
HOW TO PLAY

1.

Draw from your own real life & history:

Twain is a mythical layer on top of your real life. You play yourself, with a few changes. The depth of the game comes from the depth of your real world self.

2.

Answer the questions.

Read the descriptions in Part I, pretend they are true, and answer the questions.

Print it out; write by hand.

Many questions may have a right answer: it is the answer that most instinctively resonates with your real life history.

3.

Act in real space.

When you reach Part II, follow the directions there to roleplay a 20-minute scene alone in the physical world.



REQUIREMENTS

20 minutes prep + 30 minutes play

Copy of this game & Pen

Mobile phone

Personally significant (or just cool) nonresidential location, ideally outdoors, where you can move, mutter, gesture, text.

SHALL I PLAY THIS GAME?

I daydreamed about doing magic as a child. Or as an adult.

I enjoy reflecting about my own life, identity, and past. I enjoy feeling nostalgic, pensive, and/or sad.

I feel bad, inadequate, and/or guilty about some things that I've done, or previously felt so. I am okay with this as a theme.

I like the idea of staying immersed in my own world and feelings for twenty minutes with limited outside input.

I am able to wait, move, gesture, and mutter in a non-residential location.



TWAIN



Long ago, you had a twin, and you used to do magic together. You stopped because life got in the way; your twin did not. The two of you lost touch.

For some reason, you have chosen to follow a dream about your youth, coming to a meeting place to find them.

Your twin is not here.

A SHORT GAME FOR ONE

BY J LI



PART I.

Read the left sidebar, pretend it's true.

Answer the questions on the right.

Go one page at a time, and don't read ahead.

When you are finished, go to Part II.

Complete it within 36 hours.

1. THE CALL

Long ago, your twin and you understood one another completely. Growing up, you were inseparable.

In your childhood the two of you learned that you were rare, humans attuned to the soft world of magic. Those like you are few, and their work discreet, and perhaps not everyone who knew of them believed.

But the two of you did, with all of your heart.

You learned it together. You used the Call, the rituals of the soft world, to shape your dreams together. You felt the soft world responding to you. You were children, and it was beautiful.



WHAT WAS YOUR TWIN'S NAME?

If in real life you ever had a magical version of yourself, fictional identity, mary sue character, or otherwise cooler version of yourself with a different name, use this. Do not do this if the alternate version wasn't cooler.

HOW WERE THEY DIFFERENT FROM YOU? WHAT WERE THEY LIKE?

THE MAGIC THE TWO OF YOU DID WAS ABOUT BEING IN TOUCH WITH...

spirits | elements | arcane laws | one or more gods | God | fae | energy | other

If needed, please specify in slightly more detail.

CALLING MOSTLY INVOLVES...

intuitive movement & vocalization | gesture & invocation | meditation & feeling | formal incantation | ritual movement of objects | prayer | other

HOW DID DOING IT MAKE THE TWO OF YOU FEEL?

Deep & somber | fast & free | vast & significant | shifting & beautiful | elaborate & wise | joyous & playful | pure & clear | other

IS THERE A TERM FOR PEOPLE LIKE YOU? IF SO, WHAT IS IT?

magician | witch | seed | echo | changeling | pulse | sorcerer | acolyte | prophet | other

WHO BROUGHT THE TWO OF YOU INTO THE SOFT WORLD AND SHOWED YOU THE WAYS OF THE CALL?

family | a secret society | magical creatures | a cabal of friends | animals or plants | a magic school | no one: you found the way through research/puzzle solving | no one: your instincts guided you | other



2. SEPARATION

You haven't spoken to your twin for a great many years, and you don't do magic anymore. You live the life you have now.

A long time ago, as you were growing older, you did something wrong, or off. Perhaps a big thing. Perhaps it was a series of little things — distractions, indifferences, doubts; casual insufficiencies that piled up before you paid any attention.

During that time, your twin stopped talking to you, and you grew out of touch. You stopped Calling and have largely not tried since. After all this time, you're not sure if it would really work — it's difficult to muster the state of mind anymore.

Your twin is off somewhere else in the world. They are a great magician now, spinning magic and Calling true at the heart of the soft world.

Or so you heard. They are so insurmountably far away.



WHAT IS YOUR TWIN DOING THESE DAYS?

This should be something fundamentally awesome, but with less-than-epic stakes

HOW DO YOU KNOW WHAT YOUR TWIN HAS BEEN DOING?

This should be a reason that does not involve being actively in touch with the soft world, because you lost contact. I see them occasionally from a distance | Facebook | I see the effects of their Calling | through mutual acquaintances | through family | in the news | other

DURING WHICH REAL PERIOD OF TIME IN YOUR LIFE DID YOU STOP DOING MAGIC AND LOSE TOUCH WITH YOUR TWIN? HOW LONG AGO WAS IT?

This should be about 25%-50% of your life ago.

CAN YOU THINK OF ONE OR MORE SPECIFIC PRECIPITATING REAL EVENTS THAT LED TO THIS?

It's all right to be uncertain about the exact answer, though you should have some guesses. It's also possible to reflect on and discover the answer through play.

IF OTHERS WERE INVOLVED WITH YOUR INTRODUCTION TO THE SOFT WORLD, IS THERE ANYTHING WORTH NOTING ABOUT HOW YOU LOST TOUCH WITH THEM?

Your twin remains involved with them. However, They are far less important to this story than your twin.



3. THE DREAM

You have not thought much about your twin for a long time.

Not too many days ago, however, you had a dream. It was a vivid dream, deep, clear, and memorable.

In it, you and your twin were together, and young. You were talking and joking about the future. You said, *anything can happen*.

