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A GAME OF SELF-DISCOVERY, COURAGE, FEAR, FAITH, LOVE, EXPRESSION, AND TRIUMPH

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THIS GAME IS DEDICATED TO THOSE WHO ARE TRAPPED -- THOSE WHO FEEL LIKE THEY ARE INADEQUATE, UNLOVED, IGNORED, MOCKED, CONDEMNED, AND PERSECUTED. THIS GAME IS FOR THOSE WHO FEEL LIKE THEY DON'T HAVE A VOICE. IT IS DEDICATED TO THOSE WHO ARE LOST, TRYING TO NAVIGATE THIS CRAZY THING THAT WE CALL LIFE IN ORDER TO FIND THEMSELVES. THIS GAME IS ALSO FOR THOSE WHO HAVE BEEN BRAVE ENOUGH TO BE WHO THEY TRULY ARE -- THOSE WHO HAVE USED THEIR VOICES TO HELP OTHERS FIND THEIRS. I SALUTE YOU AND YOUR COURAGE. THANK YOU TO ALL OF THE INDIVIDUALS THAT WEREN'T AFRAID TO TELL THEIR STORIES IN ORDER TO CONTRIBUTE TO THIS PROJECT. YOU HAVE INSPIRED ME BEYOND MEASURE. LASTLY, A TREMENDOUS THANK YOU TO MY PARENTS FOR LETTING ME SPREAD MY WINGS AND FLY.

**\*GAME MAKER'S NOTE:** THIS GAME CONTAINS DIRECT QUOTES FROM REAL "COMING OUT" (OF THE CLOSET) STORIES FROM REAL PEOPLE. PARTICIPANTS WERE ASKED TO REFLECT ON THE FIRST TIME THEY "CAME OUT" (TO THEMSELVES, THEIR FAMILY, THEIR FRIENDS, ETC.) AND THEN WRITE A NARRATIVE ABOUT IT. THEY WERE ALSO ASKED TO STATE HOW THEY WOULD LIKE TO IDENTIFY (ON GROUNDS OF GENDER, AGE, SEXUAL ORIENTATION, OCCUPATION, ETC.) PLEASE BE RESPECTFUL OF THIS VERY SENSITIVE MATERIAL. THE GAME CAN ONLY BE PLAYED WITHIN A SAFE SPACE, IN WHICH ALL PLAYERS FEEL COMFORTABLE KNOWING THAT NO JUDGEMENT WILL BE PASSED ON THEM.

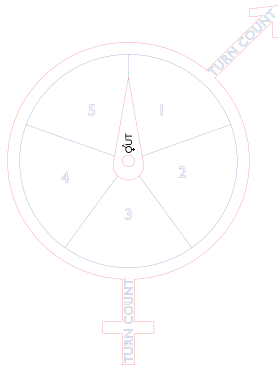
# HOW TO PLAY

## OBJECTIVE

WORK TO “COME OUT” OF THE LABYRINTH OF YOUR OWN SELF-DOUBT AND EXPRESS WHO YOU TRULY ARE.

## GAME PIECES

- I 18” x 18” GAME BOARD
- I 6-SIDED DICE
- I TURN COUNTER
- I BAG OF GRAY RUBBER BANDS
- I BAG OF BRIGHT ORANGE RUBBER BANDS
- 2 CONFIDENCE POINTS CHARTS
- 2 CIRCULAR GAME PIECES (+ 2 MARKER PIECES)
- 70 GAMEPLAY CARDS
- 225 WALL POSTS

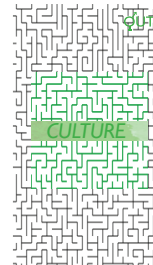


CONFIDENCE POINTS									
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50

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x 225



x 70

## RULES OF THE GAME

\*THERE ARE TWO ACTING PLAYERS AND ONE GAMEMASTER IN THIS GAME. PICK A ROLE.\*

I. BOTH PLAYERS ROLL A DICE, THE NUMBER ON THE DICE CORRESPONDS TO THE IDENTITY THAT THE PLAYER IS GOING TO “COME OUT” AS:

“1” OR “6” - GAY MALE

“2” OR “5” - LESBIAN

“3” OR “4” - BISEXUAL

II. AFTER EACH PLAYER ROLLS, THEY PLACE THEIR GAME PIECES IN THE CENTER SQUARE WITH THE GAME LOGO ON IT.

III. THE GAMEMASTER SETS THE ORIGINAL BOARD (ACCORDING TO THE PROVIDED DIAGRAM)

IV. AT THE BEGINNING OF THE GAME, BOTH PLAYERS HAVE 50 CONFIDENCE POINTS. AS THE GAME PROGRESSES, THEY LOSE A CONFIDENCE POINT EACH TURN. A TURN IS CONSTITUTED BY EACH PLAYER ROLLING A DICE AND MAKING A MOVE.

