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 *Ash* 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-quivering 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.

O Brave New World

The players’ characters stand at the centre of this game. Just like the main characters in a novel or film, the plot revolves around them, and it is what happens to them that is most important. Therefore, the players’ characters are far better defined than any of the other characters in the story. It is necessary to craft these characters before the game begins so that the players and the host (that’s me!) can agree on what the characters can do and how they should be played. The host will also find it useful to know what sorts of roles will be played so he can tailor the story around the characters—and the people playing them.

You and your friends will create characters to populate the story. To ensure compelling characters populate the game, complete the attached questionnaire and email your response to me by 2015/5/08.

Where We Lay Our Scene

It has been two thousand days since the world ended in a long shear of white light and a series of low concussions. The ash and dust and debris choked out the sun, and the living things of the world—plants, animals, and most people—are gone. Some believe that those who died outright were the lucky ones, that those who remain are not survivors at all but the walking dead in a horror film. It is thought to be October, but the seasons are all the same—cold, windy, dead.

You have been living alongside four others, subsisting on a wealth of canned goods, undisturbed in a small vacation resort in the heart of Tennessee while the world around you has burned to ash.

Until today.

Today there is a knock at the door.
A Question of Character

1. You dedicated your life to the protection and care of animals, going through extensive schooling to become a vet. What motivated you to pursue this career?

2. With what values were you raised?

3. You have a criminal record. What were you accused of doing? Are you guilty?

4. Why are you afraid of fire?

5. You had a dog prior to The End. You will always remember its name and breed. What happened to it?

6. Why do you feel the compulsive need to finish whatever you start?

7. What do you consider your strengths to be?

8. What do people call you?
A Question of Character

1. You are terrified by the sight of blood, and often faint because of it. What caused this phobia to develop?

2. Though it’s been years since the disappearance of the love of your life, you still look into the street, hoping they will return. Why?

3. What do you miss most about alcohol?

4. You consider yourself a physically fit person. Why?

5. You possess a revolver, but it contains only one bullet. Why have you kept this knowledge from the rest of the group?

6. You consider the home you currently reside in to be yours, as it belonged to your parents. Why were you always so vehemently set against their peace-loving attitude?

7. What do you consider your strengths to be?

8. What do people call you?
## A Question of Character

1. How would you characterize your relationship with your legal guardian?

2. What were you told happened to your parents? Why do you doubt this story?

3. Despite being fourteen, why do you insist on carrying a teddy bear with you?

4. You wear a necklace with a real bullet hanging from a chain because it makes you feel and appear tough. Why?

5. Why do you feel compelled to hide your immense intelligence?

6. Why are you fascinated with fire?

7. What do you consider your strengths to be?

8. What do people call you?
A Question of Character

1. You serve as guardian to a fourteen-year-old child. How would you characterize your relationship with this child?

2. What happened to your ward’s parents?

Expect a follow-up email regarding this answer.

3. How did The End (re)shape your faith in God?

4. You possess an empty pistol. How has the expenditure of its ammunition shaped you?

5. Why did your sibling leave just after The End?

6. Why don’t you want to turn into your father?

7. What do you consider your strengths to be?

8. What do people call you?
A Question of Character

1. You served as a military doctor for a number of years. What was the worst situation you ever encountered, and what was its effect on you?

2. Why does the sound of gunfire still terrify you?

3. How did the war you experienced shape your morals?

4. What does the name “Gabriel” mean to you?

5. What is the recurring dream you have?

6. You have a Swiss army knife attached to your belt. From whom was it a gift?

7. What do you consider your strengths to be?

8. What do people call you?