

A game by **Asmus Nielsen**

Death isn't truly the end.

Your memory lives on.

Here's your story after death.

Here's who you were.

Here's how your memories are preserved.

Here's how you're forgotten.

# Forget-Me-Not

## Myosotis



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Foreword

This game includes strong themes of death, identity loss, memory loss, and general dreariness. While it's supposed to be an over-all cathartic experience, if these themes upset you in any way, please remember to take breaks, or abstain from play entirely.

On top of that, this game is written and played under the Olivia Hill rule: *"If you're a fascist, you're not welcome to play this game. It's against the rules. If you're reading this and thinking, "You just call everyone you disagree with a fascist," then you're probably a fascist, or incapable of drawing inferences from context and acknowledging a dangerous political climate that causes the oppressed to be hyperbolic. Don't play this game. Heal yourself. Grow. Learn. Watch some Mr. Rogers' Neighbourhood or something."*

With all that out of the way, please enjoy yourself.

This game is largely influenced by my own fears and experiences with death, including the fact that ultimately, at least to the non-religious heart, death is the end of everything that is you. The only thing that remains afterwards is what people remember you for, and as. When those memories fade, that's when a person is truly, fully, and utterly gone.



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The Game

In *Forget-Me-Not: Myosotis*, you explore a character alongside their journey of being forgotten.

Myosotis is a journaling game, which means that you'll be writing a lot. If writing is a difficult process for you, using something like a speech-to-text app is heavily recommended. Either that or recording your voice. Something that allows you to return to what you've made. The game can be played solo, or by up to four players. Take turns drawing cards from the same deck and answer the questions together.

The memory of the deceased is represented by a deck of cards - once the cards run out, so does their legacy. This is when one can be considered truly dead.

Along the way, you'll need to note down some things. These things include people the deceased knew, the ones that remember them, the places they've been, etc. The book will inform you when you need to be noting such things down.

You're encouraged to reuse elements between each question. Reuse people, places, items, memories. Connect the dots, create a life.

And at the end, when the deck of cards is empty, you'll be left with notes describing their life. Who they are, what they did, who they knew. This is where you bury the deceased, by writing an obituary. A short piece of text describing who they truly were.



You start by gathering everything - your writing tools of choice, and your deck of playing cards - whether physical or virtual. Before playing the rest of the game, you'll want to decide on some basic information of the deceased. Name, appearance, their most basic of identities. Note this down.

Shuffle the cards, removing the Jokers prior to the process. Death is no joking matter, after all. Take your time.

Then, draw a card. Depending on the rank and suit of the drawn card, the effect of the drawn card varies. The exact page of each card rank is specified on the next page.

The main decider of the card is the suit. The suit of the card decides whether this is an element of the deceased that will be remembered or forgotten. Note down the element, according to the suit of the card. You can pick-and-choose from the various questions, try to answer at least two though.

When a rank is forgotten, after developing the memory, the card is discarded, and if ever you encounter that same card rank again, you discard it.

On top of that, the suit also decides the connotation of the element - whether positive or negative. The suits are as follows:

	Remembered	Forgotten
Positive	Hearts ♥	Clubs ♣
Negative	Diamonds ♦	Spades ♠

Once the cards have run out, so have the memories of the deceased. This is where the card-drawing part of the game ends, and where you will begin writing their eulogy, follow by the final words of remembrance - the epitaph.



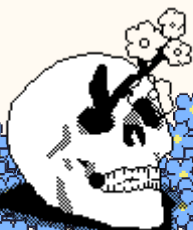
With that out of the way, please have fun. You can find the cards pages and elements on the next page.

Page	Card rank	Element of the deceased
6	Two	A relationship they had.
7	Three	A nickname they were given.
8	Four	A story they told.
9	Five	A mistake they made.
10	Six	An item they had.
11	Seven	An achievement they made.
12	Eight	A lesson they learned.
13	Nine	A thing they created.
14	Ten	A place they were.
15	Jack	A skill they had.
16	Queen	A thing they lost.
17	King	A battle they fought.
18	Ace	Something that mattered to them.



"A relationship they had."

Remembered	Connotation	Forgotten
Hearts ♥	Positive	Clubs ♣
A true love.	Note:	A lifelong ally.
	Who were they?	
	How did they meet?	
	What was their favourite thing to do together?	
Diamonds ♦	Negative	Spades ♠
A bitter rival.	Note:	A betrayer.
	Who were they?	
	Why did they fight?	
	Who came out on top?	



"A nickname they were given."

Remembered	Connotation	Forgotten
Hearts ♥	Positive	Clubs ♣
A name given out of love.	Note:	A name given out of respect.
	What was the name?	
	Who gave them the name?	
Diamonds ♦	Negative	Spades ♠
	Note:	A name given out of mockery.
	What was the name?	
Why were they given it?		
A name given out of spite.	How did they react?	



“A story they told.”

Remembered	Connotation	Forgotten
Hearts ♥	Positive	Clubs ♣
One they experienced.	Note:	One that gave them comfort.
	<p>When would they tell it?</p> <p>What was the message of the story?</p> <p>Who did they tell it to?</p>	
	Diamonds ♦	
One told for caution.	Note:	One that they feared.
	<p>What would make them tell it?</p> <p>What was the theme?</p> <p>Who did they tell it to?</p>	



“A mistake they made.”

