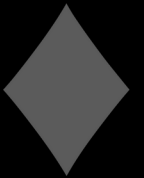




# We Saved The World Once

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A 2-player TTRPG about former friends

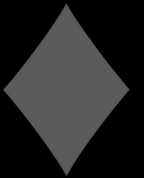




# Introduction

We Saved The World Once is a two player card-based TTRPG about two people who once saved the world together and must do it again. However, they are no longer friends. It explores their relationship, both past and present, and the reasons why they had a falling out. Ultimately it asks the question: after everything they've gone through, are they able to work together again?

Only a standard deck of playing cards and a willingness to explore a strained friendship are needed to play We Saved The World Once.





# Acknowledgement



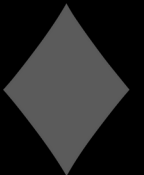
We Saved The World Once was created on the lands of the Wurundjeri people of the Kulin nation. Sovereignty was never ceded.

## Keeping Safe

This game is about a relationship that ended on a bad note, and all of the intense emotions that are associated with such a relationship. The characters are hurting, and they may not know how to cope with their pain.

For these reasons, safety tools are important to use while playing. Such safety tools include the X-Card (<http://tinyurl.com/x-card-rpg>) by John Stavropoulos, Lines and Veils, and the Luxton Technique. Keep in mind that not every safety tool works for everyone.

In addition, this game has safety considerations built into its mechanics. You are encouraged to read through the prompts before playing and change or even remove any that you are not comfortable with answering. The prompts themselves can be answered in a variety of ways.





# Setting Up The Game

## Creating The Setting

Two details about the world the characters inhabit should be established together before playing: the threat that they are up against, and how they defeated this threat the first time.

The threat should be simple, and unambiguously evil. A force that endangers the world but also brings them together.

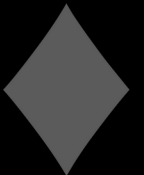
The method by which they defeated this threat can be anything, as long as they had to do it as a team, and that they would be able to recreate it again.

The specifics aren't important, and may be uncovered through play. However it should be clear what the stakes are, and why the two characters are needed to save the world.

## Creating The Characters

Give the two characters names and pronouns. All other details can be figured out when they arise during play.

The nature of the relationship between the characters should also be established. The game assumes a platonic relationship but a different kind of relationship can also be explored.





## Creating The Decks



Before assembling the decks proper, read through the prompts. If there are any prompts that you would feel uncomfortable asking or answering, make a note of them.

After all the prompts have been read, discuss the noted prompts with each other. Together, decide if you'd be comfortable rewording or altering those prompts, or if you would rather remove them from the game entirely.

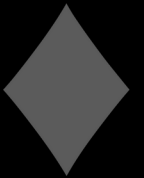
Once any noted prompts are altered or removed, the decks can be created.

If the deck has any Jokers in it, remove those as well. They are not needed. Alternatively they can be used as X-Cards.

Separate the Spades from the rest of the deck and shuffle them. Draw 6 cards from the Spades. These 6 cards are the Shift Deck.

The remaining cards comprise the Question Deck. Before shuffling it, remove the Ace of Clubs. This is the first prompt to be answered.

Finally, each player draws 5 cards from the Question Deck.





# Playing The Game



## First Prompt

The first prompt that should be answered is the prompt associated with the Ace of Clubs: How do you respond to seeing me again?

Either or both players can answer this prompt. Use this to establish their reunion.

Once this prompt is answered the next prompt must be chosen.

## Choosing Prompts

To simulate the characters' desire for answers, and inability to listen to each other, the right to ask a card prompt must be won.

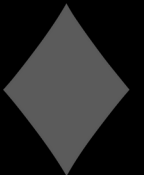
Each player chooses a card from their hand and places it facedown. Together these cards are flipped over.

If the cards are of a different suit, the card with the highest value wins. If it is a draw the player who won the least recently wins. The losing card is discarded.

If the cards are of the same suit, both cards are discarded. Instead, the winning card is drawn from the Shift Deck.

Either way, each player draws another card from the Question Deck to replenish their hand.

This process repeats until all 6 cards are drawn from the Shift Deck or the Question Deck is fully depleted.





## Answering Question Deck Prompts

Each Question Deck prompt can be interpreted and answered in a variety of ways. Below are some of these ways.

It is also important to note that while each prompt is intended to be answered by one character, this is ultimately a collaborative storytelling experience and prompts can be passed back and forth until a conclusion is reached.

### Yes And

The simplest way to answer a prompt is to accept its contents to be true, and elaborate on what that means for the characters, their relationship and their world.

### No But

The contents of a prompt can be denied. Memory is fickle and sometimes people let you down. If possible however, this should still be elaborated on. The reasons why something didn't happen can be even more interesting than if it did happen.

