



CARD 1

You and your companions have decided that you want to see the beautiful region of Dzūkija in Lithuania and the largest raised bog in Lithuania, the Čepkeliai Marsh.

You arrive at the educational Čepkeliai trail and walk through the beautifully decorated gates onto a wooden boardwalk leading to the bog. Pine forests rustle around you, birds chirp, and the sun shines brightly in the sky.

But suddenly, the trail beneath your feet begins to disappear. Fog rises above the marsh, enveloping everything in a thick silence. The water in the marsh begins to rise and flood the paths, leaving only narrow passages to the small marsh lakes in the distance.

WHY does it seem that the rising water is deciding for you where to go?

Do you:

*walk straight through the sphagnum moss, hoping to reach dry land faster → Card 2

*follow the narrow passages left by the water towards the lakes → Card 3

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CARD 2

The sphagnum moss begins to move beneath your feet. The entire surface of the bog appears to be alive. One of you remarks that you can feel the surface "waving, and in some places it seems as if it is about to break open."

WHY does it seem too dangerous to stay in one place?

Do you:

*start moving faster to escape → Card 4

*start moving slowly, but together → Card 5

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CARD 3

You approach one of the marsh lakes. It is quiet, dark, seemingly endless. The sky is reflected in it, but not your faces.

WHY does it seem like something is hiding in the dark water?

Do you:

- *slowly and carefully walk around the lake → Card 5
- *approach the water to take a closer look → Card 6

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CARD 4

As you move quickly, you feel one of you sinking. The carpet of moss beneath your feet shifts, and water rises between the moss. The more you move, the softer the surface becomes.

Why do the usual natural laws no longer apply here?

Do you:

- *start pulling your friend with force → Card 7
- *stop to think and redistribute your weight → Card 8

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CARD 5

Moving slowly, you stop sinking. But the fog is getting thicker. An arm's length away, there is a wall of thick white fog. You can't see anything.

But somewhere, you hear quiet laughter. It is all around you. It seems to be hiding in the fog, teasing you, unsettling you.

Why does the sound have no clear direction?

Do you:

*walk toward the sound → Card 6

*ignore it and try to stick to the now invisible course of your intuition → Card 9

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CARD 6

Laughter sounds like a song. It seems that someone is calling, beckoning, urging you on. One of you wants to follow.

WHO is laughing and not showing themselves?

Do you:

*let him/her go first → Card 10

*stop him/her and convince him/her to stay
→ Card 8

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CARD 7

As you pull harder, the bog becomes even softer, and the dark water rises and bubbles. Your friend sinks deeper and deeper. With a joint effort, you pull your friend out of the water and the bog.

But WHY is there no relief?

Do you:

*continue rushing and moving without stopping → Card 9

*take a short break to catch your breath → Card 8

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CARD 8

When you stop, the marsh seems to calm down. The water recedes, and the reeds once again look like a single, gently swaying carpet.

Ahead, you see yellowish, rough sand dunes.

WHY does the calm here seem deceptive?

Do you:

*walk toward the sand → Card 11

*turn around and go back to the swamp → Card 9

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CARD 9

As you wander, you notice that you keep returning to the same places. Your sense of distance and time has disappeared.

WHY does it seem that you keep passing the same places, but you don't recognize them?

Are you:

- *changing direction suddenly → Card 10
- *looking for a higher place → Card 11

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CARD 10

Suddenly, you notice that one of your companions is missing. When he returns, he remains silent.

WHY is silence more frightening than sound in this situation?

Do you:

- *ask what happened → Card 12
- *ask nothing and move on → Card 11

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CARD 11

You reach the inland sand dunes.

WHY do they seem to be deciding whether to let you pass?

Do you:

- *climb over the dunes → Card 13
- *walk along the edge → Card 12

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CARD 12

The fog is clearing, but you feel like you're being watched.

WHY can this place see you?

Are you:

- *hurrying → Card 13
- *slowing down → Card 14

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CARD 13

Behind the dunes is a pine forest. You can hear the bubbling of a bottomless spring.

Why is it so cold here?

Do you:

*go to the spring → Card 15

*stay away → Card 14

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CARD 14

A mossy old man is sitting on a fallen pine tree.

WHY does it seem like he was waiting for you?

Do you:

*start a conversation → Card 16

*walk toward the water → Card 15

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CARD 15

You cannot see the bottom of the bottomless spring.

WHY do you feel uneasy?

Are you:

*approaching → Card 17

*moving away → Card 16



CARD 16

The old man shows a sign.

Why does his silence sound like a warning?

Do you:

*follow the sign → Card 18

*ignore it → Card 17



CARD 17

You are tired. It is getting dark.

WHY are your doubts growing stronger?

Do you:

- *decide to go your separate ways → Card 19
- *decide to stay together → Card 18



CARD 18

The light ahead seems close. Your steps become heavier.

Do you:

- *rush toward the light without checking if everyone is with you → Card 21
- *walk cautiously, constantly checking if everyone is with you → Card 20



CARD 19

The light disappears. The swamp does not hold you, but it does not let you go either. Time has no direction here.

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CARD 20

You reach the edge of the reserve. Beneath your feet is a wooden path. Behind you is a peaceful silence. You all leave together. The guards let you go.

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CARD 21

The wooden path appears suddenly. However, there is no single step. You leave. But you don't take everything with you.

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SCENARIO BASED GAME "THE SECRETS OF CEPKELIAI RAISED BOG"

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