



WHEN OUR WORLDS MEET

When our worlds meet is an artwork by Danielle Brathwaite-Shirley and a group of teenagers from Liverpool who call themselves 'The Bandidos'. The artwork is an immersive installation shown at FACT Liverpool, featuring a video game that you can also [play online](#). You can use this resource as a map to help you to find your way around the game and understand the worlds within it.

Below are descriptions of each world within the game. They are direct quotes from the young people who made the world. The avatars next to each game entrance reflect the young person who created that world.

Death, trauma and grief are themes that are present in the game. The themes relate to identity and enslaved people.

This guide has been made by the FACT Learning Team

