

THE DAY THEY CAME

A Sci-Fi Parlour Game for 3 or more Players
by Steve Dee

YOU WILL NEED

A timer

A note pad and pen OR a pen that will write on human skin easily, like a Sharpie®

Another note pad and pen

A space where some cannot hear others talking

SETTING

Nobody expected it to happen so fast. But at least the borders were still open, and the teleporters were still operational. We could get off earth. But nothing dead would travel. We ran to the stations with only the clothes on our back, but even those were taken from us. So all we had left in the new world were our memories.

RULES

The strongest, healthiest player starts. If in doubt, choose the youngest person over sixteen, with preference going to males. *(Note: we know there's a lot of sexist awfulness in games. This choice is here because in the real world, most refugees are young strong men because they are the most likely to survive the journey. Please ignore it if you like.)* Teleportation is very dangerous, and space pirates will take advantage of the young, the old, the sick or the female. Then choose any other order of play.

The first player takes the second where the others cannot hear them. The first player chooses any one item they are carrying or wearing. Choose something small so you can hide it later. If you can't find anything, pick one up from someone else. Show the item to the second player and give them the Sharpie. They have one minute to sketch the item on their body, while you tell them a story about what the item means to you. Talk about where you got it and what you did with it. Focus on small details: what you did with it the last time you use it. Be specific, not general. The first player returns to the others. The second player shows their picture to the third and tells the story as they remember it while they have one minute to draw. Repeat until all players have heard the story and drawn the picture. If you don't want to mark skin, you can use a notepad instead. The skin thing just helps create a sense of setting and a connection to the purpose of tattoos in history.

MEANWHILE

While the other two players are conversing, the player who is next to draw looks around their space and chooses one thing they can see. They explain that that thing does not exist on the new world, and write that down. Discuss among the group WHY it might not exist, and what exists instead or in its place.

CONCLUSION

The last player returns to the others who now represent their children and grandchildren and presents their sketch and tells the story of the days on earth, and about this amazing precious item their ancestor once owned. Remember that earth is long gone so if you're not sure what the picture is or what parts of the story mean, you'll have to guess or extrapolate. The audience should consult the list of things that don't exist, and ask for explanations about any that the storyteller mentions.