



YOU ARE ME

"You are Me" is a 2-player game about 5 minutes long designed to be played anywhere. It does not require cards, dice or other components. It can be played by friends, colleagues, relatives, strangers. You can play it standing, sitting, in an isolated or crowded place, before or after drinking, having sex, having a fight. You can play it once or several times, either consecutively or over time. You can play it in person or on video call or on the phone or using any messaging system. You can play it always with the same person or with different people every time. You can play it by always as Doubt or always as Other Player or changing role every time. You can use it for fun, to introduce someone to role-playing games or you can use it in professional situation as a training or team building tool. You can use it to fight boredom or to get to know someone better and get to know yourself better. You can play it in italian, in english, in a made up languages or speaking with burps. Or maybe not. Come on, have some decency. If you are particularly creative you can also turn it into a drinking game. I do not recommend it, but the game is yours and your friends too.

You have to play it because you want to understand or be understood.

"You are Me" is a 2-player game about 5 minutes long designed to be played anywhere. It does not require cards, dice or other components. One of the players must read these rules. It is not necessary for the other to have read it (although the first time this could slightly lengthen the playing time).

In "You are Me" one player plays Doubt, the other plays the Other Player.

Mario and Giorgia are playing. Mario plays Doubt, Giorgia plays Mario (we refer to it as Other Player in this rulebook).

The game is divided into iterations. Each iteration follows the same structure, with the exception of the first iteration. The first iteration plays step 1 to 5 in order. From the second, each subsequent iteration skips step 1.

STRUCTURE OF PLAY

1. Choice
Doubt describes a scene and presents a choice to the Other Player.
2. Question
The Other Player asks one (and only one) question to Doubt.
3. Answer
Doubt answers the question.
4. Decision
The Other Player chooses what to do.

5. Il Finale
The Doubt narrates the ending of the scene.
6. L'Epilogo
Doubt asks "Do you want to play again?".

1 – CHOICE

Doubt introduces a scene taken from, or inspired by, his life.

The scene can be set in the past or in the present.

The scene can be True or Likely.

If the scene is True, Doubt is narrating something taken from its direct experience and its past. If the scene is Likely, Doubt is creating something that could have happened, but did not happen. The Other Player must have no way of knowing or understanding if the scene is True or Likely.

The scene must be presented in a concise but complete way, containing all the obviously relevant elements, including where and when it is set and who are the people on stage. Elements that are not clearly relevant can be omitted.

The scene must always begin by saying: "You are me."

At the end, the Doubt asks the Other Player: "What do you want to do?".

Doubt: "You are me. You are at the bar on a monday morning eating a quick breakfast. Sitting at the next table, two very nice girls are chatting loudly. On the table you have your cell phone,

the coffee the waitress just brought you, and your car keys. What do you want to do? "

2 – QUESTION

The Other Player must now ask Doubt a question. The question can concern anything related to the past or present of the presented scene and all its elements. The question cannot be about the consequences of any action or the future.

For example, it is allowed to ask: "Is it raining?" or "Have I ever kissed the person you're talking about?" It is not allowed to ask: "If I say yes, what happens?".

Other Player: "Do I know these girls?"

3 – ANSWER

Doubt answer in a synthetic way to the question. The answer must be sincere, honest and direct. It is possible, but not mandatory, to answer only "Yes / No".

If Doubt does not have the information to answer the question, he invents the answer without letting Other Player know.

Doubt: "Yes. The one on the right is Amanda, your brother's daughter "

NOTE: Doubt could have answered just "Yes".

4 – DECISION

Other Player decides what he wants to do, describes what he does and how he does it. He cannot describe what happens after his actions or any consequence of his choice.

If Doubt uncertain about the actions of the other Player, he can ask questions for clarification. Doubt may ask as many questions as he needs.

Other Player: "I get up and go to their table."

Doubt: "Are you saying something?"

Other Player: "I greet Amanda with a smile"

5 – FINALE

Doubt narrates how the scene continues.

If the scene is True and Other Player behaved in the same way as Doubt in his life (or sufficiently similar, at Doubt's discretion), Doubt tells how the events unfolded, concluding the scene without revealing that this was the reality.

If the scene is Likely and / or the course of action of Other Player is not the same as the one taken by Doubt in his life (or is not sufficiently similar, at Doubt's discretion), Doubt narrates how the events unfolds following his best judgment, concluding the scene.

The conclusion of the scene can be limited to a few moments just after the scene, or include events distant in time, but directly dependent (according to Doubt) on the decision taken.

If the conclusion of the scene presents events distant in time, Doubt can (but must not) reveal the correlation.

Doubt: "You stop to chat with them and Amanda tells you that they haven't returned home since yesterday because they were late partying and her car broke down. You offer to take her home. Two weeks later you were fired. "

6 – EPILOGUE

Doubt asks "Do you want to play again?".

If the Other Player answers "Yes", a new iteration begins and starts again from step 2 - QUESTION. In fact, the scene remains the same and the previous question remains valid and relevant. With each iteration, the Other Player will have more and more information to make the choice.

If the Other Player answers "No", both of you go back to your normal life. If the same people were to play "You are Me" again, they cannot use the same starting scene or continue from a previously played scene.

CREDITS

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An Unnecessary Games's game <https://unnecessary-games.itch.io/>

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In a game like this, to be played almost everywhere and with anyone, it's hard to apply safety systems. However, I recommend that you familiarize yourself with the "Script Change toolkit" developed by Beau Jágr Sheldon and use what you can given the situation. For more details: <http://briebeau.com/scriptchange>.

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