

The Ruins

A journalling game by SmallRedRobin13

The Ruins are a strange place. Not many have dared venture there, and of those who have not many have returned. You are an intrepid explorer who has decided to brave the ruins. While there, you always feel tired, but never tired enough to fall asleep, hungry but never hungry enough and your throat is always dry, but you are never thirsty. You have decided to bring the following items:

- A compass with a cracked face to guide you home.
- A wristwatch, which ticks sporadically, to track time
- A pen with endless ink, to write with
- A journal, with cracked and yellow pages, to record your experiences.

There is no day and night cycle in The Ruins, hence the wristwatch, but it's easier to divide your journal into entries by 24 hour allotments. Time moves differently in the

Ruins, what may seem like an hour to you may be a century, or perhaps a minute, to the outside world. Even so, you will explore for what seems like a week. Whether the world you return to agrees is another matter.



STAGE DESIGN, GROUP OF BUILDINGS IN RUINS TAKEN FROM THE SMITHSONIAN, USED UNDER A CCo LICENCE

I

In the first 24 hours you enter The Ruins. This area is the most explored, and many have left their mark. Some have scratched their name, others notes to their loved ones and a few have even left an itinerary of sorts, perhaps in the hopes of rescue.

Consider the following when writing your journal entry:

- When did you enter the ruins?
- Why do you want to explore the ruins?
- Do you leave your mark with the others? If so, what does your mark say?
- Do you recognise any of the marks?
- What do you learn about The Ruins?

2

In the second 24 hours, you head deeper into the ruins. This area is a little less explored, but you still see traces of other people. Eventually, you come across an old campsite, long abandoned. In the ashes of the campfire, you find the remains of a log similar to the one you are now keeping.

Consider the following when writing your journal entry:

- What do you think happened to this group?
- Is any of your equipment affected?
- Do you spend much time in the campsite?
- What do you glean from the charred remnants of the log?
- What do you learn about The Ruins?

3

In the third 24 hours you venture ever further into the ruins. It is hard to tell whether many people have gone this far in. You feel something watching you, but looking around, you are seemingly the only person here for miles. It is unnaturally quiet, even your own breathing seems quieter than usual.

Consider the following when writing your journal entry:

- Are there other signs of people? What are they?
- Where do the watching eyes seem to stem from?
- Does the silence seem to affect other things that normally make noise?
- Is any of your equipment affected?
- What do you learn about The Ruins?

4

In the fourth 24 hours you venture as far as you'll go into the ruins. In what seems to be a clearing, you come across a large tree. Tied around the trunk of the tree is a ribbon and you hear whispers in a language you don't recognise.

Consider the following when writing your journal entry:

- Do you recognise the tree? From where?
- What do you think the whispers are saying?
- Where are the whispers coming from?
- Is any of your equipment affected?
- What do you learn about The Ruins?

5

In the fifth 24 hours you begin your journey back to the entrance. All trace of the path you took seems to have vanished, so you must forge your own. The pathways seem to twist and turn of their own accord, and you feel you are being watched again.

Consider the following when writing your journal entry:

- Is your equipment affected?
- Is the area as a whole seem completely different? Or is just the path you took gone?
- Do the watching eyes seem threatening? Or something else?
- What else has changed about the area?
- What do you learn about The Ruins?

6

In the sixth 24 hours you begin to see signs of other humans again. But a strange golden substance begins to fall from the sky, almost like it's snowing.

Consider the following when writing your journal entry:

- Is your equipment affected?
- What is the golden substance like? Is it dangerous?
- What signs of other humans do you see?
- Does the golden substance affect anything else about The Ruins?
- What do you learn about The Ruins?

7

In the seventh 24 hours you find what appears to be exit, complete with the marks you saw at your entrance.

Consider the following when writing your journal entry:

- Is your exit where you also entered?
- Do you recognise any of the marks?
- Do you leave your mark? Or, if it's the same place you entered, do you change the mark you left?
- What do you learn about The Ruins?
- Do you make it out of The Ruins? What has changed about the world since you left? What has changed about you?