

# THE SUITCASE

By Roberto Grassi



"The Suitcase" is a narrative game for two players who assume the roles of women in a train compartment.

A suitcase belonging to one woman sits in the overhead luggage rack. The owner is unknown until the very end of the game.

The players will build the backstory of the two women through narration. At the end of the game one woman will be the owner of the suitcase and the player will win the right to narrate the ending.

## Set Up

The two players sit facing one another (like in a train compartment). Each one takes 1 die. The 6 remaining dice are put in the middle.

## Playing the Game

Players can never talk about their own character but can only talk about the other woman in the compartment. Through narration the player will have to build the backstory of the other character by describing what her own character sees or feels about the other passenger, such as noting a strange dress, a peculiar object, a tattoo, a particular book, or even the other woman's behavior (such as being nervous or unnaturally quiet, for example).

The players alternate narration and whatever is said becomes true unless the other player objects. For example, a player could refuse to accept "I see some blood on your dress" or "I think you killed someone and are running away. . . ." When the other player opposes a statement the narrator can:

1. Impose the truth on the character by taking a die from the middle and giving it to the other player.
2. Ask to roll the dice. The players roll all of the dice they have in their hands, and keep the die with the best roll. The higher value wins. Reroll any ties.

## Ending

The game goes on until the dice between the players are gone (this means that the players have imposed truths on the characters).

At this point the players each write what the suitcase would contain if it belonged to her character. The

players roll the dice one final time.

The suitcase belongs to the character of the player who won the conflict. That player narrates the ending, describing the actions, words, and thoughts of both passengers and revealing what's inside the suitcase.

*My personal thanks to  
Shae Davidson for proofreading.*



<b>Play Time</b>	<b>Around 30 minutes</b>
<b>N. of Players</b>	<b>2</b>
<b>Difficulty</b>	<b>Average / Hard</b>
<b>Needed</b>	<b>8 six sided dice</b>