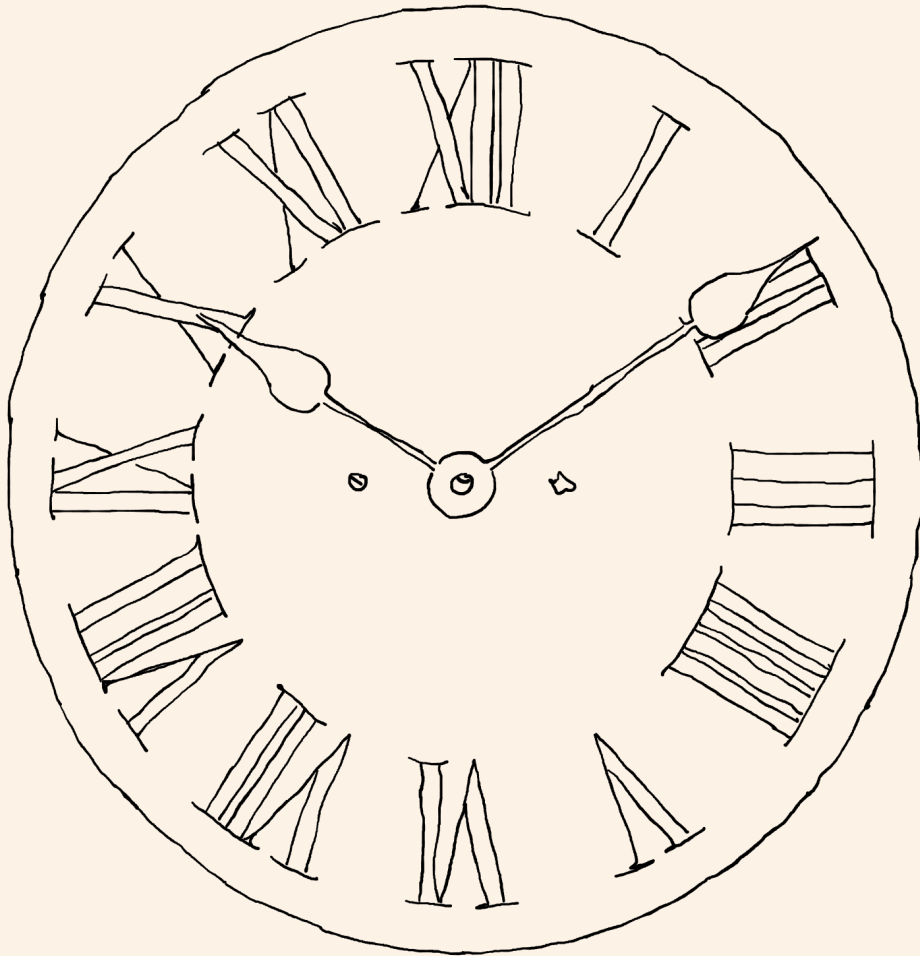


*Dedicated to M. Baker -
Thank you for the inspiration.*

WHEN ENDS BEGIN



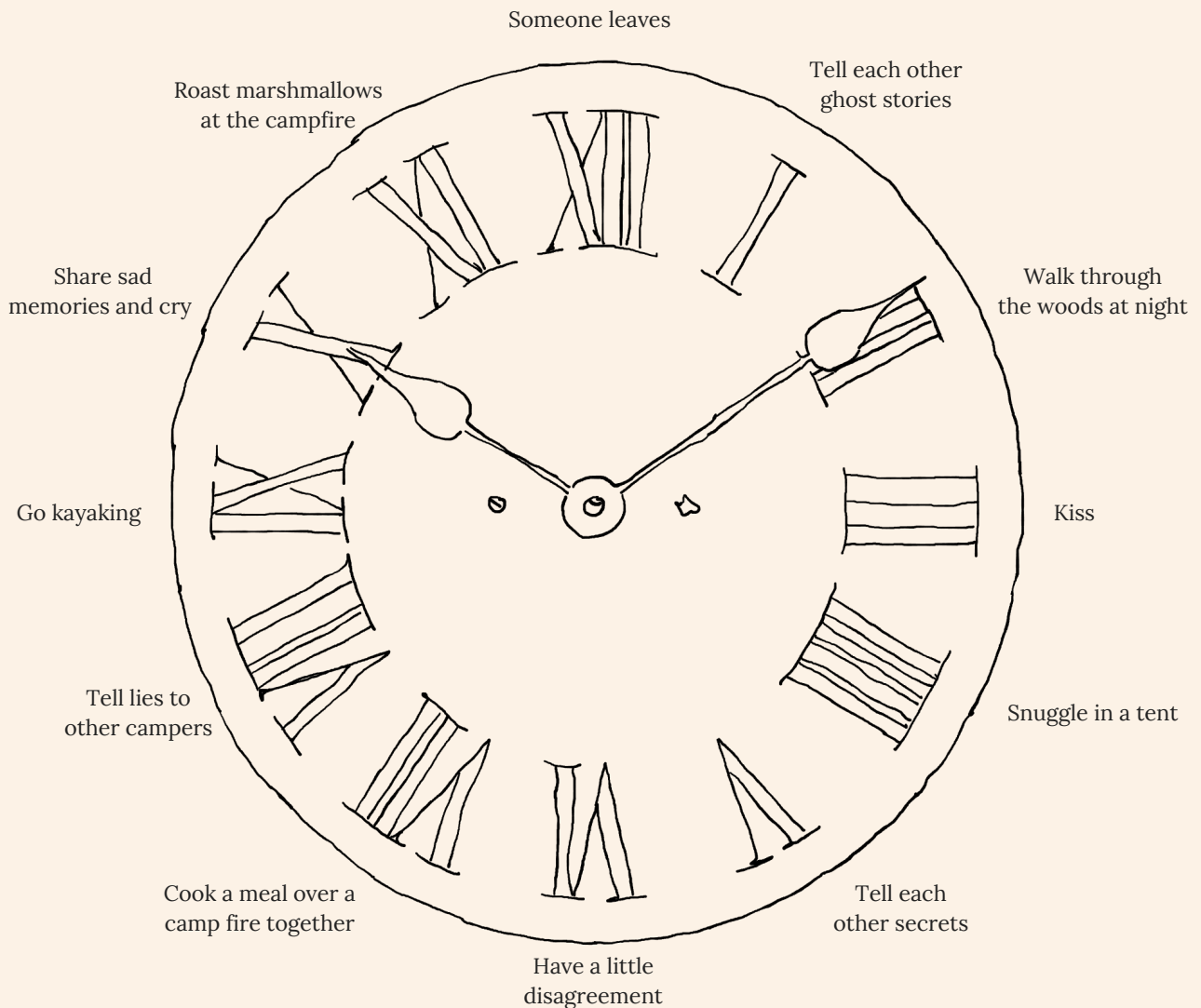
BEGINNINGS

- Create a round clock face. At each hour, write down an activity that two people in love might do. There are two elements you may not include: no sex, no marriage.
-
- At hour 12, write: "Someone leaves."

Determine your setting...

...which can be whatever you want.

