

PATRICK AND KATHERINE LYSAGHT'S

UNAUTHORIZED UNAUTHORIZED

LEADER GUIDE



CREATED FOR CHARA GAMES
BY INNROADS MINISTRIES

WELCOME TO THE UNDERGROUND

FOR MANY OF US - WHETHER YOU'RE ONE WHO ATTENDS REGULARLY OR YOU'VE NEVER SET FOOT IN THE BUILDING - GOING TO CHURCH IS JUST AN EVERY DAY PART OF LIFE. THERE CAN BE MANY WAYS TO DESCRIBE THE EXPERIENCE OF STEPPING FOOT INSIDE ONE DEPENDING ON DENOMINATION, STYLE, OR ANY OF A HOST OF FACTORS, BUT ONE THING IS ALMOST UNIVERSALLY TRUE. IT'S RARE THAT THE WORDS 'DANGEROUS' OR 'SUBVERSIVE' WOULD BE USED TO DESCRIBE THE EXPERIENCE. YET THERE HAVE BEEN TIMES AND PLACES WHERE THE ACT OF GOING TO CHURCH OUTSIDE OF HIGHLY MONITORED AND MODERATED LOCATIONS, IF NOT AT ALL, WOULD BE CONSIDERED CRIMINAL. THOSE WHO GATHER IN THE NAME OF GOD WHEN SUCH MEETINGS ARE AGAINST THE LAW ARE CONSIDERED UNDERGROUND CHURCHES, AND THIS IS THE SETTING THE GAME *UNAUTHORIZED* BY CHARA GAMES TAKES PLACE IN.

UNAUTHORIZED IS NOT SET IN ANY SPECIFIC, REAL-WORLD LOCATION OR GOVERNMENT. IT WILL NOT DEPICT HOW LIFE IS IN A SPECIFIC PLACE WHERE CHURCH ATTENDANCE AND CHRISTIAN FAITH ARE CRIMINALIZED. WHAT IT WILL DO, HOWEVER, IS CREATE AN EXPERIENCE THAT WILL CONNECT WITH THE PLAYER IN TWO POTENTIAL WAYS.

--IT'S SIMPLY FUN. *UNAUTHORIZED* IS A LIGHT, EASY TO LEARN GAME WITH CARD PLAY AND SLIGHT SOCIAL DEDUCTION ELEMENTS DESIGNED FOR LARGE GROUPS. IT'S A GAME OF SHIFTING LOYALTIES AND CHARACTERS WITH UNIQUE ABILITIES TO GET AS MANY AS TWELVE PEOPLE PLAYING TOGETHER AT THE TABLE. ITS SET NUMBER OF ROUNDS ALSO MEANS THAT THERE ISN'T A LARGE TIME COMMITMENT INVOLVED EITHER.

--FOR THOSE WHO WANT TO DIG DEEPER INTO THE IMPLICATIONS OF EXPERIENCES ON THE CARDS, THE REALITIES OF LIVING IN A PLACE WHERE YOUR FAITH CAN LEAD TO A PRISON CELL, OR THE PARANOIA THAT COMES WHEN LOYALTIES SHIFT SUDDENLY AND YOUR FORMER FRIEND IS NOW INFORMING THE AUTHORITIES ABOUT YOU - THERE'S A WEALTH OF MATERIAL TO DISCUSS.

THIS ISN'T A STUDY GUIDE OR A LIST OF QUESTIONS. MUCH LIKE *UNAUTHORIZED* SEEKS TO CREATE A UNIVERSALLY APPROACHABLE THEME, THIS GUIDE IS AN OPPORTUNITY TO HELP YOU CRAFT AN ENVIRONMENT FOR DISCUSSION NO MATTER WHAT SORT OF GROUP YOU HAVE. IT WILL PROVIDE SOME TOUCHPOINTS FOR LEADERS WHO WANT TO BRING THEIR PLAYERS TOGETHER INTO THAT SECOND POINT OF CONNECTION AND EXPLORE SOME CATEGORIES FOR DISCUSSION SUCH AS THE EXPERIENCE CARDS, CHARACTER CARDS, AND THE ACT OF PLAYING THE GAME.