A. THE POINTS ARE DOCUMENTED ON THE PLAYER'S CONFIDENCE POINT CHART BY PLACING A MARKER ON THE NUMBER OF POINTS YOU HAVE.

B. IF YOU LOSE ALL OF YOUR CONFIDENCE POINTS, YOU MUST TRY TO GAIN THEM BACK BY STARTING AT THE BEGINNING POSITION AND TRAVERSING BACK THROUGH THE MAZE. YOU MUST HAVE AT LEAST 5 CONFIDENCE POINTS AT THE END OF THE LABYRINTH TO WIN.

V. THE PERSON WITH THE HIGHER INITIAL DICE ROLL GOES FIRST. EACH TURN, PLAYERS ROLL AND DICE AND MOVE THE AMOUNT OF SPACES CORRESPONDING TO THE DICE ROLL. THEY CAN MOVE HORIZONTALLY OR VERTICALLY, BUT DIAGONAL MOVEMENT IS NOT ALLOWED. THE RUBBER BANDS SERVE AS WALLS THAT CANNOT BE CROSSED.

VI. ALONG THE WAY, THERE ARE VARIOUS MARKED SPACES ON THE BOARD THAT PERTAIN TO DIFFERENT PLAYER ACTIONS.

A. **BLUE**

THE GAMEMASTER DRAWS A **POLITICS** CARD THAT AFFECTS THE PLAYER

B. **RED**

THE GAMEMASTER DRAWS A **LOVE + RELATIONSHIPS** CARD THAT AFFECTS THE PLAYER

C. **YELLOW**

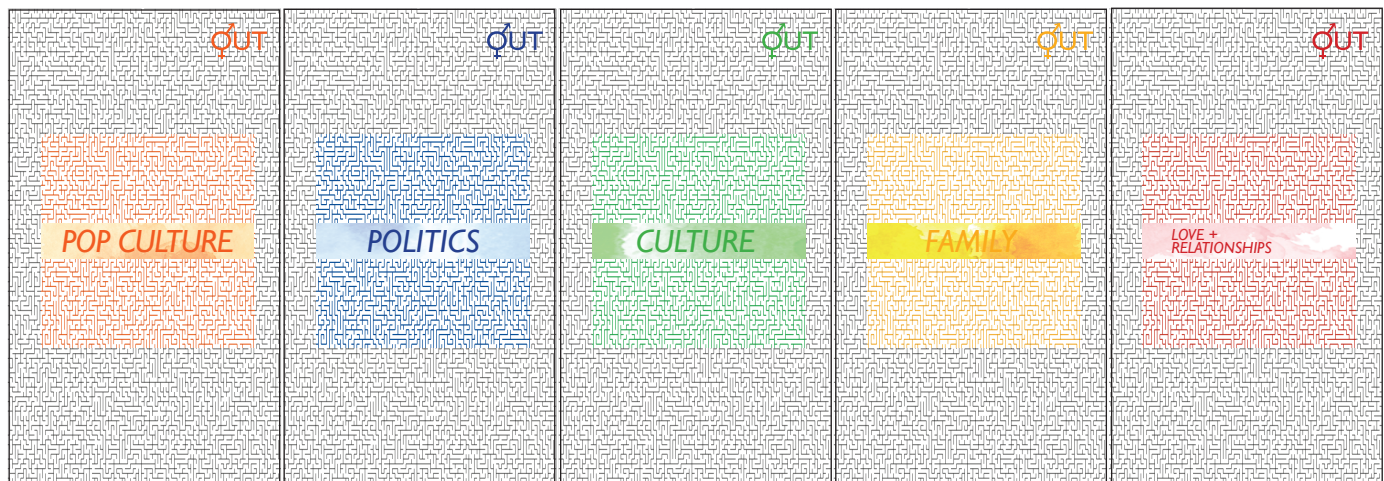
THE GAMEMASTER DRAWS A **FAMILY** CARD THAT AFFECTS THE PLAYER

D. **GREEN**

THE GAMEMASTER DRAWS A **CULTURE** CARD THAT AFFECTS THE PLAYER

E. **ORANGE**

THE GAMEMASTER DRAWS A **POP CULTURE** CARD THAT AFFECTS THE PLAYER



F. **RAINBOW**

