THE WAITING

By Ivan Lania



Introduction

The Waiting is a four-player story game; it requires a deck of French cards.

There's a vast World Outside, and a House stands sealed off from it. Those in the House are waiting for something (or someone) from the Outside, and nothing else can come in. The four players will create the Past, Present, and Future of both the House and the World, and they will discover the

true nature of the Waiting.

SET UP

Shuffle the deck and put it in the middle of the table.

Decide who will play each role:

After drawing, the player will give a piece of information related to their role and emotion revealed on the card. The information will always be true, and should be intertwined with the ideas and information previously created by other players. You cannot make something enter the House form the World Outside, nor can you say why the Waiting is happening and who or what is anticipated.

After each piece of narration, the Past, Present, and Future's cards must be collected in three different piles. The World's cards will be placed around them to form a fence.



 The Past controls all that existed and occured in the House before the Waiting.

- The Present controls all that exists and is occuring in the House during the Waiting.
- The Future controls all that will exist and occur in the House after the Waiting.
- The World controls everything outside of the House.

PLAYING

Turn order is Past-Present-Future-World. Each player must draw and read the suit:

- Hearts represent joy.
- · Diamonds represent anger.
- Clubs represent envy.
- Spades represent sadness.

CONCLUSIONE

Once the World closes the fence of cards, they describe who or what arrives at the House. Past then states why the occupants awaited the arrival, Present describes the moment of arrival, and Future decides the ultimate fate of the House.

Thanks to Shae Davidson for the review.

Playing Time Variable

N. of Players 4

Difficulty High

Needed 1 deck of French Cards