

Map of house.

This is a short game to be played by yourself. It can be intense, if you give it that power. It's best to allow for some introspection afterwards, perhaps you could find somewhere nice to take a walk.

With pencil and paper, draw a map of the most important of the houses you lived in while a child. Important, as in, important to you. Note each room, the doors, stairs, windows perhaps. Every part of the house that was important to you, that you let your mind go into, can be considered a room.

Now in each room, write the name of or illustrate a difficulty that you will seek to overcome in the next phase of play. The difficulties can be related to your young life, or your present life, or not related to either. They could be weighty conversations, or physical barriers, or distractions, or metaphors. Make sure each room has a difficulty.

Now you begin imagining this: you are outside the house, looking as you do now. You enter the house, enter the first room. Imagine it. You see the difficulty there. Focus on it.

In your pocket is something that you brought with you, which will help you overcome this difficulty.

If you can figure out how to do so, then you overcome the difficulty and the thing you found in your pocket is used up. In the room, you find something absolute, some actual thing that you can pick up and bring with you. Say what you find. Whatever it is, it will help you overcome the next difficulty you meet.

Move through the entire house like this, if you can. Enter a room. Meet a difficulty, face it, use the thing that you've just found to overcome it; in doing so, that thing is depleted but you find another.

If you can't figure out how to overcome a difficulty with what you've found, you can take a break, start again later. Maybe you can overcome that difficulty with what you have inside of you.

If you lose it, stop. If it ceases being powerful or relevant, stop. You've fallen off the edge of it, you'll have to come back to it later. Maybe never, maybe it's not for you. Maybe you missed it already back there somewhere.

End notes.

Written by Jackson Tegu.  
Dedicated to our old houses.

This early edition (called SRC edition) written for the Solitaire RPG Challenge. For that competition, it addresses both the Sharing and Pencil & Paper Challenges.

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70% Chance of a further edition, if play suggests that such is necessary.