They said, *that's okay; we always have each other. Whatever happens, we will meet again in {The Place} at {The Moment}*. You agreed.

When you woke up, it felt as vivid and real as a memory, though you don't recall it happening. Was it a conversation you once had and simply forgot? Or is it a fresh idea, a wisp from the soft world?

{The Moment} is nearly upon you.



IN WHAT WAY DOES YOUR LIFE NOT CONTAIN MAGIC ANYMORE?

BEFORE THE DREAM, WHEN WAS THE LAST TIME YOU SERIOUSLY THOUGHT ABOUT YOUR TWIN?

WHEN DID YOU HAVE THE DREAM?

This should be a specific night within the last month or so, more recent is fine.

DESCRIBE THE DREAM. WHERE WERE THE TWO OF YOU? WHAT WAS GOING ON?

IN THE DREAM, WHAT WAS {THE PLACE} THAT WAS NAMED?

Choose something nearby, that is easy for you to get to. Ideally, {the Place} should be outdoors and have personal significance to you, but any non-residential location that you find atmospherically interesting will do. A public location is good provided you are able to move, mutter, gesture, text, and roleplay there.

WHAT IS ITS SIGNIFICANCE?

The two of you had never been here before but wanted to go | It's where you first found out about magic | the soft world is powerful there | you both had a different dream about it | it's where you were standing during the conversation in the dream | it was the first place that came to mind | other

IN THE DREAM, WHAT IS THE SIGNIFICANCE OF {THE MOMENT}?

it was a fixed time and date after the conversation | the world is especially aligned for Calling | it signifies unity between Echoes | forces in the soft world are aligned as they were in the moment you two were born | it's numerological important | other

Now, if possible, tell someone in your life whom you trust that you are playing this game. Describe it.

Explain that you will be talking to them later as if all this really happened.



PART II.

When you are ready, read the next 3 Sections.

It's okay to read ahead now.

Complete Section 4.

Then, physically go to {The Place}.

Immediately upon arrival, begin Section 5.

Although it's not strictly necessary, you may wish to begin roleplaying at the beginning of the journey, rather than on arrival.

4. PREPARATION

In the next part, you will roleplay your inner thoughts and outward actions as you attend and wait at this meeting.

The premise is that you will arrive about 5 minutes before {The Moment}. Your twin does not show.

You have their number and begin texting them while moving about the space. Err on the side of saying more think of drunk texting without being drunk. As you play, continue to draw from your own real life experiences as much as possible.

15 minutes after the designated time, your timer will go off, signifying that they are calling you on the phone. (Pretend you do not know this is coming until it happens.)

You may or may not choose to pick up. Once you decide, the game begins to draw to its close.



CREATE A TEXT MESSAGE CONTACT FOR 918-851-1119 OR ANY OTHER # WITH YOUR TWIN'S NAME. *The number listed above is completely anonymous. No one will ever read what you send to it.*

CREATE AN ALARM ON YOUR PHONE FOR 20 MINUTES. NAME IT YOUR TWIN'S NAME, AND SET THE TONE TO YOUR RINGTONE. PAUSE IT.

SINCE YOU WILL BE ROLEPLAYING ALONE, HERE ARE FIVE POSSIBLE THINGS YOU CAN DO:

Think - Reflect in your own mind.

Text - Send text messages to your twin. They will not respond.

Move - Move about the space expressively, let your thoughts and feelings carry your body.

Sketch - When your body would do something that you don't actually want to do in public, such as cry out, lunge, fall over, gesticulate wildly, or offer harm, use a smaller hand gesture to represent it-- you are the audience of the gesture, so put true gravity behind it.

Call - See below.

IF EVER YOU TRY TO CALL, DOING THE MAGIC YOU ONCE USED TO DO...

It works if it works.

If you are Calling to change something overt in the outside world, it will (probably) not work anymore.

If you are Calling to change something within your own heart and discover it changed, then it is so.



5. ARRIVAL

Upon arriving at {the Place}, stop on the threshold before you enter and quickly follow the directions on the right. This might mean pausing just outside of a park or the entrance to a building, for example.

Do nothing else before beginning play.

When the alarm goes off, it signifies that your twin is calling you on the phone. At that point, you must decide whether to pick up or not.

If you choose to answer the phone, you may choose to either end the game there, or play out the subsequent conversation for closure. If playing the conversation, imagine your twin saying whatever would be most cathartic (not necessarily positive).

Either way, afterwards, take a few minutes to continue roleplaying alone in falling action as desired.



ANSWER IN WRITING: WHY DID YOU DECIDE TO COME HERE?

ANSWER IN WRITING: WHAT WAS YOUR PROCESS OF GETTING HERE?
by car | by bus | by walking | I didn't plan to come but found myself here anyway | other

ANSWER IN WRITING: WHY DIDN'T YOU CONTACT YOUR TWIN IN BETWEEN THE DREAM AND THIS MOMENT?

NOTE THE TIME. PICK AN EXACT TIME 5-7 MINUTES HENCE TO BE {THE MOMENT}.

ACTIVATE YOUR ALARM.

IMMEDIATELY BEGIN PLAY BY SENDING ANY SHORT TEXT (SUCH AS "HI") TO YOUR TWIN.



6. AFTERWARD

When you are finished roleplaying, take as much time as you need out-of-character to react and reflect.



IS THERE ANYTHING YOU WANT TO JOT DOWN ABOUT YOUR EXPERIENCES?

This space is for you.

WHEN YOU ARE FINISHED, GO BACK TO THE PERSON YOU TRUST.

TALK TO THEM ABOUT WHAT HAPPENED AS THOUGH IT WERE REAL,
AND YOU ARE UPDATING THEM ABOUT YOUR LIFE.

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