Remembered	Connotation	Forgotten
Hearts ♥	Positive	Clubs ♣
A mistake they learned from.	Note:	A mistake made for the better.
	What was it that they did?	
	What changed after making it?	
A mistake they couldn't fix.	Note:	A mistake that made everything worse.
	What went wrong?	
	What could they have done instead?	
Diamonds ♦	Negative	Spades ♠
A mistake they couldn't fix.	Note:	A mistake that made everything worse.
	What went wrong?	
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A mistake they couldn't fix.	Note:	A mistake that made everything worse.
	What went wrong?	
	What could they have done instead?	



"An item they had."

Remembered	Connotation	Forgotten
Hearts ♥	Positive	Clubs ♣
An item that gave them joy.	Note:	A thing that comforted them.
	What item was it?	
	Why did it matter?	
Diamonds ♦	Note:	Spades ♠
	What kind of item was it?	
	Why do they have it?	
A keepsake depicting someone or something they missed.	How did they acquire it?	A thing they couldn't get rid of, despite their distaste for it.
	What did they do with it?	



*"An achievement they made."*

Remembered	Connotation	Forgotten
Hearts ♥	Positive	Clubs ♣
One made with support from others.	Note:	One they achieved by themselves.
	What kind of achievement was it?	
	Who did it affect?	
One that required sacrifice.	Note:	One that benefitted no one.
	What was the achievement?	
	What did it take to get there?	
	What was the end result?	
Diamonds ♦	Negative	Spades ♠



*"A lesson they learned."*

<b>Remembered</b>	<b>Connotation</b>	<b>Forgotten</b>
Hearts ♥	<i>Positive</i>	Clubs ♣
One that taught them patience.	Note:	One that taught them love.
	What was the lesson?	
	What resulted in them learning it?	
Diamonds ♦	<i>Negative</i>	Spades ♠
One that taught them hatred.	Note:	One that taught them disgust.
	What caused them to learn?	
	What did they learn, specifically?	
	How did they feel about having learned this?	



“A thing they created.”

Remembered	Connotation	Forgotten
Hearts ♥	Positive	Clubs ♣
One made from passion.	Note:	One made from creativity.
	What kind of thing was it?	
	Why did they make it?	
One made from hatred.	Note:	One made from sorrow.
	What was the creation?	
	What caused its creation?	
One made from hatred.	Note:	One made from sorrow.
	What function did it serve?	



“A place they were.”

Remembered	Connotation	Forgotten
Hearts ♥	Positive	Clubs ♣
A place they lived.	Note:	A place they visited.
	How did they end up there?	
	How long did they stay there?	
	Why did they leave?	
Diamonds ♦	Negative	Spades ♠
A place they fled from.	Note:	A place they were hurt.
	What was the place?	
	What caused them to stay there?	
	How did they get away?	



“A skill they had.”

Remembered	Connotation	Forgotten
Hearts ♥	Positive	Clubs ♣
A skill they were naturally good at.	Note:	A skill they loved learning.
	<p>What was the skill?</p> <p>What did others think about it?</p> <p>What did they use it for?</p>	
	Diamonds ♦	
A skill they hated having.	Note:	A skill learned out of necessity.
	<p>Why did they have it?</p> <p>What was the skill?</p> <p>How did they learn it?</p>	



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Queen

"A thing they lost."

Remembered	Connotation	Forgotten
Hearts ♥	Positive	Clubs ♣
A flaw.	Note:	A concern.
	What was it?	
	What did losing it result in?	
A relationship.	Note:	An interest.
	How did they lose it?	
	What meaning did it have to them?	
Diamonds ♦	Negative	Spades ♠



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King

"A battle they fought."

Remembered	Connotation	Forgotten
Hearts ♥	Positive	Clubs ♣
One fought out of love.	Note:	One fought out of respect.
	Who did they fight against?  Who won?  Why did they fight?	
Diamonds ♦	Negative	Spades ♠
One fought for survival.	Note:	One fought with themselves.
	Why did they fight?  What was the outcome?	



*"Something that mattered to them."*

<b>Remembered</b>	<b>Connotation</b>	<b>Forgotten</b>
Hearts ♥	<i>Positive</i>	Clubs ♣
A person.	Note:	An important quality.
	What was it that mattered?	
	Why importance did it hold to them?	
Diamonds ♦	<i>Negative</i>	Spades ♠
A bitter memory.	Note:	Their biggest regret.
	Why does it matter to them?	
	What is it that matters?	
	How did it affect them?	



A memoir and a final word

After finishing your deck, leave the deceased buried. Write a short eulogy - a few lines describing the dead individual, who they were, what they loved. Specifically note a few of the most important memories created. Note these down, perhaps on a final page or on the back of a journal.

With the death of an individual, and their will and identity left buried, their essence is reduced to it's most core parts - an epithet. Note a single word, feeling, phrase or thing that represents the deceased best. Keep this as their true name - not the name they were given, but the name they became.

When all things are said and done, the things remaining are these words you've written. Feel free to share their tales and lives through comments, messages, videos, posts, and other forms of media.



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Resources for those struggling with feelings of grief or regret:


<https://www.nhs.uk/mental-health/feelings-symptoms-behaviours/feelings-and-symptoms/grief-bereavement-loss/>

<https://www.cancerresearchuk.org/about-cancer/coping/dying-with-cancer/after-someone-dies/coping-with-grief>

<https://www.helpguide.org/articles/grief/coping-with-grief-and-loss.htm>

Remember those you've lost. They miss you too.





*"Someday soon, perhaps in forty years, there will be no one alive who has ever known me. That's when I will be truly dead - when I exist in no one's memory. I thought a lot about how someone very old is the last living individual to have known some person or cluster of people. When that person dies, the whole cluster dies, too, vanishes from the living memory. I wonder who that person will be for me. Whose death will make me truly dead?"*

~ Irvin D. Yalom

