sanctuary

A Timeline of Events, Part 1



2020 — Fortress Europe treaty signed by European member states. Borders are closed and non-European citizens deported and incarcerated. International trade grinds to a halt.

2024 — European workforce in decline, economy on brink of collapse. Small team of French and German geneticists report promising new developments in the field of genetic modification, but prohibitive regulations hinder further advancements.

2025 — In desperate attempt to regain economic and military stability, Europe legalises all forms of genetic experimentation and modification. Major influx of geneticists, transhumanists and scientists from related areas into Europe, primarily from the US.

2030 — Genetic modification spreads, becomes socially accepted and soon a norm at the workplace. Europe goes through economic boom. Sanctioned modifications fail to keep up with newfound demand and black market operations spread across Europe and the rest of the world. Authorities react with heavy-handed enforcement of increased regulations, leading to violent clashes across most major cities.

2031 — Law of Humanity passed in the EU and modificants lose basic rights. Thorsleff Test enforced as means of classifying population according to level of genetic modification. Extreme social stratification emerges, with highly modified individuals confined to the lowest classes.

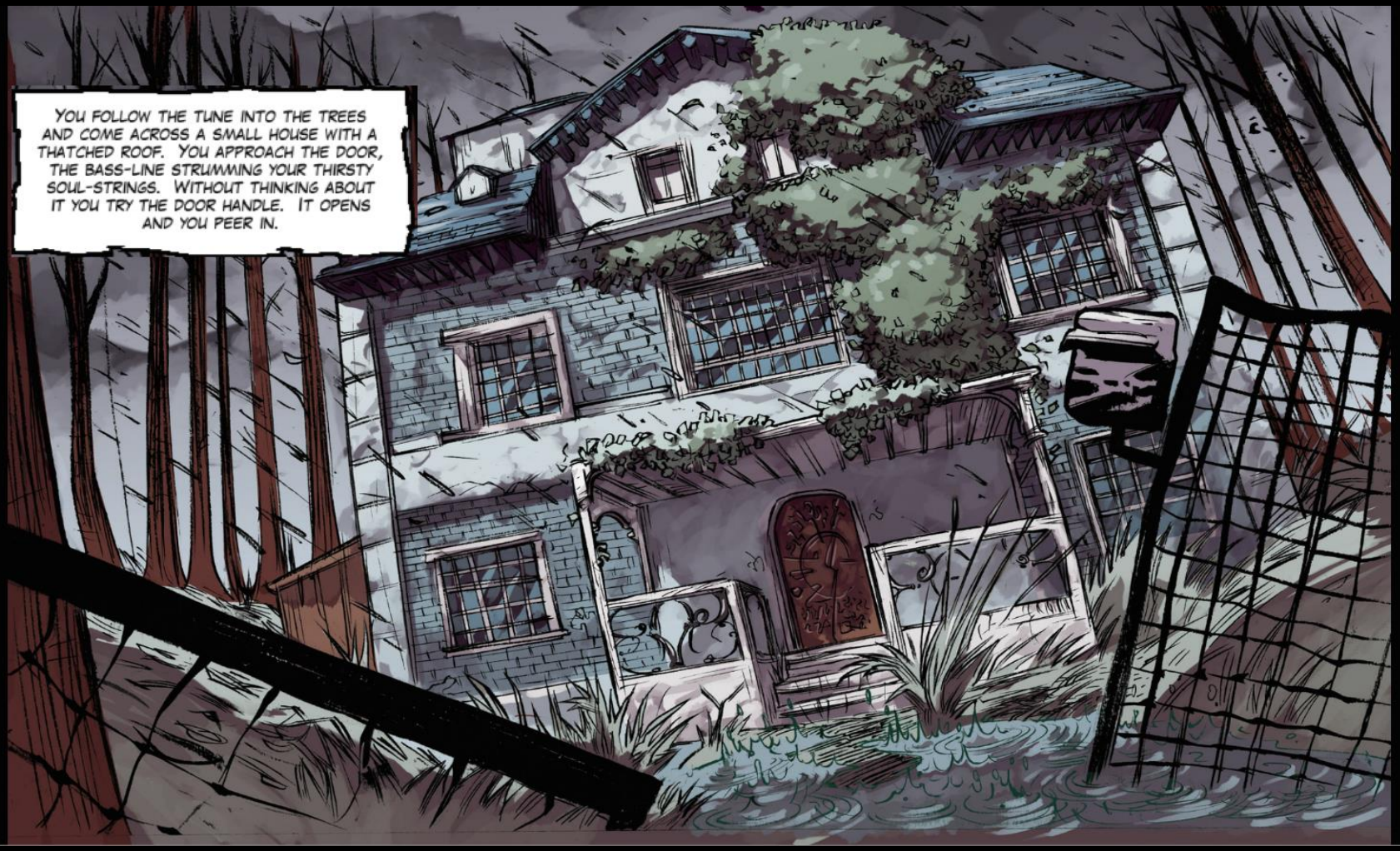
2032 — Non-secular countries ban genetic modification at all levels. Several US states outlaw modification while several others promote it. Turmoil in the US causes a fragmentation of the US into several autonomous blocks.

2033 — Edgar Hollow, a recently redundant Level 0.2 modificant, writes first draft of No Human: A Manifesto of the Evolved.

