

METROPOLE: DÉRIVE

A psychogeographical solo-journaling investigation game



By Hags (<https://hags.bearblog.dev/>)

Cover picture inspired by and utilising *Midnight Radio* (1995, Bohren & Der Club of Gore)

Phase 1: Preparation

You will need:

- A small notebook or flip notepad (preferably A6)
- A pen
- A device that can play music and personal headphones
- The instructions to this game
- Anywhere between thirty minutes and an hour and a half.

You are a detective. A case arrives on your desk - an email, a phone call, a tossed manila folder. Roll a six sided die or choose one of the below.

Random table of case prompts	
d6	Case
1	A murder has occurred. The suspect is unknown.
2	An automobile has been stolen. No sign of either the thief or the vehicle.
3	A cat is missing. It has been gone for three days.
4	A precious ring has been lost. It was there one minute and gone the next.
5	A briefcase of important documents was taken at knifepoint. Motive unknown.
6	Combine two of the above prompts.

You will investigate and solve this case over the course of a walk, which will last anywhere between twenty minutes and an hour. During this walk - your **investigation** - you will make notes on important details and potential **clues**. You will then review these clues to provide a solution to your **case**.

Don your personal headphones and collect your notepad and pen, and leave your office. A playlist of atmospheric music has been provided at the end of this document.

Phase 2: Investigation

Stand on your doorstep and decide a rough route you will take on this investigation. It can be circuitous or a path that you follow both ways. It should include a spot, roughly halfway along your route, that is a **crime scene** - where the act took place, or the last known location of the missing subject. Visualise it in your head, and begin to walk.

While walking, search for **clues**. Focus on your surroundings. Search for details. Notice things you have never noticed before. Try to keep your head and eyes at least 90° from the floor, looking up as well as down.

When you spot something notable, summarise it in your notepad as a **clue**. While investigating, your suspicions as to what is a relevant clue are always correct. Try to note down a clue at least once every five to ten minutes. Slowly build the case in your head as you approach the **crime scene**.

At the crime scene, stop walking for a moment and look around. Take in every detail that surrounds you - sight, smell, sound. How do the clues you have already gathered inform your hypotheses about the case? Identify the holes in your theories that you need to fill. Note these issues in your notepad and move on, continuing to collect clues as you return to your office.

At some point in your investigation, take a moment for yourself. Sit on a bench or lean against a lamppost. Has anything been troubling you lately? How do you feel about the case? Has it affected your mood? Sigh, shake your head slightly, and resume the investigation.

Prompts:

- Glance at windows. Is there anything reflected?
- Walk into a corner shop. Purchase something if you wish. Pick up a newspaper and inspect the front page. Is there a story here relevant to the case?
- Peer through a barrier, or a fence. Is there anything on the other side?
- Do you spot any animals? Any signs of animal activity?
- Linger ever so slightly too long somewhere. Walk somewhere it would be unusual to do so, even if it's just half a foot onto a driveway.
- Look on top of the dashboard of a parked vehicle as you pass. Are there any notable items there?
- If an automobile passes you by and it grabs your attention, try to collect as much information on it as you can before it leaves your view - registration plate, colour, make, rough speed, direction headed.
- Are there any unusual items discarded on the street?
- Collect the registration plates of three random cars and treat the resulting string of characters as an anagram.
- Listen. Can you hear conversation? The lyrics to a song?

Phase 3: Deduction

Once you have returned to your office, take off your personal headphones. Have a hot or cold drink and exhale slowly. Review your notes and go over the case in your head.

Select six clues. These are your primary pieces of evidence. You should be able to summarise and argue your hypothesis about the case using just these six facts. Number them and roll a d6. The rolled clue is actually false, mistaken, or more complicated than originally inspected. Sit back, putting your hands behind your head as you sigh.

How does this development affect your theory about the case? Is your hypothesis recoverable? Can you draw on another piece of evidence that you'd earlier left? Redraft and finalise your case summary, partly or wholly reworking it in light of the development. Finally, perform a debrief where you summarise how the process of solving this case has affected you.

The whole process of drafting and finalising your case should not take more than ten or fifteen minutes. Use the case form attached:

CASE FORM		Investigator Name:		Date:	
Crime Description					
No.	Clue Description				
1					
2					
3					
4					
5					
6					
Initial Hypothesis					
Case Development		Clue No. Concerned:			
Final Summary					
Debrief (performance evaluation and comments for review)					

Playlist

This playlist can be listened to in the order presented or shuffled. All tracks are available somewhere on the internet.

Track Name - Album Name (Artist Name, Year)

1. **Total Falsch** - Patchouli Blue (Bohren & Der Club of Gore, 2020)
2. **Danube Incident** - Action With (Lalo Schiffrin, 1971)
3. **Chunga's Revenge** - Gotan Project (La Revancha Del Tango, 2001)
4. **05 Ghosts I** - Ghosts I-IV (Nine Inch Nails, 2008)
5. **Libertango** - Hôtel Costes (Grace Jones, 1999)
6. **The Reverse Will** - SILENT HILL2 (Akira Yamaoka, 2001)
7. **Alone In The Town** - SILENT HILL2 (Akira Yamaoka, 2001)
8. **Ditmas** - Neukrk (Disparition, 2011)
9. **The World Spins** - Floating Into The Night (Julee Cruise, 1989)
10. **A World Of Madness** - SILENT HILL2 (Akira Yamaoka, 2001)
11. **Midnight Radio Track 11** - Midnight Radio (Bohren & Der Club of Gore, 1995)
12. **Forgive** - Burial (Burial, 2006)
13. **Gardens** - Weaving a Basket (Sea Oleena, 2020)
14. **Television Snow** - Windswept (Johnny Jewel & Symmetry, 2017)
15. **you will see my heart** - In My Time (hazzard, 2021)
16. **Bird's Lament** - Sax Pax For A Sax (Moondog, 1997)
17. **Sour Soul** - Sour Soul (Alain Goraguer & Poo-Pah, 2021)
18. **Confronto** - Here and Now No. 2 (Lesiman, 1974)
19. **Carriers** - Palm in Mirror (Disparition, 2016)
20. **Dreams Without a Future** - 2147 (Sabled Sun, 2015)
21. **#3** - Selected Ambient Works Volume II (Aphex Twin, 1994)