

*for Meguey
Happy Solstice*

Life *An AU*



A role playing game
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*When I was young,
the woods were home.*

The dirt road ran out from our backyard, wedged between old fields and the railroad tracks. It was maintained by the railroad company for repair and access to the tracks. There were often piles of discarded railroad ties, iron pins and interesting bits of glass to be found beside it. Hunks of coal and a layer of blackened earth hearkened back to when coal powered the trains. Wooden poles held remnants of telegraph wire, long slack and decayed.

A line of trees hid the dirt road and rail from the nearby field throughout its changes over the years. The green-beans, gourds and strawberries of my childhood gave way to tract housing, curiously built with no windows on the sides. But all prying eyes were still denied by the line of choke cherry and oak that waved in the breeze along the rail line.

One group of choke cherries clustered together, making a hiding place within the curtain of green. I made a fort there, leaning my back against the rough curling bark of the tree. Birds feasted on the tiny cherries from the laden berries, drooping but too high for me to climb. I would bring lemonade there. Packed lunches. Sitting beneath the trees, hidden from all. In a world of my own.

When did you see the unicorn?

A unicorn? I'm afraid I don't remember that.

You're thinking of my story, not hers.

Oh, of course....

Well, I never saw a unicorn while I was sitting beneath the choke cherries, but there was this one day when a hawk asked for my help....

Life

An AU

This is a storytelling game.

Two to four or five people can play this game together.

First, each person writes down two Spins.

Each Spin is a creature, place or object that is magical, mysterious or otherworldly.

One should be something they are drawn to or find awesome

One should be something fearful or threatening

For example,

Emily, Eppy, Vincent and Meg are playing this game.

Emily writes: Unicorn and Manticore

Eppy writes: Speaking Hawk and Box of Pain

Vincent writes: An Unending Stew Pot and the Mothman

Meg writes: A Loom of Daylight and the Thief of Sound

We each share a memory.

Taking turns, each person shares a real memory.

It may be....

a specific event

a place you frequented, or visited

something you did with a friend
or a relative

something else....

It's all right if you can't remember all the details, but
let it be something that occurred in your life.

Let it be a light memory. Something you can share
with strangers or friends comfortably.

Consider letting it be something special to you, that
you would feel good remembering and sharing with
others.

For example,

*For her story, Emily remembers a place near her child-
hood home. This thought makes her smile. She shares
it with the group.*

You may... introduce it with a summary thought.

For example,

*Emily summarizes her story with the phrase: "When I
was young, the woods were home."*

You may... use the themes below as prompts:

HAPPY SAD SURPRISING SCARY

OUTDOORS INDOORS SCHOOL WORK

GAMES COMMUNITY TRAVEL ILLNESS

Someone asks about a Spin

After the memory is shared, another player chooses
one of the Spins and asks a question that relates the
Spin to the memory.

For example,

*Vincent touches the Spin "Unicorn" and asks, "When
did you see the Unicorn?"*

The person relating the memory has a choice:

To Accept the Spin

or

To Pass on the Spin

Accept

Put the Spin in front of you. Spins may only occur in
one memory.

Pass

To pass a Spin, the player relating the memory says
they "do not remember" the Spin.

Each other player has the option to Accept a Spin
that has been Passed. To do so, say "That is from my
story," or "You are thinking of my story," or something
like that. Just one player may do so for each Spin.

For example:

*Emily shakes her head when Vincent mentions the uni-
corn. "That wasn't me." She passes the Spin.*

*Eppy says, "That was from my story." He takes the paper
with "unicorn" written on it and places it in front of him.*

A player who Passes must choose another Spin to
Accept.

Spinning AU

Once you accept a Spin on your turn, continue talking about the event, or object, creature or place, from your memory.

Describe how the Spin interacted with you and the other elements of the memory. Make it up.

For example,

Emily points to the "speaking hawk" and begins describing a hawk asking for her help with building a nest.

The memory now becomes part of a tale from an alternate universe where your life intersects with something fantastic or larger than life.

If you are unsure what should happen, you may ask others to help. Ask them how they remember it happening. Ask them what they would like to see. Those with ideas raise their hand. Choose someone to offer their idea.

When you like an idea, say yes and continue telling the tale made from your memory and the Spin.

Passed Spins

If you accepted a Spin during someone else's turn, use it on your turn. After you relate your memory, introduce this Spin into the memory. No one suggests a Spin when you finish sharing your memory.

You may....

ask for a second Spin by saying "Does anyone recall something else happening?"

or

end your story after using just one Spin

Ending our Tales

After we have incorporated one or two Spins into the memory, end the story and let the next person tell theirs.

Let each story be brief.

Ask for help no more than three times.

Thank everyone for listening when you finish your tale.

Other Ways to Spin

You may....

....use Spins in more than one tale

...choose a Spin which will be in all the tales

...introduce a second Spin for each Tale

...ask for more than three ideas

.....ask for no more than one idea

....think of more ways to change this game