BUT BEFORE WE CAN TALK ABOUT THE GAME...

...LET'S PLAY!

PLAY THE GAME

BEFORE EXPLORING ALL THAT THIS GAME'S SETTING AND MECHANICS HAVE TO SAY ABOUT WEIGHTY ASPECTS OF THE WORLD - THE FIRST THING PLAYERS NEED TO EXPERIENCE IS THE FUN OF PLAYING TOGETHER. IF PLAYERS MAKE COMMENTS OR ASK QUESTIONS REGARDING WHAT THEY SEE ON THE CARDS, BY ALL MEANS EXPLORE IT. HOWEVER, THERE ARE REASONS TO SEPARATE THE PLAY EXPERIENCE FROM DISCUSSION.

- **PLAY ITSELF IS VALUABLE.** HAVING FUN TOGETHER CREATES A SHARED EXPERIENCE FOR ALL THOSE AT THE TABLE AND CREATES BOND BETWEEN PLAYERS.
- **PLAY MAY OPEN UP UNIQUE SCENARIOS AND REACTIONS** THAT MAY BE AFFECTED BY THE KNOWLEDGE THAT POINTED DISCUSSION WILL BE HAPPENING REGARDING CERTAIN ESTABLISHED POINTS.

PRE-GAME

IF A GAME'S SETUP INSTRUCTIONS EXIST TO MAKE SURE ALL PLAYERS HAVE WHAT THEY NEED TO SUCCESSFULLY PLAY THE GAME, THIS PRE-GAME INSTRUCTION WILL HELP LEADERS ENSURE THAT THEY HAVE DONE EVERYTHING THEY NEED IN ORDER TO SUCCESSFULLY GUIDE THEIR PLAYERS THROUGH PLAY. THIS IS DONE IN THREE STEPS:

- **LEARN THE GAME RULES** - AS THE LEADER, PLAYERS WILL BE LOOKING TO YOU FOR INSTRUCTIONS ON HOW TO PLAY. WHILE THERE'S NO HARM IN CHECKING THE BOOK FOR A SPECIFIC SITUATION, HAVING A BASIC GRASP OF THE RULES WILL MAKE EVERYONE'S EXPERIENCE BETTER.

NOTE: AN INSTRUCTIONAL VIDEO CAN BE VIEWED ON YOUTUBE AND AT CHARAGAMES.COM

- **REVIEW THE GUIDE** - THIS GUIDE PUTS FORTH DISCUSSION HELPS IN THREE CATEGORIES. GAME PLAY, EXPERIENCES, AND CHARACTERS. EACH CATEGORY HAS AN INVITATION AND A CHALLENGE. INVITATIONS ARE OPEN-ENDED QUESTIONS THAT ENCOURAGE PLAYERS TO SHARE THEIR OWN STORIES, WHILE CHALLENGES ARE TARGETED QUESTIONS POINTING TO ANOTHER PERSPECTIVE.
- **ESTABLISH PLAYER COUNT** - THERE ARE CARDS THAT MAY OR MAY NOT BE INCLUDED INTO THE GAME DEPENDING ON HOW MANY PLAYERS WILL BE AT THE TABLE. KNOWING HOW MANY PLAYERS BEFORE YOU BEGIN CAN HELP STREAMLINE THE GAME'S SETUP AND GET PLAYERS STARTED SOONER.



EXPERIENCES

THE EXPERIENCE CARDS ARE THE HEART OF UNAUTHORIZED BOTH MECHANICALLY AND THEMATICALLY. THE EXPERIENCE CARDS ARE IN THREE GROUPS. EXPERIENCES THAT DRAW PEOPLE TOWARDS GOD AND THE CHURCH, EXPERIENCES THAT PUSH PEOPLE AWAY FROM GOD AND THE CHURCH, AND EXPERIENCES THAT COULD GO EITHER WAY DEPENDING ON HOW THE PERSON SEES THEM. THESE ALLOW A NATURAL WAY FOR MEMBERS OF YOUR GROUP TO SHARE A BIT OF THEIR OWN FAITH JOURNEY AS WELL AS EXPLORING EMPATHY FOR OTHERS.

