

LIFE'S WORK

A solo RPG based on memory, curation, and our relationships with our parents.

Can we ever assign meaning to another person's life through their art? Or will our search for meaning obscure our view of who this person really was?

NUMBER OF PLAYERS:

One player.

PLAYING TIME:

30 minutes to an hour.

MATERIALS:

- Five archive boxes – there are 3x photographs in each box.
- Pen & index cards.
- 1d6.

WHAT IS THIS GAME ABOUT?

This is a game about memory and forgiveness, going on a journey of remembrance to try and reconcile with a loved one.

You are the child of a famous photographer, known around the world but barely known by her own family. You were once close, but something broke the two of you apart.

Your Mother has recently died and, as their only child, you have been tasked with curating a retrospective of their work at a prestigious art gallery.

Going through the archive, it will be your task to both curate and find meaning in your parent's work.

SETUP:

Before beginning the game, create your character's name by answering the following questions.

- 1) Your name
- 2) What you seek to gain from this task
- 3) Whether you still care for your errant artist parent.

GAMEPLAY:

STEP 1 – CHOOSE A BOX

Your journey will take you through five different stages of your mother's artistic life, reflected in one of **FIVE** archive boxes.

The archive boxes are titled:

- Unearthing
- Success
- Belonging
- Darkness
- Reflection

Choose a box to open first, but **do not look at the photographs inside** until you have completed the next step.

STEP TWO - RECALL A MEMORY

These stages each evoke a visceral memory of your parent's life and career. Roll the dice to recall one of these memories before you open the box:

- 1) A promise kept
- 2) A moment of betrayal or deception
- 3) A fight or danger
- 4) A moment of intimacy
- 5) A doubt, fear, or regret
- 6) A moment of sanctuary.

STEP THREE - CHOOSING THE SHOT

Once you have completed steps one and two, you are able to examine the archive box with your parent's photography inside.

Each archive box has **THREE** photographs in it from your parent's life. You can only pick **one photograph from each box** to go into the exhibition – choose wisely as this image will define your mother's reputation forever...

STEP FOUR – TITLE AND DESCRIPTION

Once you have picked the image that best represents your mother's work answer **TWO** of the following **FIVE** questions.

- 1) What emotion rises in your heart as you look at it?
- 2) What does it tell you about your mother's life?
- 3) What thoughts linger with you when you look at this image?
- 4) Why do you feel compelled to choose it?
- 5) What makes you uncomfortable about it?

Title the image and write down your responses on one of the index cards. This description will go alongside the photograph in the final exhibition.

Once you have completed the title and description, you may unlock another archive box and run through the same process outlined in steps 1-4. If you have opened all the boxes, proceed to step five.

STEP FIVE - CURATION

When you finish selecting your photographs, you must now order your exhibition based on a theme.

The theme is up to you, but could include...

- Family & belonging
- Dreams & nightmares
- Joy & darkness
- Happiness & regret
- The passing of time

ENDING THE GAME:

When you finish curating the exhibition, answer the following questions:

- What are your thoughts on your mother?
- Has your opinion changed about them through curating this exhibition?
- Do you forgive them?

Write these down on an index card and place it at the end of the exhibition.