

DESIGNATED SURVIVOR: A GAME OF SILENCE AND DEATH

You will need: a regular pack of cards (with jokers) and a piece of paper and a pen for each player.

You are in a plane, plummeting to your death. There is no oxygen and wind is rushing past so nobody can talk. There is one and only one parachute. One person gets to live. Interestingly, it was a plane carrying the governor, his associates, his press team, and some people who recently were part of a meet and greet. Everyone draws a card and looks at it without showing anyone. They then check the table below to see who they are. Make sure everyone understands their card and the rules. Then, nobody may speak until after voting.

Round one: Everyone goes around the table and mimes their identity and indicating why they should stay alive. You get ten seconds, tops.

Round two: Once everyone has done that, go around the circle again. This time, each player picks someone else and writes down two words on a piece of paper (you're falling from the sky remember) saying what they think the person was miming and why such a person should – or should NOT - survive. Only two words. If you don't know what to write, write ? You can contradict someone else on their guess, or agree with their guess but disagree with their verdict and so forth.

Voting: Everyone close their eyes, on the count of three, point to who they think should live (you can't point to yourself). Open your eyes. Most votes wins. If it's a tie, everybody dies. Reveal your cards and identities, and score, and hopefully have a laugh.

Score:

If you drew a heart, you are self-sacrificial and score a point if you don't live AND someone lives.

If you drew a diamond, you are selfish and score three points if you live.

If you drew clubs, you are psychopath and score three points if everyone dies (so you need a tie)

If you drew spades, you believe in justice and score two points if a heart lives OR if there is no heart, score one point if at least a diamond or club dies and someone lives.

Score one point if someone guessed who you were correctly UNLESS YOU HAVE THE JOKER (see below) in which case score two points if nobody knew who you were but did not figure out you were the joker.

To figure out who you are, look at the number of your card. Apart from the name of your role, the other information is just guidelines to help you roleplay and make decisions about who to save.

Ace

You are the youth.

You are worth saving because you have your whole life ahead of you.

You might prefer to save someone rich and famous.

You might not prefer to save someone in authority.

Two

You are the teacher.

You are worth saving because you guide young minds to greatness.

You might prefer to save someone who is young.

You might not prefer to save someone who has never sacrificed.

Three

You are the cop.

You are worth saving because you risk your life to keep others safe.

You might prefer to save someone who is a good citizen.

You might not prefer to save someone who rejects society.

Four

You are the doctor.

You are worth saving because you work to save lives.

You might prefer to save someone who lives a healthy life.

You might not prefer to save someone who lives an unhealthy life.



Five

You are the scientist.

You are worth saving because your knowledge can save the world, or build ways to save lives.

You might prefer to save someone who understands your work.

You might not prefer to save someone who has smaller concerns.

Six

You are the artist.

You are worth saving because your work can uplift the soul.

You might prefer to save someone who feels deeply.

You might prefer not to save someone who ignores their feelings.

Seven

You are the celebrity.

You are worth saving because you inspire millions.

You might prefer to save someone who is also prominent.

You might not prefer to save someone who is anonymous.

Eight

You are the activist.

You are worth saving because you are rare, and you represent others who were not saved.

You might prefer to save those who are helpers.

You might prefer not to save those who are oppressors.

Nine

You are the governor.

You are worth saving because you hold the fate of millions in your hands.

You might prefer to save those who will ensure your legacy.

You might prefer not to save those who will speak badly of you.

Ten

You are the journalist.

You are worth saving because you can tell the stories of everyone who died.

You might prefer to save someone you consider heroic.

You might prefer not to save someone who is too much in the spotlight.

Jack

You are the millionaire

You are worth saving because your money can save so many lives.

You might prefer to save someone who will protect your investments

You might prefer not to save someone who has no concept of wealth

Queen

You are the lover.

You are worth saving because one of the other passengers loves you.

You might prefer to save the person you love.

You might prefer not to save anyone else.

King

You are the mobster.

You are worth saving because if they do not give you the parachute your allies will hurt their relatives.

You might prefer to save nobody but you.

You might not prefer to save everybody but you.

(Yes, you can be a heart-suited mobster – you're mending your ways in the face of death)

Joker

You have gone insane with fear. Mime something random. Score as if your suit is diamonds.