INVITATION:

LEADERS SHOULD ENCOURAGE PLAYERS TO INTERACT WITH WHAT THEY FIND ON ALL THE CARDS - CHURCH, STATE, AND WILD CARDS. EXPERIENCES ARE MOMENTS THAT MAKE UP LARGER STORIES. GOOD, BAD, HAPPY, AND SAD - THEY WEAVE TOGETHER TO GET US TO WHERE WE ARE. GO LOOKING FOR THE STORIES THESE CARDS MIGHT HOLD IN THE LIVES OF YOUR PLAYERS.

- ARE THERE EXPERIENCES IN THE DECK THAT PARTICULARLY SPEAK TO WHAT DREW YOUR PLAYERS TO GOD?
- ARE THERE ANY EXPERIENCES THAT HAVE BEEN HARD FOR YOU TO RECONCILE WITH YOUR FAITH AND WHAT YOU'VE READ/BEEN TAUGHT?

CHALLENGE:

PULL OUT ALL OF THE WILD CARDS (QUESTION YOUR BELIEFS, FAMILY MEMBER DIES, SERIOUS ILLNESS, AND PUBLIC PERSECUTION). NOTE THAT THE EXPERIENCES USED FOR WILD CARDS ARE DESIGNED TO BE THOSE THAT HAVE THE POTENTIAL TO EITHER STRENGTHEN A PERSON'S FAITH OR CAUSE THEM TO TURN AWAY FROM IT.

- WHAT ABOUT THESE EXPERIENCES WOULD CAUSE THEM TO BE CHOSEN AS WILD CARDS?
- WOULD IT BE MORE OF A CHALLENGE FOR YOU TO SEE A LOVED ONE GO THROUGH THESE EXPERIENCES OR TO EXPERIENCE IT/THEM YOURSELF?
- HOW MIGHT YOUR INTERACTIONS WITH THESE ISSUES, PRIVATELY AND PUBLICLY, BE AFFECTED BY THE FACT THAT YOUR FRIENDS AND NEIGHBORS MIGHT TURN YOU IN FOR THINKING ABOUT THEM?



CHARACTERS

EACH CHARACTER TYPE IN UNAUTHORIZED HAS A UNIQUE WAY OF INTERACTING WITH THE OTHER PLAYERS MECHANICALLY, BUT ALSO THEMATICALLY. FIGURING OUT YOUR PLACE IN UNAUTHORIZED MAY HAVE A LOT TO SAY ABOUT HOW YOU FIND YOUR PLACE IN OUR WORLD TOO.



INVITATION:

LEADERS SHOULD ENCOURAGE PLAYERS TO INTERACT WITH WHAT THEY THINK IT WOULD BE LIKE FOR THEM TO LIVE IN THE WORLD DEPICTED IN UNAUTHORIZED AS EITHER THE CHARACTER THEY PLAYED OR ANY OF THE OTHER AVAILABLE CHARACTERS

- WHAT WOULD IT LOOK LIKE TO PLAY YOUR CHARACTER WITHIN THE DIFFERENT LOYALTIES (CHURCH / STATE)?
- WHAT WOULD CHANGE IN YOUR CHARACTER'S OUTLOOK/BEHAVIOR IF THEY FOUND THAT THEIR LOYALTIES HAD SHIFTED?

CHALLENGE:

IT'S EASY TO HIDE WHEN YOU ARE JUST ANOTHER FACE IN THE CROWD - BUT WHAT ABOUT WHEN EVERYONE KNOWS WHERE YOU STAND? LEADERS SHOULD PULL OUT THE POLICE AND PASTOR ROLES AND ENGAGE WITH PLAYERS ABOUT WHAT IT MIGHT BE LIKE TO BE IN THAT POSITION.