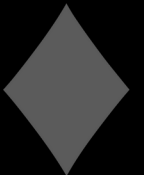
### Set The Scene

The prompts are written as if a character is asking the other character. This does not have to be the case. Prompts can be answered through a scene, the characters non-verbally telling each other what they want to know.

## Answering Shift Deck Prompts

Shift Deck prompts are undeniable truths that happened in the past and impacted the relationship somehow. When a card is drawn from the Shift Deck the characters must confront these truths.

Unlike Question Deck prompts, these prompts should be answered by both players. Their answers can be drastically different though they cannot contradict each other.





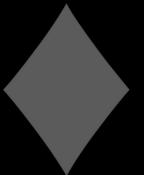
# Ending The Game

The game ends when either all 6 cards from the Shift Deck are drawn and answered, or when the Question Deck is fully depleted.

Together, with the information that was uncovered, determine whether the characters are able to get along with each other enough to save the world or not.

Describe how they save the world, or how they fail to.

Then, if they survive, describe the aftermath and whether they are able to remain on good terms or go their separate ways.





# Hearts - The Past



2♥ Do you remember when we shared a moment of happiness together?

3♥ Do you remember when I told you my plans for the future?

4♥ Do you remember when we bonded over something that no one else seemed to relate to?

5♥ Do you remember when we made a promise to each other?

6♥ Do you remember when you saved my life?

7♥ Do you remember when you first considered me a friend?

8♥ Do you remember when you defended me?

9♥ Do you remember when you made a sacrifice for me?

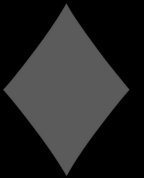
10♥ Do you remember when I let myself be vulnerable to you?

J♥ Do you remember when you saw me at my lowest point?

Q♥ Do you remember when we first fought?

K♥ Do you remember when I hurt you?

A♥ Do you remember when we first met?





# Spades - The Shift



- 2♠ Someone was jealous of your relationship. Who were they and what did they do try and drive you apart? Did it work?
- 3♠ Sometimes you tolerate aspects of a person because you like everything else about them. What's something you can't stand about each other?
- 4♠ During a stressful time you both made comments you regretted. What were they and what prevented you from apologising to each other?
- 5♠ A factor out of your control impacted your relationship negatively. What was that factor and how did it affect things?
- 6♠ Even with your teamwork you aren't always able to succeed. When was a time you both failed? Why do you still blame yourself for it?
- 7♠ Someone made a negative remark about your relationship that you think about to this day. What was it?
- 8♠ Worry and doubt can create problems that aren't actually there. What's a fear you had about your relationship? How did you make it come true?
- 9♠ You were both briefly separated. What did you find surprisingly relieving about that period of time?
- 10♠ One of you wanted to change the nature of your relationship but the other didn't. What was that proposed change?
- J♠ Time spent together isn't always good. What's something about each other that you initially found endearing but became annoying over time?
- Q♠ Someone misinterpreted your relationship and that misinterpretation spread. How did they misinterpret it and how did it change your dynamic?
- K♠ A single person cannot be your whole world. Who else were you close with? What could they provide that your relationship could not?
- A♠ Neither of you ever said goodbye to each other. What prevented you from doing so?

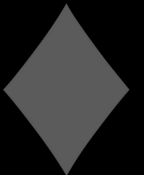




# Diamonds – Time Apart



- 2♦ Did you ever wonder if it's possible for us to forgive each other?
- 3♦ Did you ever fully recover from everything we went through?
- 4♦ Did you ever miss the times we shared?
- 5♦ Did you ever regret not telling me something before we parted?
- 6♦ Did you ever wish that I could have experienced something with you?
- 7♦ Did you ever keep something to remember me by?
- 8♦ Did you ever try and find out what I was up to?
- 9♦ Did you ever consider contacting me?
- 10♦ Did you ever meet anyone that reminded you of me?
- J♦ Did you ever talk about me with someone else?
- Q♦ Did you ever find someone you could trust as much as you trusted me?
- K♦ Did you ever resent ever meeting me?
- A♦ Did you ever hope that you'd see me again?





# Clubs - The Present



- 2♣ How do you bring the best out of me?
- 3♣ How do you remind me that we were friends for a reason?
- 4♣ How do you risk putting yourself in danger for me?
- 5♣ How do you convince me that we can still work as a team?
- 6♣ How do you prove that I can still trust you?
- 7♣ How do you reveal that deep down you still care about me?
- 8♣ How do you acknowledge our past?
- 9♣ How do you act when we're in private?
- 10♣ How do you behave around me when we're in public?
- J♣ How do you start an argument with me?
- Q♣ How do you accidentally get me hurt?
- K♣ How do you let our relationship hinder our mission?
- A♣ How do you respond to seeing me again?

