



stay in touch

an Epistolary Game
by Ronnie Ritchie

Stay in Touch is about two queer friends who have found some way to keep corresponding after an apocalyptic Event. In this strange new world, you grasp for connection and a feeling of normalcy in your relationship with your friend. You are afraid of revealing the depth of your fear and loneliness, but it seeps out between the lines.

Will you be able to learn to be vulnerable, or is the world too dangerous for that, anymore?



Stay In Touch by Ronnie Ritchie.

Cover and interior art by Ronnie Ritchie.

This game is based off of the game *Say What You Mean* by Riley Rethal. You can find *Say What You Mean* and other games by Riley at metagame.itch.io.

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SET UP

Each give your character a name and pronouns, then use the lists on the next page to decide your goals, how you know each other, and when you saw each other last.

Reserve details about your characters, the world, and your relationship for the letters themselves, with some exceptions (see page 3, “On Metagaming”).

GAME PLAY

The two of you are... *(roll 1d6)*

- 1- childhood friends.
- 2- leaders of different queer grassroots groups.
- 3- ex-partners/friends/friends-with-benefits.
- 4- sports/trivia/slam-poetry rivals.
- 5- members of the same university major/MMO guild/choir.
- 6- Roll twice, it was both.

The last time you saw each other... *(roll 1d6)*

- 1- you had an explosive argument.
- 2- you agreed to end your relationship.
- 3- one of you confessed something.
- 4- one of you told a dangerous lie.
- 5- you planned to see each other again soon.
- 6- Roll twice, it was both.

Your character's goal is... *(roll 1d6 for each character)*

- 1- to find other survivors.
- 2- to build a sustainable household.
- 3- to build a secure fort.
- 4- revenge.
- 5- to help other survivors.
- 6- to preserve the history of the past.

Optional detail, one of you... *(roll 1d6)*

- 1- has developed strange attributes since the Event.
- 2- has transitioned since you both lost touch.
- 3- is on the run from their last home.
- 4- has developed strange abilities since the Event.
- 5- has developed a chronic illness since the Event.
- 6- Roll twice, both are true.

Once characters have been established, choose who will write the first letter. The letter can be the first since your characters regained contact, or one letter in the middle of an exchange. Write each letter after the first letter in reply to the previous letter. Before writing a letter, including the first letter, roll two six-sided dice to apply to the chart below for a prompt.

In the case of a double (ex: rolling two ones), you may choose to either write about the event, or describe how the event prevented you from being able to write. In the case of the latter, your game partner would then write a letter in reply to the lack of a letter.

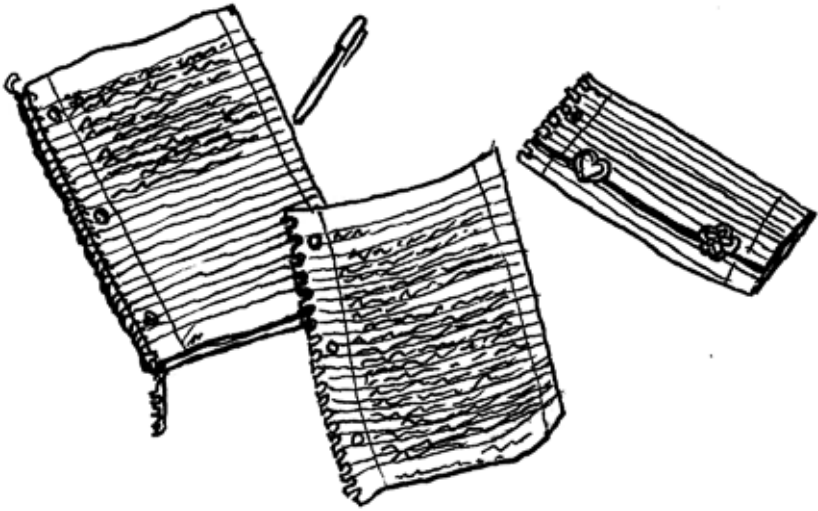
The game ends after three doubles have been rolled, or you both agree that the story has come to a natural conclusion. Discuss what might have happened to your characters after the end of the game, days, weeks, or even years later.

ON METAGAMING

It is highly encouraged for you and your partner to talk about the game outside of the game itself. Discuss details about the world and characters before they are solidified in letters. Regularly check in to make sure you both are on the same page. Agree upon what topics you both are and are not interested in touching upon in play.

Try out making lists of what themes you “Will”, “Won’t”, and “Want” to have as a part of your game, and follow them as you play. These lists can be updated during play as you get a better feel for what you want out of the game.

6						EVENT: You see each other again.
5					EVENT: You fall ill for a period of time.	Feel nostalgic for the time before the Event
4				EVENT: Your letter is lost in transit.	Blame someone for something they didn't do	Admit you were wrong
3			EVENT: There is a threat on your life.	Talk of your studies	Tell a dangerous truth	Talk of someone new you've met
2		EVENT: An anomaly shakes the world.	Reveal something that makes you vulnerable	Include a small gift	Insult the other	Tell an unnecessary lie
1	EVENT: You hear talk of the other in your travels.	Give the other a compliment	Bring up an old argument	Talk of a looming threat	Brag about your successes	Tell a story of your life before the Event
	1	2	3	4	5	6



Ronnie Ritchie is an illustrator and storyteller living and working in Ontario, Canada. They enjoy playing games, and sometimes they make games, too.

Check out more of their art and games at ritchiearts.com and ritchiearts.itch.io