Smoke

Exploring the Interplay of Horror and Hope

Sound and Fury

This is a game of horror and hope, with the latter as vital a part of the formula as the former. Without hope, horror is only despair. To create dread, one must balance the cold swimming in one’s gut with the faint chance of survival at the tips of one’s outstretched fingers.

Those who play in Smoke will participate in the mutual telling of an original, macabre tale. All involved will further their critical thinking skills, advance their understanding of fiction, and build and sustain the delicate atmosphere of hand-queriing emotion.

Though the main purpose of any game is to have fun, the ultimate goal of this game is the story. Players will take on the role of people trapped in a story that is only as compelling as it is hostile—people who will find themselves making decisions one hopes never to face in reality.

Where We Lay Our Scene

Smoke unfolds on Onyx Island, eleven miles east of Massachusetts, in June of 2014. Onyx is home to approximately four hundred people, most of whom reside in the bayside town of Thumbprint, though a handful nest in the nearby woods or on the low mountain that bifurcates the small island, commonly referred to as the Bulge.

Onyx Island rests on a fault line and was the site of a lost sixteenth-century British colony. Though frequented by seismologists and historians, it most often attracts vacationers seeking asylum from nearby Boston or conspiracy theorists hungry to understand the deaths of over a hundred people nearly four hundred years prior. Onyx Island is not found on any world map.

Onyx Island is a fiction.

A Question of Character

You are Alex Boddecker, 20, college dropout and heir to the Boddecker family fortune. You were close to chemistry professor Tanya Brown until your mother told you that Brown has been extorting the Boddecker family.

On your person is the following:

- lighter
- penlight
- $1,000 cash
- deck of cards
- change of clothes
- bag with which to carry it all

Your goal is to retrieve what information Brown has been using to extort the Boddecker family.
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A Question of Character

You are Kim Turek, 38. You and your spouse share a loveless relationship, as well as the responsibility of raising your now-teenaged child, Kris. You agreed to this trip because of your love for nature; after all, your father always said “The Earth has music for those who listen.”

You have a crippling fear of fire.

On your person is the following:

- band-aid
- cellphone
- polysporin
- paperback The Road
- Swiss army knife (basic)
- keys for Jeep WTRMLN
- bag with which to carry it all

Your goal is to leave Onyx with Kris.
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A Question of Character

You are Pat Finch, 40. You and your spouse share a loveless relationship, as well as the responsibility of raising your now-teenaged child, Kris. You planned this trip, renting a cabin from someone named Kevin Hobbes, to save your failing marriage—if only Kris hadn’t insisted on coming along with the two of you...

Everything changed after Kris was born. Because of this, you deeply resent Kris.

On your person is the following:

- journal
- whistle
- nail file
- bear spray
- spare shoes
- paint set and brushes
- bag with which to carry it all

Your goal is to leave Onyx with Kim.
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**A Question of Character**

You are Kris Finch, 13. Your parents always argue and you are afraid their marriage is ending. You insisted on coming with them with the hope that you can help them patch things up—or, at the least, play referee when they fight.

You have a tremendous attention to detail.

On your person is the following:

- pen
- notebook
- pocket mirror
- family photograph
- one-inch pocket knife
- Jenkins, your stuffed cat
- bag with which to carry it all

Your goal is to ensure your parents, Kim and Pat, leave Onyx together.
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A Question of Character

You are Marie Hobbes, 23. Your parents, Kevin and Kelly Sue Hobbes, are residents of Onyx. They disowned you after your teenage pregnancy. You have not spoken with them in seven years. You wonder if their dog, Bear, remembers you.

A single mother, you are fiercely independent.

On your person is the following:

- matches
- cigarettes
- cellphone
- makeup kit
- scrap of the blanket your son slept with when he was smaller

Your goal is to reconcile with your parents, Kevin and Kelly Sue Hobbes.
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A Question of Character

You are ageless, for you are a force of nature. Your current name is Morgan Unger, for Morgan Unger is the police officer you murdered four days ago. You answer to this name; you act as an officer of law; and wait for your opportunity to kill again. And again. And again.

You are missing your left eye. This is disguised by a glass orb in your left eye socket.

On your person is the following:

- glass eye
- sunglasses
- pistol (empty)
- leather gloves
- collapsible baton

Your goal is to be responsible, either directly or indirectly, for the deaths of two player characters.
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A Question of Character

You are Kennedy Gibbs, longtime resident of Onyx Island. You share a cabin with historian Mason Castillo outside of Thumbprint, and do your damnedest to avoid the Doolins, a family whose long, proud history has degenerated with time.

You tell tall tales about Onyx’s uncertain history to its gullible tourists.

On your person is the following:

- sunglasses
- key to your cabin

Your goal is to save Mason’s research on the history of Onyx Island.