CONSTRUCTIVE MEMORIES

a literary game divided in acts and scenes. Played online. Ideally for 2 players but more is possible. The goal is to introduce ourselves in the past of the other by constructing, around an event that happened in the life of the first player, a possible past that includes both players.

the steps:

1. the person who starts writes a moment that really happened in his/her life but that includes a new character: the other player.

   Attention: you cannot replace a person that was originally there by the other player. you have to add the other player into your personal story and place him/her in a situation that could have been possible if he/she were there.

2. the person that has been placed in the past of the other continues the story. he/she has to imagine how the action would have happened if he/she would have been there. the goal is not to figure out what happened next but to be honest with yourself and to imagine how you would have react in the situation you have been put in.

3. as players change turns a new memory is built. from scene to scene, each player shapes him/herself in the world (remembered and imagined) of the other.

   Attention: you cannot correct/change the text of the other player. nor change the action of your text after it has been read by the other player. you have to find ways to re-adjust or twist the action at the next scene you'll write.

4. either player can end an act. you simply make yourself go away in the story.

5. the game can continue by starting another act. that act, however, should be started by the player who was the intruder in the past of the other.

guidelines:

- the game uses theatre terminology: each story is an *act*, each interaction a *scene*.

- it isn't a role playing game; you play you. the aim isn't to imagine yourself better but to mold the reality of what you are into a moment of the life of the other.

- you can put the other player in any situation you want as long that it is something that could happen in real life.

- you can enter the other's past at the age you are now or younger but you have to stay consequent: everything that happened to you in real life until the age you choose has happened. you enter the other's memory with your past.

- the play is anonymous to those who aren't part of the game you are playing. So use the first letter of players first name to interact in the text, example:
  N— where were you going M?
  M— i am not sure...

- in order to facilitate a more dynamic and spontaneous exchange, a scene shouldn't be too long. visual/sound can be used.

- the game can be played according to each other's rhythm, obligations & availability.

the playground

a shared Tumblr account you create and name possible-worlds-(*choose a number that isn't taken already*). So the address should look like: http://possible-worlds-7.tumblr.com.

please contact www.natalieb.ca for any questions, comments and/or suggestions.