THE PLAYER CAN ALTER THE MAZE WALLS

A. ROLL THE DICE AND THE NUMBER ROLLED CORRESPONDS TO AMOUNT

B. ROLL THE DICE AGAIN AND THE NUMBER ROLLED CORRESPONDS TO THE MULTIPLIER

EX. "4" (FROM FIRST ROLL) X "6" (FROM SECOND ROLL) = MOVE 24 WALLS

C. YOU MAY NOT MOVE NOR ALTER A BRIGHT ORANGE COLORED WALL

D. NEITHER PLAYER NOR GAMEMASTER MAY MOVE A WALL TO BLOCK OR CREATE AN EXIT

E. ONCE A PLAYER USES A RAINBOW SPACE, THAT SPECIFIC SPACE CANNOT BE USED AGAIN.

VII. IF THE PLAYER REACHES A DEAD END IN THE MAZE OR GETS STUCK, THEY CAN ROLL A “6” TO PASS THROUGH THE WALL, THEY CAN ONLY ATTEMPT THIS 3 TIMES PER INDIVIDUAL WALL.

A. IF THEY DO NOT MANAGE TO ROLL A “6,” THEY CAN SACRIFICE 5 CONFIDENCE POINTS TO GO THROUGH. FOR EACH TIME YOU GO THROUGH A WALL, THE COST GOES UP BY 2 POINTS.

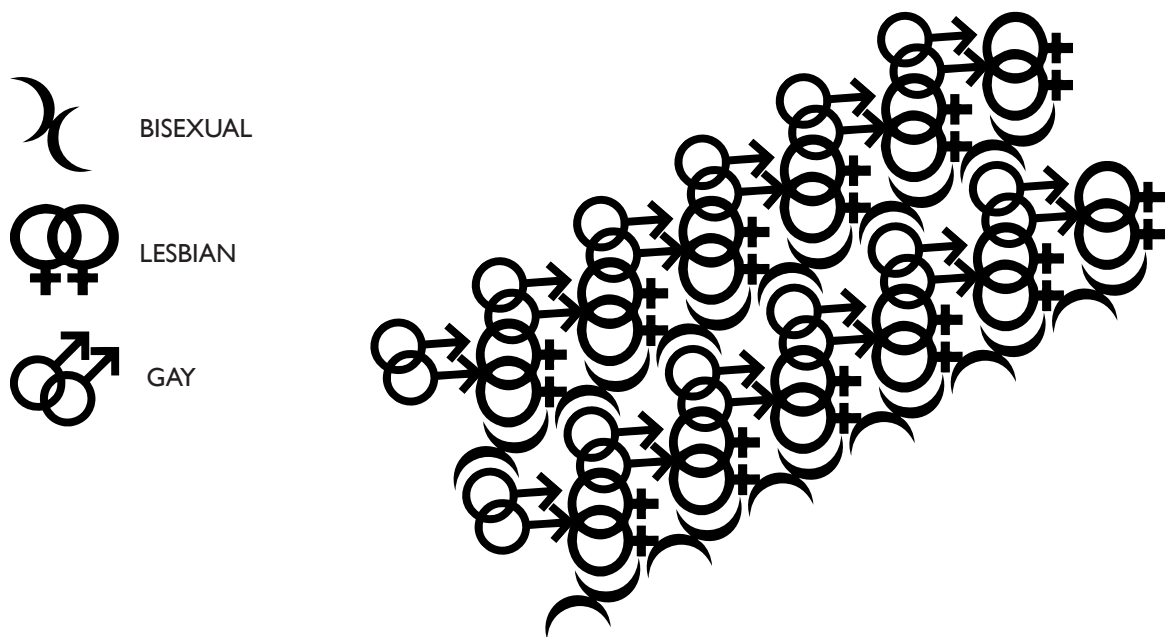
B. THE OTHER PLAYER CAN CHOOSE TO SUPPORT THE STUCK PLAYER, IN WHICH CASE BOTH WOULD HAVE TO ROLL A “4” OR HIGHER ON THE DICE. IF THE ROLLS ARE SUCCESSFUL, THE SUPPORTING PLAYER GAINS 6 CONFIDENCE POINTS AND THE SUPPORT PLAYER GAINS 3 POINTS. THE SUPPORTED PLAYER IS TRANSFERRED TO THE SUPPORTING PLAYERS POSITION ON THE BOARD. IF THE ROLLS FAIL, BOTH PLAYERS LOSE 8 CONFIDENCE POINTS AND NOBODY CHANGES POSITION.

