

In Space, No One Can Hear You Feel

by Malhidael

This is a two player game, to be played sitting next to each other in a physical space.

You've both been on a ship for an untold amount of time and have just woken from cryo-sleep. The ship is broken and beyond repair. Lights don't always work. Power is low. The oxygen supply already feels thin. Supplies are almost non-existent. Help is not coming. Together you face the darkness. These are your last moments.

This game is played with a d6 die. Both players roll the dice. Whomever rolls lower goes first.

The first player describes what their character looks like, and a brief reason for the character to be on the ship. The second player does the same.

Now take turns rolling the die.

1. Share something about your past.
2. Share something about the present.
3. Share one fear.
4. Share one hope.
5. Share a story of a loved one.
6. Share a truth your character has been hiding from themselves, or hiding from the other character.

Play continues until you both decide the story has been told in full, or as full as is appropriate.

Once both of you have agreed the story is over, let your characters go into the dark. Hug your partner if you feel comfortable enough to do so. Thank them for telling this story with you.