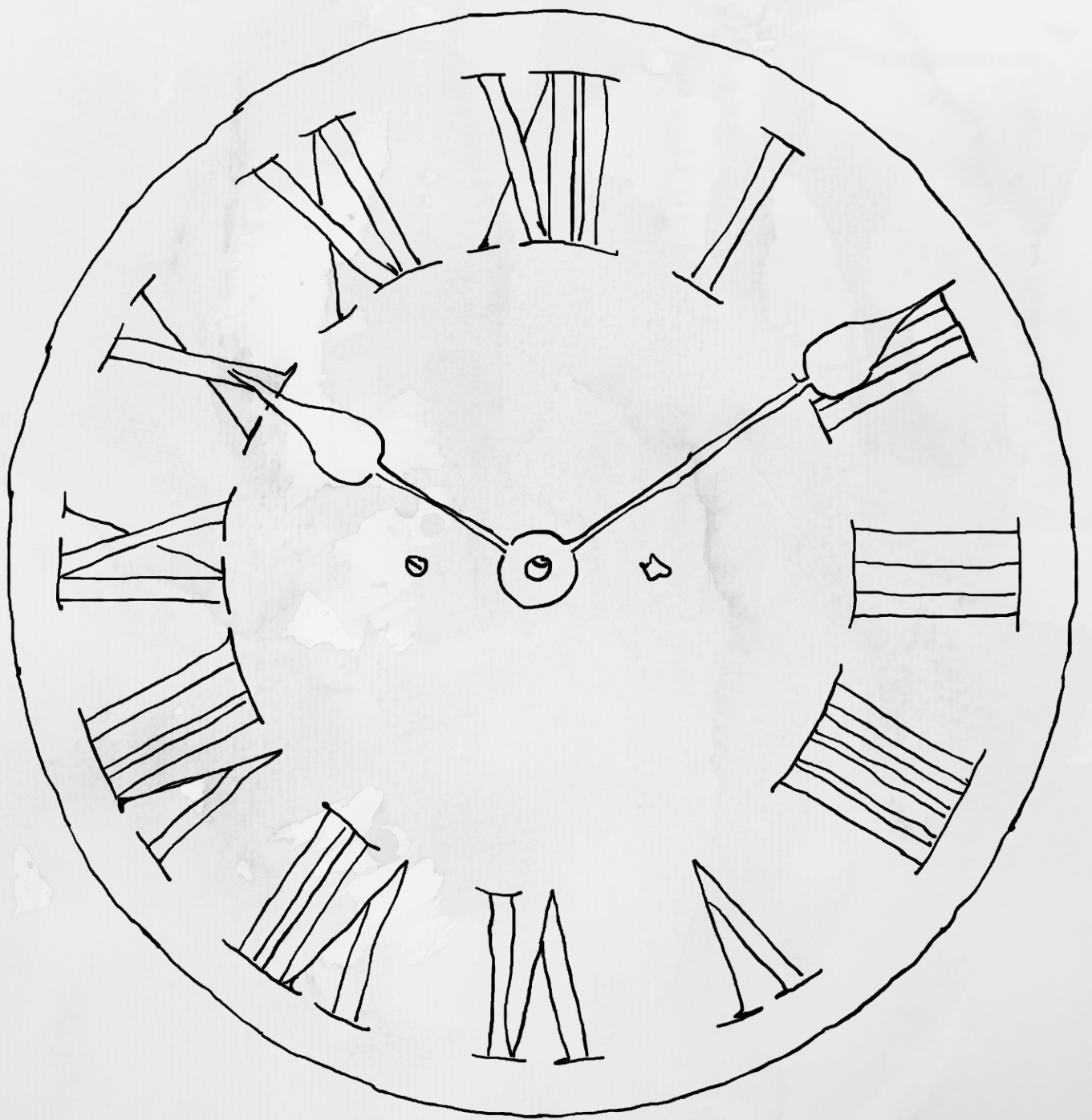
AN EXAMPLE CLOCKFACE



SO BEGINS A TALE OF LOVE

- But remember:
- all relationships end.

Example Setting: A multi-family campsite in Tahoe, California.



Ends Beginning

●	_____	●	_____
●	_____	●	_____
●	_____	●	_____
●	_____	●	_____
●	_____	●	_____
●	_____	●	_____

Create a list of twelve ways in which a relationship might end.

Number it.

Create two characters

1. Musical taste
2. First name
3. What they're great at
4. Preferred pronouns
5. Massive flaw

If you wish to create a group of more than two characters who are in love, create more characters.

Pick a point on the clock where your characters will meet.

Roleplay that scene in first person

What happens when your two characters meet? Consider their senses, their setting, and their emotions.

- When the scene ends, roll 2D6.
- If you roll a 12, one of the characters will
- leave the other.
- (If so, proceed to the LEAVING section.)
- If you don't roll a 12, pick a(nother) point on the clock and play out the scene.
- Repeating points on the clock is fine.
- Repeat this module until you roll a 12.



Determine which character is Character A and which character is Character B (or C, etc.).

Roll 2D6 to determine whether Character A (1-6) or Character B (7-12) will instigate the separation.

LEAVING

Roll 2D6 to determine in which way the relationship will end, referring to your numbered list.

Play out the scene in which the lovers part.

Sit and think for a while.

is there anything you'd like to add?



Write down any thoughts you have after the game, and touch base with your emotions. What did this game bring up for you?

Note from the author -

I publish games at about the same rate that others post blog posts. I do this in an effort to grow my expertise via design practice and feedback via playtesting and reviews. I give myself permission to revise previous games and publish them as a different version when I want to, although I very well may not do that for some games, or, indeed most. I hope that you will wish me well as I develop my craft.

-Wendy