C. YOU CAN ONLY MOVE THROUGH ONE WALL PER TURN. ONCE YOU MOVE THROUGH THE WALL, YOU LAND ON THE SQUARE OUTSIDE OF IT AND STOP. YOU DO NOT COMPLETE YOUR NUMBER OF MOVES FROM YOUR ROLL.

VIII. EVERY 5 TURNS, THE GAMEMASTER ROLLS A DICE AND THE NUMBER ROLLED CORRESPONDS TO HOW MANY MAZE WALLS THE GAMEMASTER CAN MOVE. THE TURN COUNTER SHOWS THE GAMEMASTER WHEN 5 TURNS HAVE PASSED.

IX. THE PLAYER WHO EXITS THE MAZE FIRST WITH AT LEAST 5 REMAINING CONFIDENCE POINTS IS DECLARED THE WINNER.

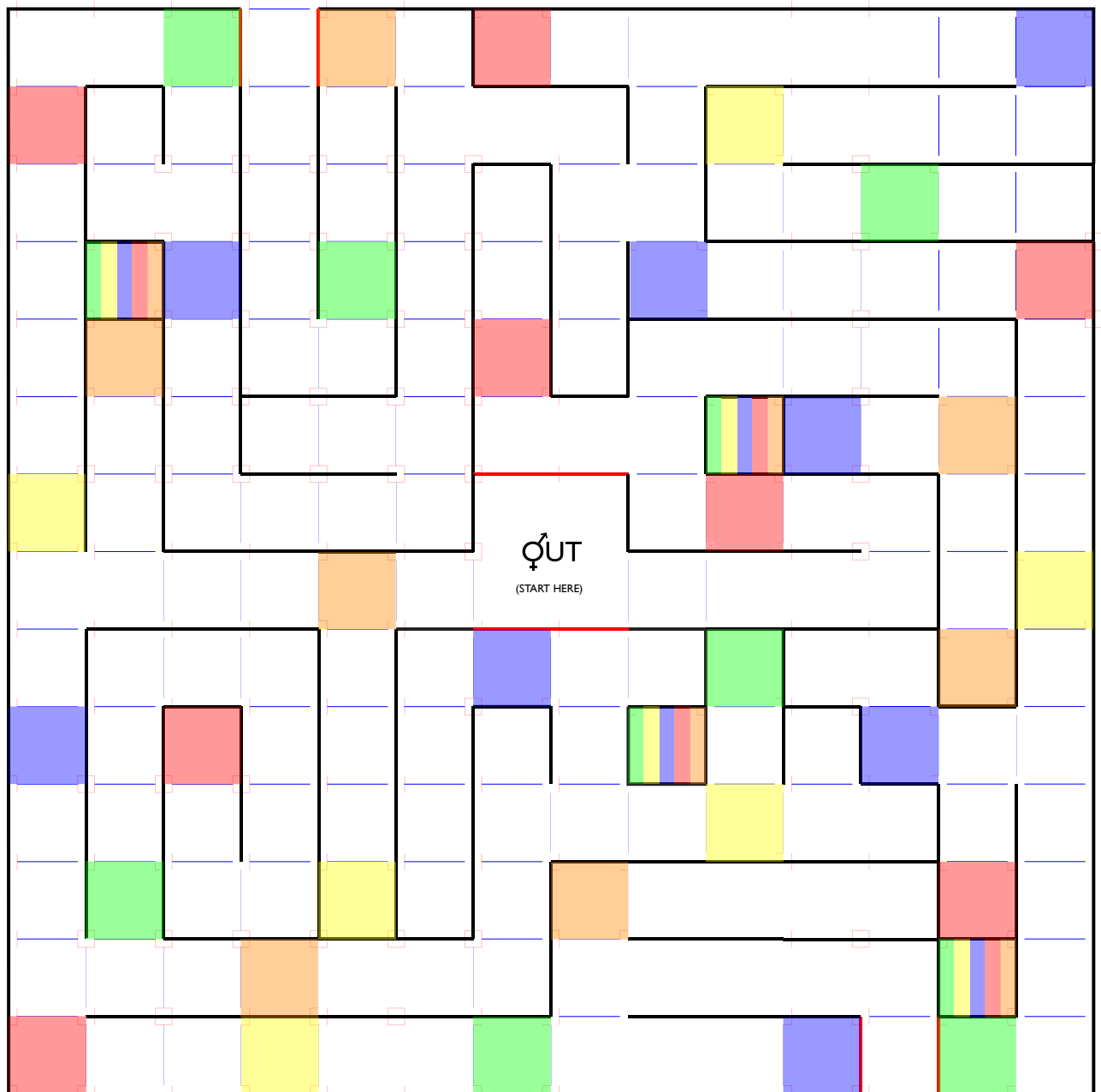
X. HOWEVER, IF BOTH PLAYERS LOSE ALL OF THEIR CONFIDENCE POINTS WHILE INSIDE THE MAZE, THE GAMEMASTER WINS.



