

Dwarven Mine of Borborosh

This is a LAOG, a live-action online game, played through a video or voice call plus a Google Drawing (Google account required) for 1-7 players.

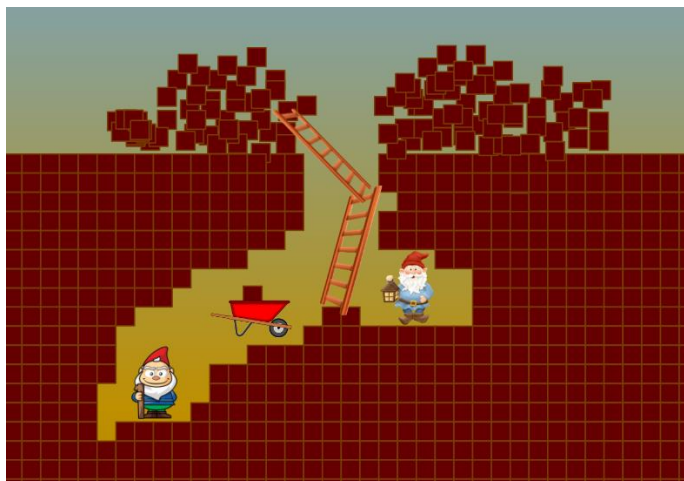
Play is easy opt-in and -out. Sessions are as short as 20 to 40 minutes or longer if you like, depending on your taste.

In Dwarven Mine of Borborosh we play a clan of dwarves digging through the ground for treasures and enlightenment.

You pick an existing character and accompany the character through their digging journey for a while.

This game is perfect for playing while being at an online conference for example. You play / dig for a while, then return to something else.

However, you can also use it for a longer meditative experience, even as a single player.



When your character changes in some way while you play, note it down in the character sheet. The next player of the character will happily continue from where you left the character.

All you need to in play is a shared video call platform, a copy of the game keeper (a Google Sheet) and a copy of the Mine of Borborosh (Google Drawing, link see below).

Game Keeper: <https://docs.google.com/spreadsheets/d/1y239noB9Aa-NUCMTzjfx8vOX-Cn7qK-mcl-IqzIzeFw/edit?usp=sharing>

What do you do in play?

You are a dwarf (all kind of dwarves welcome) and dig for treasure and enlightenment.

You spend most time digging. While doing so, you can **talk and sing** and interact with other dwarves digging. Take a break to meet them at the campfire.




Dwarven songs often work like this: repeat one or two syllables to a rhythm, like dum-di-dum-dum-di. Then all other dwarves repeat.

When you or another dwarf **find some treasure** and bring it to the surface, all dwarves gather around the campfire. Discuss what you found and what to do with it. You might fight about it, celebrate the finding or try to make use of the finding. Make a decision together who shall keep the treasure. It does not belong automatically to the one who found it.

Then return digging with all the singing and talking.

How do you dig?

Pick a dwarf you want to play by putting your name under "current player" into the character sheet in the game keeper (link above).

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Extract from the game keeper

Enter the digging ground. That is a Google Drawing filled with brown squares representing the ground.

Pick your dwarf and move it to the place where you want to dig.

Put the zoom level of the document (in the top bar) to something like 150% or 200%, so really zoomed in. The mine is big.

Move one piece of ground after another away. This can take a while and that is the correct to do so.

Rock pieces are best selected with your mouse (/cursor) and then moved around with the arrow keys.

Make enough space for a tunnel for your dwarf.

If you have moved enough dirt, get the wheelbarrow to carry the dirt away. Be aware that there is something like gravity, so you might need a ladder. Make copies of the ladder and the wheelbarrow. There are enough around of them for all dwarves and all tunnels.

How dwarves develop

Dwarves can change. They level up when their personality aspects have long enough shown up in play. Follow the instructions on the character keeper for levelling up.

When you finish a session of play, add a memory from this session to the dwarf's "memories" section. You can also note down special relationships towards other dwarves which might have developed over play then in the respective section.

Adding elements to the mine

When dwarves level up, the players have a couple of choices available to change the dwarf permanently. Some of them allow you as the player to add to the mine images.

These images should have a transparent background and follow the lines and veils you consented to. Add them under "Insert" and then upload from your desktop. Reduce them to an appropriate size

If it is equipment, put the equipment on the character keeper. Use "Insert in cell" after selecting the right cell on the character column.

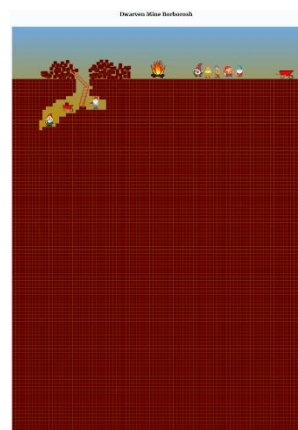
How to start a mine?

If you want to initiate a game of Dwarven mine of Borborosh, make a copy of this document to be used by you and your players.

Then choose which mine you want to play in and make a copy as well.

There are the following options:

Dwarven Mine of Borborosh – October 2024
Designed for the Golden Cobra Challenge



- [Dwarven mine of Borborosh](#): Dwarven oppressor Borborosh has been driven away. Their relicts are still underground. Time to take back our dwarven ancestor's ground. This is a mine with fantastical and ordinary items hidden in its depth. This is the recommended mine.
- [Sex planet Borborosh](#): our dwarves turn sex dwarves (thank you, Soft Cell, for the song). this mine has treasures which can be associated with sexuality, including kinky objects. For dwarves of all genders and shapes who like it spicy or enjoy the opportunity to openly discuss sexuality and desire.
- [Techno planet Borborosh](#): Our dwarves have just landed and need to explore the ground. This mine goes sci-fi. Expect dwarves turning cool and chrome.
- [The custom mine](#): choose this mine if you want to place treasures in the mine yourself. Only a few items are pre-placed.

Make the character keeper and the mine "share with anyone with the link". Invite friends or future-friends to play with you.

Propose times to play in the play time calendar and invite others to put their proposals and availability in there as well.

Share a link to a video or voice-only call (your preference) on your favourite platform for each session.

A recommended session length is 20 to 40 minutes.

Not excited yet or unsure what to do in play?

Work as a dwarf sounds aimless and unfulfilling to you? Maybe this game is not for you, that is totally fine.

Or you try embracing exactly this: this is a game about labour, companionship in monotonous work environments, about the few rare moments of excitement when something unexpected happens and the meditative atmosphere while getting something done together, step by step.

Or you and your players find your very own interpretation of the game, the dwarves and their lives. Fantastic!

Topics you could discuss while digging:

- Mining-babble: pseudo-expert talk about minerals, mining, equipment etc. Wikipedia is your friend
- Digging philosophy: motivation, dreams, big picture thinking, why is digging good for you soul, an artform, so special
- Borborosh Dreams: what do you hope to find, what do you dream of in your dwarven life? Make your dwarf vulnerable!
- Dwarf dynamics: raise the stakes about the next treasure to find. Push for conflict or conflict resolution about past decisions.

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