- BEING A PASTOR IN A PLACE WHERE THE CHURCH IS UNDERGROUND MEANS THAT YOU HAVE A TARGET ON YOURSELF AND YOUR FAMILY. IT MIGHT NOT ALWAYS BE AS DRASTIC AS DEATH, BUT RANDOM IMPRISONMENT, SEARCHES, AND HARASSMENT MAY NOT ONLY BE A PART OF YOUR LIFE - THEY CAN HAPPEN AT ANY TIME AND EVEN COMPLETELY UNFOUNDED SEARCHES ARE COMPLETELY LEGAL. HOW DO YOU LEAD A CHURCH TOWARDS GOD WHEN THE PEOPLE IN CHARGE WANT NOTHING TO DO WITH HIM?
- BEING FOR THE STATE MEANS YOU HAVE THE POWER AND AUTHORITY. NO MATTER WHAT YOU THINK PERSONALLY, IT'S YOUR JOB TO BE THE ARM OF THE STATE AND ENACTING THEIR POLICIES. WHAT DOES IT FEEL LIKE WHEN SOMEONE WHO IS PLAYING AGAINST YOUR PURPOSES AND YOU THROW THEM INTO PRISON? ULTIMATELY - KNOWING THAT YOU COULD POTENTIALLY DO SO WITH LITTLE TO NO PENALTY - HOW TEMPTING IS IT TO 'ELIMINATE' THE PROBLEM?



GAME PLAY

NO MATTER WHAT SORT OF GAME YOU PLAY, THE OVERALL EXPERIENCE OF PLAYING CAN'T BE TRULY FELT UNTIL IT'S ACTUALLY PLAYED. LIKEWISE, THERE ARE SOME QUESTIONS THAT WILL ONLY REVEAL THEMSELVES AFTER THE GAME HAS BEEN PLAYED AND THE PLAYERS HAVE MADE THEIR DECISIONS.

INVITATION:

THE VERY FIRST ASPECT OF THE GAME THAT LEADERS SHOULD EXPLORE IS TO ASK WHAT MOMENTS STRUCK THE PLAYERS. HAVE THEM RECALL FUN, TENSE, OR EVEN FRUSTRATING MOMENTS THAT THEY HAD AS THEY PLAYED AND FIND OUT WHAT MADE THAT EXPERIENCE THE WAY IT WAS?

- DID THE PLAYERS LIKE THE CHARACTERS THEY PLAYED?
- DID THEY ENJOY THE PROCESS OF TRYING TO INFLUENCE OTHER PLAYERS?

