## Givercraft: Scenario 2

This Scenario of “The Giver” is about your character as a member of The Community and what your experience after the memories have returned!

The newest Receiver of Memory is gone! You’ve heard rumors of this happening before, but you don’t really remember much of it for yourself. You see how uncomfortable everyone is and you know that this is not a good sign!

The world is somehow different! Everything is still there; but the world is just somehow...different. You stumble upon memories that you’ve never experienced before. Ask yourself these questions:

* What do you do?
* Will you stay and try to rebuild so that The Community can get back to the Sameness?
* Or do you want to explore the changes in The Community and add new and different things?

Your Tasks:

* Keep a journal of your actions as you adventure into an unknown future. Tell the reader how you are experiencing this new change and why. You will be experiencing hunger, restricted materials, and possibly pain for the first time. How will you deal with it?
* Build memories that you find (books written by others and hidden in your world). As you journey through this new world, you will discover memories that you’ve never had before, recreate these memories and record them with screenshots! . Also, be sure to answer the questions that accompany each memory within your journal. Upload this journal to your designated page in the GiverCraft Wikispace. Be creative. This new world isn’t as easy to live in as the last one!
* Write in your journal about these memories that you find in the world. What are you building to help others remember and why? Place a sign describing the memory and take a screenshot; upload this picture with your journal entry about the memory.