RUBICON
A CONSPIRACY OF SILENCE

"When you speak with whistle-blowers, they all think about rewriting their story, wondering what they could have done better, faster.
How they could have protected themselves, how they could have kept their family safe."

Stéphanie Gibaud, whistleblower in the UBS scandal

Gameplay and narrative-design
Most important design rules

- no game-over :
You can make mistakes in the game, which are part of the learning process.
The entire experience rely on how you adapt your strategy during the game.

- everything matters (tags and counters) :
We track most of your decisions during the game, to develop short term and long term consequences.
You relationship with all the characters in the game follows the same principle.

- a testimony :
We want the player to experience all the struggles that can encounter a whistleblower.
Every obstacle in the game is based on real life events, we deliver our message through the inherent difficulty of the game, and the idea that you have to always keep a critical mind.

Narrative structure

Analyzing multiple whistleblowers stories, we have elaborated a 3 act structure for the game

DISCOVERY	INVESTIGATION	REVEAL
Most whistleblowers are «normal citizens», who are gonna face a massive malfunction in their company. Their engagement comes usually from the lack of response of their management to those problems, and the emergency of the situation	When they realize that this issue won't be fix or taking care of, they understand they have to blow the whistle and alert people about these problems. They also often discover that the problem is much bigger and much more systemic than they anticipated	Finally, they have to come with a good strategy to alert the media and the population about the issue. They understand they'll have to fight in order to be heard. It's a very difficult process, with many betrayals and hypocrisis from a lot of actors.
Research Work Silence Ethics Trust	Colleagues Hierarchy Questioning Discoveries Doubts	Justice Fight Failure Goliath Threats

Dealing with people

A big part of the game are the interactions with other people.
The difficulty will be to read characters properly, to understand their psychology.

We track all your discussions, to create synergies and generate problem in the game.
Your relationship with your colleagues, with your boss, with your family and friends will have an impact on your story.

Based on our ressources, isolation is one of the most common threat for whisleblowers.

With multiple outcomes

Schematically, this is how we organize the multiple possibilities of the game.
Keep in mind that it's just a visual representation, as it's almost impossible to display all the micro-modifications due to your choices.

Work	Alert	Personnal life
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Your work, your personnal life, and the alert you want to launch are the three main parameters.
The «success» of the game remain in the balance between those three aspects.
You'll see that it's almost impossible to combine all three, at least without some knowledge.

We have develop 8 different archetypal outcomes according to those parameters.
Each of these archetypal outcomes have different sub-consequences according to your playthrough.