\*GAME MAKER’S NOTE: WHILE THIS GAME PRESENTS A CLEAR VICTORY CONDITION FOR THE SAKE OF GAMEPLAY, IN REALITY THE PROCESS OF “COMING OUT” CANNOT BE QUANTIFIED IN SUCH A WAY THAT ONE PERSON WHO HAS COME OUT IS THE WINNER OVER ANOTHER WHO HAS DONE THE SAME. THE ACT OF “COMING OUT” SYMBOLIZES A VICTORY IN AND OF ITSELF AND SHOULD BE TREATED AS SUCH. THE GAME ALSO DRASTICALLY SIMPLIFIES THE SELF-IDENTIFICATION OF MANY LGBTQ INDIVIDUALS BY PRESENTING ONLY 3 DIFFERENT CATEGORIES OF SEXUAL ORIENTATION. IN REALITY, THERE ARE AN ENDLESS AMOUNT OF WAYS IN WHICH ONE CAN CHOOSE TO LABEL THEMSELVES, OR ABSTAIN FROM LABELS ALTOGETHER.

# INITIAL SETUP DIAGRAM

FOR THE GAMEMASTER'S USE. SET UP THE BOARD AT THE BEGINNING OF THE GAME ACCORDING TO THIS DIAGRAM.



SMALL RED SQUARES ON THE DIAGRAM REPRESENT THE WALL POSTS.  
LINES IN THE DIAGRAM REPRESENT RUBBER BANDS BETWEEN POSTS.



“I CAME OUT TO MY PARENTS ACTUALLY BY ACCIDENT. I WAS 14 YEARS OLD AND IT WAS THE LAST DAY OF MY FRESHMAN YEAR OF HIGH SCHOOL. SINCE IT WAS THE END OF THE YEAR, I HAD A YEARBOOK THAT I HAD SIGNED BY ALL OF MY FRIENDS (WHO HAD ALREADY KNOWN ABOUT ME). SO I LEFT MY YEARBOOK OUT ON THE KITCHEN TABLE. MY MOTHER HAS ALWAYS BEEN SOMEWHAT OF A CURIOUS PERSON, SO WHEN SHE SAW MY YEARBOOK ON THE TABLE, I’M ASSUMING THAT SHE OPENED IT. SOMEBODY APPARENTLY HAD WRITTEN IN THE YEARBOOK, “GOOD LUCK WITH \*\*\*.” \*\*\* WAS MY FIRST LOVE. MY MOM APPROACHED ME AND ASKED, “JEREMY, WHAT IS THIS? IS THERE SOMETHING YOU’RE NOT TELLING ME? IN THAT MOMENT, IT JUST HAPPENED. I SAID IT. WOW! DID THAT REALLY HAPPEN?!

I FELT WEIGHTLESS, LIKE I WAS IN FLIGHT.”

