

# Aniara 2.0

## An intergalactic trolley problem

### Game master info general info

#### Background

This game is about fighting for your moral convictions and making hard decisions under pressure. The players represent a group of leaders who needs to cast vote and achieve majority or humanity will suffer fatal consequences. The problem is that the issue at hand have very high moral stakes, time is short, and the delegates are an even number of opposing moralities.

#### Setting

Command Room of Aniara 2.0, an Exodus class UN Colony Ship. A roomy white space with no windows. In the middle of the room, a nondescript conference table and six chairs. At the end of the table, The Terminal, an output station for the ship AI.

IRL, this means a room, a table and six chairs. On one end of the table the bluetooth speaker is placed. There should be an auxiliary table with water and drinking glasses to invite people to move around and refresh themselves.

#### Technical details

The gamemastering is done via one-way communications through the ships AI. These messages and further info can be found in the document "Aniara game speech text" It is a prepared list of communications that are used to push the game forward and it comes with an aprox timing. As a game master, you should feel free to adapt those timings as you feel necessary to keep the game as dynamic as possible. You also have the possibility to add or change anything if you find it necessary to improve play.

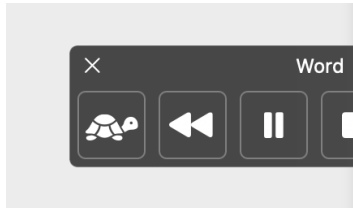
The GM timing guideline for the comms does not correspond with real time. Time in the game runs faster to keep the pressure up and confuse the players.

The scenarios is better played as short an intense than drawn out. Feel the room and use the comms to drive the game on as needed. If the players are engaging well and a lot of play emerges you might even skip some of the non-necessary ones. If the play stalls, use the comms to get it going again.

A lot of communications is a device for ramping up the tension, one with two options that can be used depending on what faction seems to be achieving the majority. The rest is used to help drive the play.

Technically, the AI comms is done by using text-to-speech on a computer that is connected to a Bluetooth speaker. To activate, place the marker at the beginning of the sentence in the communications chapter and press option+esc. The computer will start to read out the text. Be alert and ready to press stop with the mouse marker on the controller that appears on screen when the comms section is over. Otherwise, it will continue to read the following

comms. I suggest trying this a couple of times before starting the scenario to get the hang of it. The controller is seen below and appears when the computer starts reading out. For the purpose of this scenario, the voice of the AI has a female Indian accent. Before the scenario, be sure to connect the blue tooth speaker “JAMBOX by Jawbone” and adjust the volume levels so that it’s clearly audible.



all g  
pre  
resc  
Alph

## Run order

### PREP *Aprox 40 min*

- Player introduction and pronoun round.
- Background information for the players
  - o General Briefing
  - o The guilds
  - o The ship
  - o The basic moral systems training
  - o Handing out character folders
- Character presentation
- Relationship workshop

### GAMEPLAY *Aprox 70min*

- Prep for gameplay start
- Gameplay
- Finish

### DEBRIEFING *Aprox 10min*

- Experience sharing round/ scenario feedback
- Collect character folders
- Thanks and good bye

## Player intro

10min

Meet & greet, pronouns.

## Background information for the players

15 min

Read text below;

### **GENERAL BRIEFING:**

Global warming and the ensuing conflicts have left the Earth in shambles. After decades of war leaving all parties exhausted and civilization on the brink of total collapse, the remaining states has all gathered under the UN as the global administrative organ. Cascading failure of the biotope is predicted to result in the Earth being uninhabitable for humans in about 100 years. All available resources have been pooled into creating a colony fleet with the intention of setting up a colony on Alpha Centauri B to secure the survival of mankind.

Aniara 2.0 is an Exodus class colony ship, the first of a small colony fleet, built and equipped to start up the colony and prepare for the arrival of the Long Haul class transport ships bringing over as many millions of survivors from earth as possible in the coming decades.

### **THE GUILDS;**

The Guilds represent the different necessary functions of the colony. Every colonist belongs to a guild and has a role and function in line with their skills and preferences. They have all been chosen as the best at their trade, excelling in hard tests and training on earth. They are organized in teams that all have their specific duties setting up the new colony on arrival.

The game characters are Delegates, chosen as first among equals. They are the heads of each guild, chosen by the members and represent the guild in the general assembly. The vote of each delegate carries the same weight.

**Engineering Guild:** Responsible for the building and infrastructure of the colony, for the exploitation of natural resources and maintenance. Engineers, construction workers, mechanics, miners, etc.

**Administration Guild:** Responsible for the general function of society, hospitals, law and order and defense.

**Science Guild:** Responsible for research and investigation for the betterment of the colony in the new habitat. Geology, Biology, Physics, Medicine, etc.

**Agricultural Guild:** Responsible for the sustenance of the colony. Farmers, Veterinaries, Food Manipulation etc.

**Cultural Guild:** Responsible for the colony culture, education, recreation, and meaningful life outside of work. Schools, Sports, Art, Hobbies etc.

**Spiritual Guild:** Responsible for the emotional well-being of the colony, secular as well as religious. Priests, Psychologists, Therapists, Coaches etc.

## **THE SHIP:**

Aniara 2.0 is a Exodus Class colony ship. It's a huge vessel fully autonomous and run by the ships AI, also named Aniara. About 900m in length and 300m wide, it has been purpose built by the shipyards orbiting Luna for this specific mission.