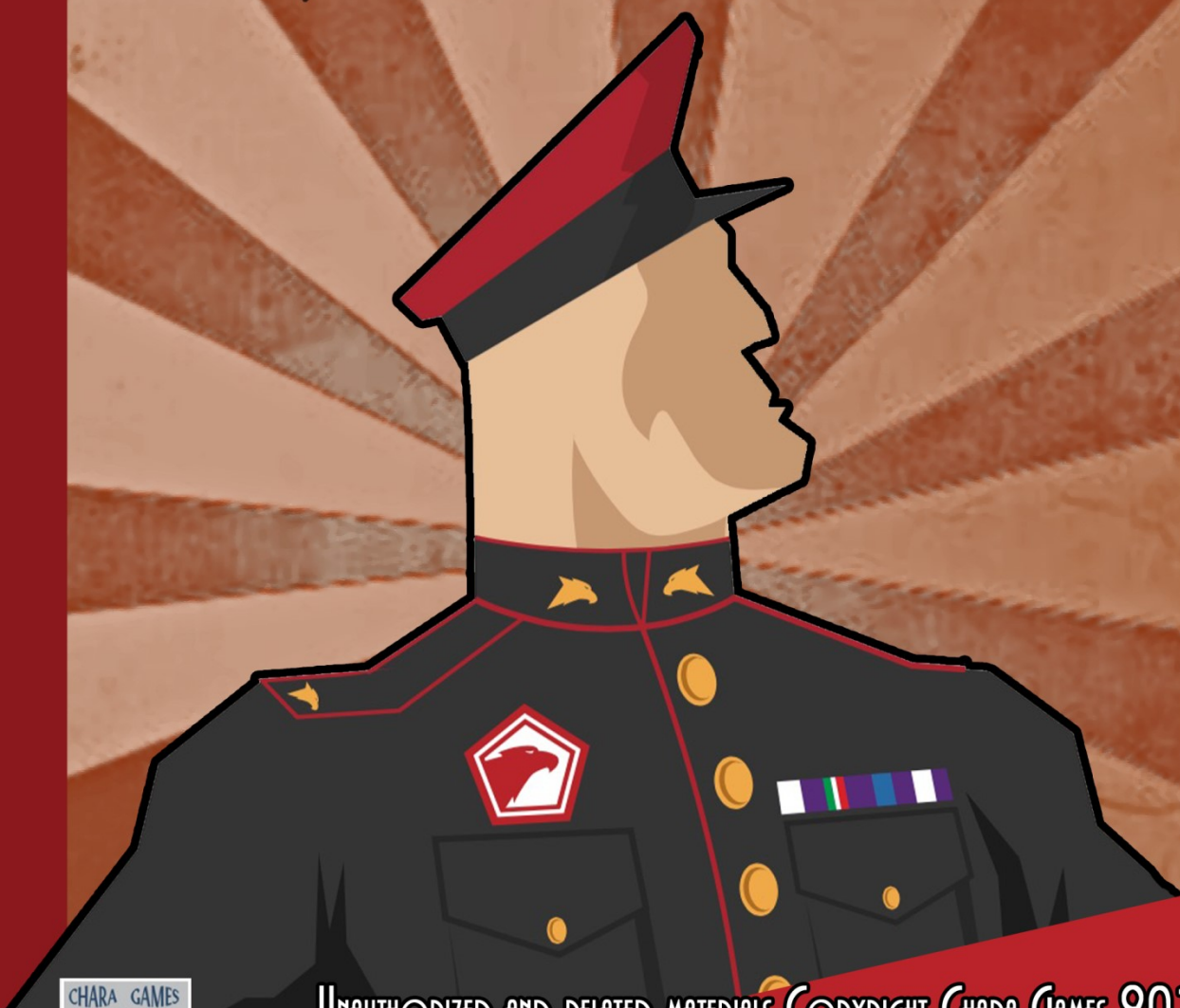
CHALLENGE:

ASK THE PLAYERS IF THEY STILL HAD THE SAME LOYALTY AT THE END OF THE GAME AS THEY DID AT THE BEGINNING.

- IF THEY CHANGED, WHAT WAS THE PROCESS OF SEEING THAT CHANGE HAPPEN? WAS IT SLOW AND SUBTLE? DID THE CHURCH PLAYERS JUST KEEP THROWING GREEN CARDS AT THEM UNTIL THEY COULDN'T RESIST ANYMORE? HOW DOES THAT REFLECT THE PROCESS OF THE UNDERGROUND CHURCH TRYING TO SPEAK TO THEIR NEIGHBORS WHEN IT MAY BE DANGEROUS TO DO SO?
- IF THEY DIDN'T CHANGE, WHAT GOT IN THE WAY? WHAT WAS THE RESISTANCE THEY EXPERIENCED TO CHANGE?
- HOW DID THEY IDENTIFY WHO WAS SAFE TO TALK TO (WHO SHARED YOUR LOYALTY)? WAS THERE EVER A TIME YOU THOUGHT YOU WERE SAFE ONLY TO FIND OUT THEY WERE PART OF THE OTHER SIDE?



FOR REGULARLY UPDATED LISTINGS OF
COUNTRIES WHERE THE CHURCH IS FACING
THE GREATEST AMOUNT OF PERSECUTION
VISIT [HTTPS://WWW.OPENDOORSUSA.ORG/](https://www.opendoorsusa.org/)



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