

I Remember When

This is a game for two people who play a couple in a relationship that is on the brink of ending. Do you want to be with them? Do you think they want to be with you? Play this game to find out if the relationship ends or not.

In the game you will cover topics that often affect couples that are having trouble. Some examples might be infidelity, abuse, lying, secrets, contempt, addiction, depression and stress. Before starting play have a quick discussion listing any of these topics or any others that you do not want to have introduced to the game. You do not need to give a reason why and you can not ask about the other players exemptions.

You and your partner have been fighting for hours. You are at the point where the intensity has started to drop and you're not sure why the fight started in the first place. Most of the fight was just rehashing old arguments that you still can't resolve. You are exhausted and you are at the point of not remembering why you want to be in a relationship with your partner. Inevitably your argument turns into an "I remember when" conversion.

1. Start play seated across from the other player. Reach out a hand to the other player and hold hands lightly. This will be for the extent of the game so find a comfortable position.
2. Each player thinks of 2 numbers from 1-5, Keep these numbers to yourself. Then place your free hand out in front with a random number of fingers extended (It has to be at least 1)
3. First player - if the number of fingers your partner has extended matches one of the numbers you are thinking of then you should tell a positive story from your relationship. If it does not match then you should tell a negative story from your relationship. Your story starts with "I remember when..."
4. Second player - after the story is told respond however you see fit. You can deny the story defend yourself or elaborate on the story remembering how much you liked it if that is the case.
5. After that interaction the second player tells an "I remember when" story using the same criteria as the first and the first player gets to respond as they see fit.

Steps 2-5 is one round of play. Play for three rounds changing the number of fingers extended for each round but not the 2 numbers that represent positive stories.

During play you can use the hands you are holding to help communicate.

- If you are tense, angry or afraid tighten your grip.
- If you are happy, content or indifferent then relax your grip.
- **If at anytime you do not want to play with the chosen content pull your hand away from the other player. If your partner pulls their hand away from you do not resist it, stop what you're saying and immediately say, "I shouldn't have brought that up, I'm sorry."**
- If you pull your hand away you get to decide when and if you start playing again. If you are done playing that is fine but you can also choose to take a break. Have something to drink, take some time away from your partner and decide if you want to continue. If you decide to continue then come back and say, "let's move on."
- At this point you continue but use a completely different story than the one that triggered the break.

After three rounds of stories the players decide if they want to stay in the relationship or if they want it to end. Each player must tell their partner what they want. If the players don't agree they can tell one more story or reiterate a story already told to try and persuade the other to change their mind but if they don't change their mind they must accept it.

Follow your Emotions

After the first stories are told you may find yourself wanting to tell a certain type of story regardless of what the outcome is of the number selection. If your character feelings in play are driving you to pick a specific type of story you can do that. Make it positive or negative as your character sees fit.

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