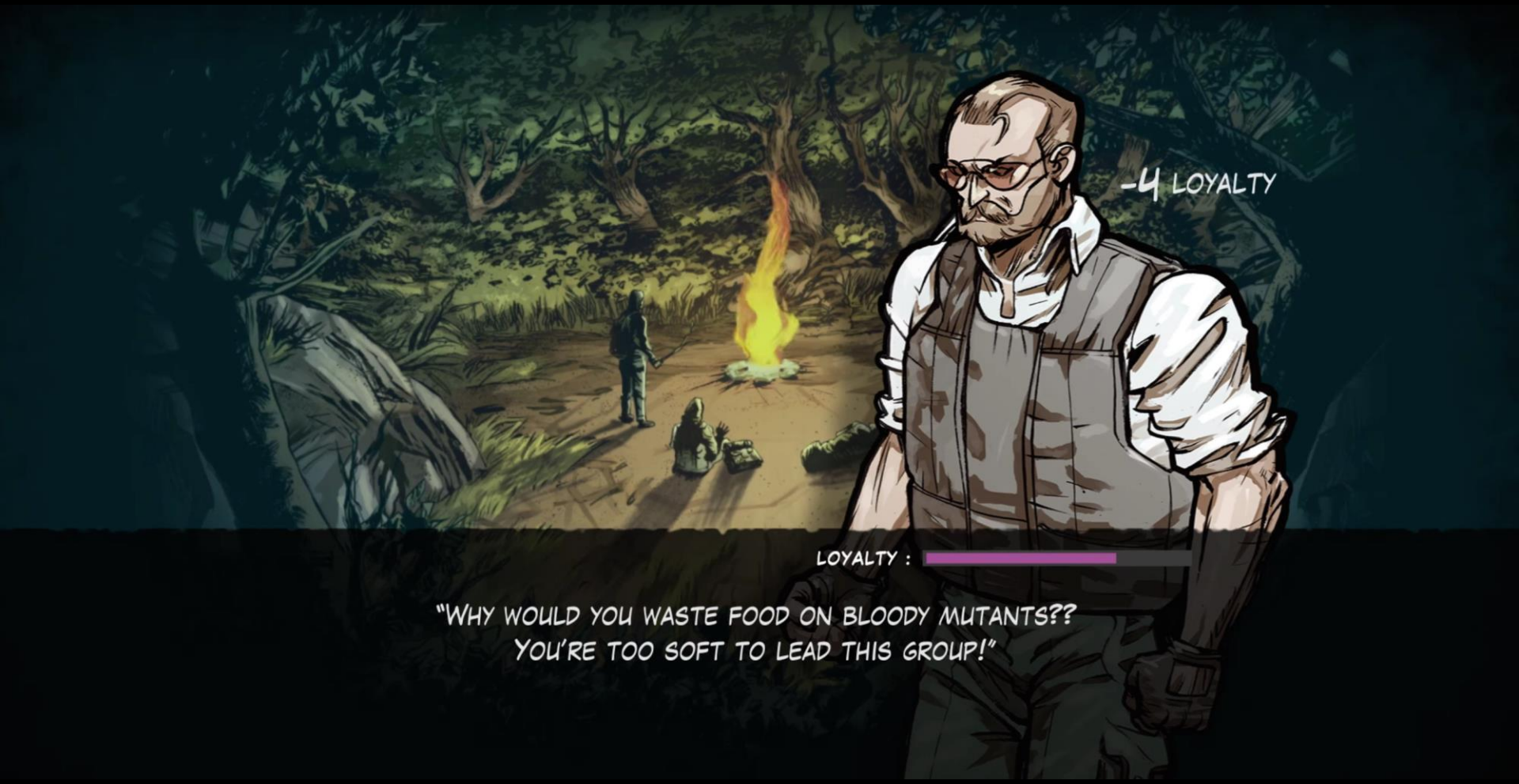
2043 — Events of Posthuman: Sanctuary

POSTHUMAN SANCTUARY

DAY 9
WEATHER: SNOWY
PART OF ME WANTS TO LOVE THE SNOW. THE OTHER PART IS SWEARING AT EVERY DRIVE. MY BOOT IS TAKING IN THIS KNEE-DEEP WHITE HUSH. AT LEAST IT'S SLOWING THEM AS MUCH AS IT'S SLOWING US. HOPEFULLY.
+1
0
10


You follow the tune into the trees and come across a small house with a thatched roof. You approach the door, the bass-line strumming your thirsty soul-strings. Without thinking about it you try the door handle. It opens and you peer in.

WEATHER: PERFECT DAY
4
3
2
9
YOUR TURN
LISTENER DID NOT CONFUSE KUMAL


-4 LOYALTY
LOYALTY :
"WHY WOULD YOU WASTE FOOD ON BLOODY MUTANTS??
YOU'RE TOO SOFT TO LEAD THIS GROUP!"

POSTHUMAN

Restart

"The radio's packed it in again, K. Could you take a look at it? Can't have a party without music!"

Kat was always a big music nerd, hopefully this will trigger a response.

She looks directly at me, but nothing registers

She does that whistling thing she always does when her mind is miles away

She gives me the silent treatment