



falling

*A Game
of Spheres
and
Questions*

I have 36 questions for you, 36 very tough questions.

They aren't tough because they are hard to answer.

They're tough because they can be **easy** to answer. *Can be.* If you allow yourself to be vulnerable, to be in a place where you can share intimate details, then the questions would be easy to answer.

If not, if vulnerability is a space that is hard to find, then this game will help you.

Falling is game about spheres and questions. It is a game about finding and establishing the emotional spaces we need to explore feelings, and share them with another person.

Based on the New York Times' article [36 Questions That Lead to Love](#), *Falling* aims to provide an opportunity for people to create intimate spaces between them. While falling in love is a possibility (and yes, the questions, when answered, have done this for a number of people), it is not the objective of this game. Rather, crafting the intimate space, where restoration and connection is made possible, is where we'd like to go.

A note on safety:

Roleplaying games can give players the ability to inflict wounds without meaning to. Safety first in all things.

Consent is key. Should any player not want to elaborate on their answers, then they should not be pressured to. Boundaries are to be expected for this game.

On establishing boundaries: players are encouraged, before play, to state which topics make them uncomfortable. These are to be written down and noted by everyone in a gaming session. Questions that are triggers can be skipped, with no explanation needed.

The rule of free departure is deliberately written into this game. Should any player want to leave, they can leave, without judgement from other players.

Finally, an intimate space can only be built with trust. So swear it: in this circle, all is private, and not to be shared.

[More safety tools for general use can be found here.](#)

Spheres

This is a game comprised of three spheres. Each sphere represents a circle of intimacy that leads deeper into your core. The Three Spheres are:

The Face: of realizations of what and how you interact with in the outside world.

The Mind: of sharing how you make decisions against the values that you have.

The Personal: of probing into the things you have kept from the world,, including your self.

One should imagine each Sphere as a globe of locks. Each Question should provide a way deeper into the Sphere.

Questions

Use each Question to unlock more of the Sphere.

You may ask for more details, or withhold from answering.

Keep your answers truthful.

Answers may contradict each other.

Take turns asking the Questions, one at a time, in order.

Each pair should answer each Question together, before moving on to the next.

Materials

For this game, you will need a sheet of paper, and a pair of pencils.

The Sphere of Many Faces (1)

Before answering questions, take your sheet of paper, and draw a large circle on it, one whose diameter is as wide as the page.

Draw a second circle on it, and then a third, such that your page resembles a bullseye target.

As we get deeper with each question, we will get closer to the center of these circles.

We start with the Sphere of Many Faces. As you answer these questions, share who you are when subjected to the gaze of the world. Write your answers in that outermost circle.

1 - Given the choice of anyone currently living, whose house would you like to be invited to?

2 - Assuming you had to choose between yourself and a close friend: who would you choose to live a life of fame? Why?

3 - Do you rehearse how you would introduce yourself to a person? Why or why not?

4 - What would constitute “the worst day ever” for you?

5 - Do you try to entertain others? Why or why not?

6 - When someone tells you to dress in “business casual (an informal presentation),” what do you wear?

7 - What kind of life do you want for yourself when you retire?

8 - Name 3 things about yourself that have made people laugh.

9 - What in life gives you the most hope?

10 - Assuming that you could travel to the past, what parenting tips would you give to your parents?

11 - Take 3 minutes to describe the best parts of your favorite book, movie, video game, or television show (epic tale, bard’s poesy.) Warn for spoilers. Give a spoiler free version as best as you can.

12 - Name one thing so far that you are glad to have learned about your partner.

The Sphere of the Mind (2)

Let's continue now to the second circle, the Sphere of the Mind. From here, let's share and contemplate how our thoughts shape ourselves and the places and people around us.

Write your answers in the middle circle.

13 (1) - Are you a self-aware person? What would a self-aware person say about themselves?

14 (2) - Share your most recent or memorable dream to your partner. Ask your partner: what do you think this means?

15 (3) - What are you most proud of?

16 (4) - What is something that you're told you should be proud of, but are not?