It carries 96041 passengers. All passengers belong to a guild and the guilds are fairly equal in size, around 18%, with the exception of the Spriritual Guild around 10%. All passengers are placed in a coma-like induced sleep, in tubes called stasis pods, during the long travel to reduce the need resources necessary for the trip. They will be woken 2 months before arrival. The guilds are not in any way responsible for ship or the voyage, the AI and it's redundancy mechanisms should be prepared to take care of everything.

Apart from the passengers, the ship also carries all necessary equipment to set up a fully functioning colony on Alpha Centauri B, prepared to take care of the rest of humanity when they arrive on their Long Haul transport ships, the first arriving 10 months after Aniara 2.0.

There are 3 more colony ships in the fleet, equal to Aniara 2.0 in all aspects. The next, Aniara 2.1, is scheduled for departure within six months.

## **BASIC MORAL SYSTEMS TRAINING**

The training is in the file named "Aniara-2-basic training". Go through the presentation on the computer screen. It contains condensed and clear explanations of the fundamentals of Consequentialism and Deontology.

It is extremely important for the scenario that the players understand the training material and the difference between the two moral systems. Utilitarianism believes that one ought to choose the act that produces the most good for the most people. Deontology believes that one ought to choose the act that does not break the moral rules. The moral rules for the delegates that have deontological values are the same as western common-sense morals based on Christian values we have in our Swedish society today.

## **HAND OUT THE CHARACTER FOLDERS**

Characters are handed out to the players at random. Each player gets a folder containing a brief character description, a nametag, a pen, and some paper to take note on.

Once handed out, give them some minutes to read it through and do a check in round to see if anyone feels they will have a hard time portraying the character they have been given. If that is the case, see if anybody is willing to change with them.

On a side note, all character names are traditionally used for both men and women and the characters genders are totally irrelevant for the game.

Tell the players that they all know each other from training together for this mission for several years. Also, tell them that they are the absolute authority on anything regarding

their guilds. Whatever facts they say related to their guild, it is true and should not be questioned.

## Character presentation

10min

The players present the characters they have been given to the rest of the group. They can read the full information on their character description since they all know each other pretty well. The purpose of this is to make them acquainted to the other players characters.

**Alex**, delegate for the engineer guild.

Moral values: Hard core utilitarian, "The sum of utility (good) is all that matters."

Character: Soft spoken but contrarian and does not shy away from conflict. Rational, Calm, Unyielding.

Relationships: Can't stand Blake, longtime friends with Drew.

**Jordan**, delegate for the administration guild.

Moral values: Utilitarian, collectivist. "The good of the collective trumps the good of the individual."

Character: Conformist, and diplomatic, but will snap under enough pressure and turn into a rabid monster

Relationships: Not on good terms with Alex, special positive connection with Blake

**Charlie**, delegate for the science guild.

Moral values: Stakes sensitive (utilitarian) common sense morality. "It might not be right, but considering the stakes, maybe it has to be done."

Character: Reserved and afraid of conflict. Rational on the outside but emotional on the inside.

Relationships: Instinctive dislike for Taylor, wants to be closer with Drew

**Drew**, delegate for the agricultural guild

Moral values: Natural rights deontologist. The individual is sovereign. "The majority has no right to decide over the individual."

Character: Larger than life, lack respect for authority. Emotional, Stubborn, Friendly

Relationships: Long time friend with Alex, considers Jordan unreliable and sketchy

**Blake**, delegate for the spiritual guild

Moral values: Hard core deontologist. Value based ethics. "Some actions are just wrong, no matter the circumstance."

Character: Easy going and likeable, but fiercely determined. Harmonious, Reflective, Strong

Relationships: Feels connection to Charlie, competitive rivalry with Taylor

**Taylor**, delegate for the cultural guild

Moral Values: Common sense morals (deontologist) "We must act like how we want humanity to be."

Character: Self-aware snob with a lofty attitude but a fragile ego. Know-it-all, patronizing, unsecure

Relationships: Hates Charlie, admires Jordan.

## **RELATIONSHIP WORKSHOP**

10min

The players all have very short relationship descriptions. They have a especially positive and especially negative relationship with other characters. Their relationship towards others is professionally neutral. To ensure they relationships make a bit more sense, ask the players to team up with according to the list below, and agree on and/or play out a very short episode explaining why they have the relationship they have.

Alex-Drew

Jordan-Taylor

Charlie-Blake

## **GAMEPLAY**

In preparation for the game, remind to play their characters moral values. Also that if they want, they can discuss and debate in smaller groups during the game. To make the scenario more dynamic, they can move about the room when they play.

Tell the players go outside the room and wait until they hear the sound of an alarm.

Prepare yourself and the play area. Once you are ready, [play this alarm sound on spotify](#).

After the players have entered the room and milled about for a few seconds, play the text to voice of the “situation breif” section from the “Aniara game speech text” document.

Now the game is on and the rest of the necessary instructions can be found in the game speech text document.

## **DEBRIEFING SESSION**

Once the final communication has been played and the players have had a minute, the last part of the scenario is the debriefing session. Ask the players to share their experience, what they liked, and what they consider could be improved. I would very much appreciate to told what the players said.

Thanks for game mastering this scenario. It’s the first one I’ve written, so I can only hope it lives up to expectations. I would very much appreciate to hear the feedback from the players. Goodspeed!