



A SURREAL VIDEOCALL GAME for 2-4 players //

"Even space stations are having a hard time" DEL THE FUNKY HOMOSAPIEN. "VIRUS," DELTRON 3030 II

STRANDED OUT HERE //



BACKGROUND

In mid-2024, two U.S. astronauts became stranded for months on the International Space Station, due to safety concerns about their spacecraft. (Godspeed!)

PREMISE

This game is a surreal exploration of astronauts being stranded in space for an indefinitely length of time, communicating between multiple space stations or spacecraft with each other, via short video calls.



INSPIRATIONS

- The Boeing Starliner (2019-present)
- The Covid pandemic (2019-present)
- THE EMPLOYEES (2020) by Olga Ravn
- TWENTY TRILLION LEAGUES UNDER THE SEA (2014) by Adam Roberts
- VIEWSCREAM (2014) by Rafael Chandler
- JUGGERNAUT (2015) & ISS ESCAPE (20XX?) by Jason Morningstar
- ONE MISSED CALL (2016) by Caroline Hobbs and Marc Hobbs
- EVENT HORIZON (1997) directed by Paul W.S. Anderson
- SUNSHINE (2007) directed by Danny Boyle
- LOVE (2011) directed by William Eubank
- GRAVITY (2013) directed by Alfonso Cuarón



FIRST THINGS FIRST

- A. START A VIDEO CALL with the other player(s), playing in distant locations or in the next room.
- B. SAY: "This is _____, calling station-to-station."

 Response: "We read you, ; this is ..."
- C. ASK: Have they heard from their team on Earth? Any updates on their timeline for return? Yeah, you haven't heard much either, aside from orders to "standby."
- SAY: Anyway, talk to you soon.
- END THE CALL.



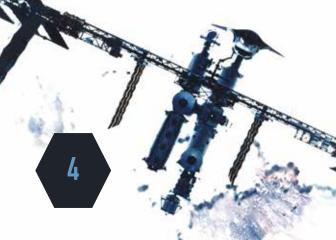
SECOND THINGS SECOND

- DO THE SAME LETTERED STEPS from the previous call (it's cumulative!), but...
- D. ALSO: Tell them that your space station just ran out of something basic, like peanut butter or paper towels.
- SAY: Anyway, talk to you soon.
- END THE CALL.



THIRD THINGS THIRD

- DO THE SAME LETTERED STEPS from the previous calls (it's cumulative!), but...
- E. ALSO: Tell them about the dream you had last night. Yeah, the one about the wilderness, when you were a kid. (It's so weird that they also had a similar dream.)
- SAY: Anyway, talk to you soon.
- FND THE CALL



FOURTH THINGS FOURTH

- DO THE SAME LETTERED STEPS from the previous calls (it's cumulative!), but...
- E. [REPLACES PREVIOUS "E" STEP]: You had the same dream, of course, but it was a little bit different this time, or continued from where the last dream ended. Weird
- SAY: Anyway, talk to you soon.
- END THE CALL.



FIFTH THINGS FIFTH

- DO THE SAME LETTERED STEPS from the previous calls (it's cumulative!), but...
- F. ALSO: You had a verbal fight with the other stranded crew member on your station. This ongoing situation makes tensions run a bit high.
- SAY: Anyway, talk to you soon.
- END THE CALL.



EIGHTH THINGS EIGHTH

- DO THE SAME LETTERED STEPS from the previous calls (it's cumulative!), but...
- C. [REPLACES PREVIOUS "C" STEP]: Apologize for not being in contact for a while. You've received no messages from your team on Earth. That's been pretty upsetting.
- SAY: Anyway, talk to you soon.
- END THE CALL.



FIFTEENTH THINGS FIFTEENTH

- DO THE SAME LETTERED STEPS from the previous calls (it's cumulative!), but...
- F. [REPLACES PREVIOUS "F" STEP]: Personal tensions are definitely getting worse. How long can people be expected to endure this?
- SAY: Anyway, talk to you soon.
- FND THE CALL



TWENTY-NINTH THINGS TWENTY-NINTH

- DO THE SAME LETTERED STEPS from the previous calls (it's cumulative!), but...
- C. [REPLACES PREVIOUS "C" STEP]: Yes, you're having the same interference problems, which make even station-to-station calls difficult. You'll keep trying, though. What else can you do?
- SAY: Anyway, talk to you "soon."
- FND THE CALL



THIRTY-SIXTH THINGS THIRTY-SIXTH

- DO THE SAME LETTERED STEPS from the previous calls (it's cumulative!), but...
- E. [REPLACES PREVIOUS "E" STEP]: Yes, you also slept peacefully, without any dreams. Thank goodness.
- SAY: Anyway, talk to you soon.
- FND THE CALL



CALL THIRTY-SEVEN

- START A VIDEO CALL with the other player(s).
- All players sing a cascade of different notes and sounds, trying to be as dissonant as possible. Maintain this for ~5 seconds.
- END THE CALL.
- AFTERWARDS: Never acknowledge that this call ever happened.



FORTIETH THINGS FORTIETH

- DO THE SAME LETTERED STEPS from the previous calls (it's cumulative!). but...
- B. [REPLACES PREVIOUS "B" STEP]: Happy Fortieth Station-to-Station Call. We certainly deserve to celebrate, after everything. Yes, we see that red light too.
- SAY: Anyway, talk to you soon.
- END THE CALL.