17 (5) - Assuming that you could literally trade memories or experiences with your partner, what is the most precious thing you would share with your partner? (You get to keep the experience.)

18 (6) - What is a memory that you could permanently erase if you could?

19 (7) - If you could pick someone to hold on and keep treasured memories for you, who would it be, and why?

20 (8) - What needs to happen before you tell people that you love them?

21 (9) - What needs to happen before you end a friendship?

22 (10) - What is your ideal family life? How closely does your own family resemble this idea?

23 (11) - If there was anything about yourself that you would change for your friends' and family's benefit, what would that be?

24 (12) - Name five more things so far that you are glad to have learned about your partner.

The Sphere of the Personal (3)

We will finish with the third Sphere, the Sphere of the Personal. Here, we share our deepest and most core values.

Write your answers in the final circle.

25 (1) - Tell your partner 3 things about yourself that you wish were true. Explain why.

26 (2) - Complete this statement: "The most satisfying thing I've shared with you so far is..."

27 (3) - Describe your ideal best friend. How close is your partner to this ideal? Explain the difference in a positive way.

28 (4) - Share with your partner the last time you felt safe. What was it like?

29 (5) - What needs to happen before you feel secure around a new person?

30 (6) - Share with your partner what you would do to help them feel safe and secure.

31 (7) - Name three things about your partner that you think is a gift to the world, and the the world should know about.

32 (8) - Share what you would do to exit an embarrassing situation without drawing attention to yourself.

33 (9) - What topics are too important to joke about?

34 (10) - What advice would give to someone who is trying to live down their shame?

35 (11) - Share with your partner something that you feel you might have inadvertently revealed. Did you both guess the same thing?

36 (12) - Based on today's conversation: what do you think you can promise to your partner?

Exiting the Spheres

Activities like these tend to work best with providing a partner with the full focus of one's attention.

Agree on one of the following, and do so. For the duration of 4 minutes:

- *Gaze at your partner.*
- *Hold your partner's hand.*
- *Make plans of when you will see each other next.*
- *Exchange who else you would plan to share this experience with.*

Fictional and Campaign Uses

Falling can be used to create and strengthen fictional characters' relationships as well. Use any of the questions as prompts for meaningful dialogue. Storytellers, game masters, players, etc., can use the questions to facilitate conversations between them that mark moments of growth or intimacy after a fateful encounter.

If unable to pick, simply roll 1d3, then a 1d12 to randomly select a question for a player character to answer with their party at the end of a session to see how their relationships might have grown during downtimes and other similar periods of rest and recovery.

Prompts for anachronistic campaigns are modified and are contained in parenthesis.

Paired Character Creation

Consequently, figuring out the back story of campaigns and player character relationships before a game can be difficult.

Pairs can use the table below, under preferred descriptors of their character, to use questions and their answers to craft bonds between each other. Use the question where the descriptors intersect to start the conversation for character creations, and the bonds they have before the start of the adventure.

<i>Type</i>	<i>Warrior/Melee Combat</i>	<i>Priest</i>	<i>Magic-User/ Ranged Support</i>	<i>Magic-User/ Ranged Attack</i>	<i>Rogue / Black Ops</i>	<i>Specialist - Tinker/ Technologist</i>	<i>Iconoclast</i>	<i>All-Around / The Face</i>
<i>Warrior</i>	25	31	21	19	32	22	30	13
<i>Priest</i>	31	14	30	15	34	5	26	19
<i>Magic-User/ Ranged Support</i>	21	30	17	29	7	4	18	10
<i>Magic-User/ Ranged Attack</i>	19	15	29	35	8	3	10	27
<i>Rogue</i>	32	34	7	8	16	20	28	36
<i>Specialist - Tinker/ Technologist</i>	22	5	4	3	20	27	21	29
<i>Iconoclast</i>	30	26	18	10	28	21	1	2
<i>All-Around</i>	13	19	10	27	36	29	2	11

Acknowledgements & Credits

Much of this exercise was inspired by previously mentioned articles in the *New York Times*, in particularly articles from the [Modern Love](#) columns.

The musical podcast [36 Questions](#) provided a soundtrack to work to.

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