

24 Hours on the Plane of Air

A two-player game of conversation and travel

By Mendel Schmiedekamp

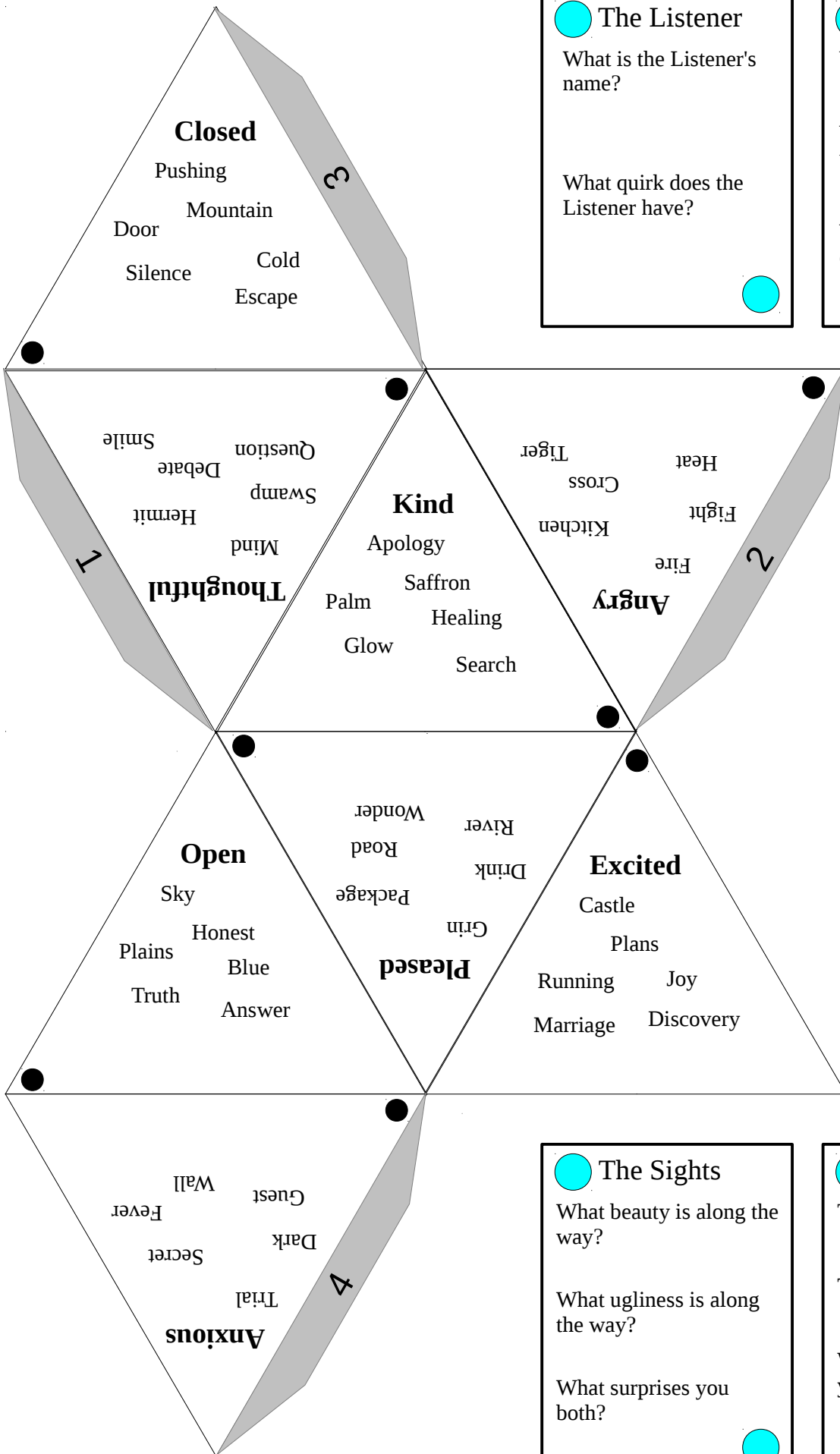
Inspired by *Diceland* from Cheapass games
and *The Beekeeper* by Mel Leverich

Setting Up

- 1) Print out the 2nd and 3rd page, preferably on card stock.
- 2) Cut out the dice and cards.
- 3) Crease the dice along the triangle edges and each of the tabs.
- 4) Get some tape and join each tab to its adjoining triangle. Attach the tape to the back of the tab and then fold the other triangle so that the tab is hidden. Do this to the tabs in order, from 1 to 4.
- 5) You will now have a dozen cards and two dice. The dice with colored dots is the Speaker die, and the one with one black dot per face is the Listener die.
- 6) Get a friend and choose which of you will be the Speaker and which the Listener.
- 7) The Listener gets the cards to start and chooses or rolls their die to determine their initial mood (the face up face of their die).
- 8) The Speaker chooses either Morose or Excited as their initial mood.
- 9) Mark the initial mood on your die, by a star or some other symbol.
- 10) Now you are ready to play.

Playing

- 1) If the Speaker's die shows Excited, the Listener gives the Speaker 3 ● conversation cards of his or her choice, each with at least one unanswered question.
- 2) If the Speaker's die shows Morose, the Listener gives the Speaker 3 ● conversation cards of his or her choice, each with at least one unanswered question.
- 3) The Speaker then chooses a card and a question on that card.
- 4) Both the Listener and the Speaker choose a word showing from their current mood as a part of the answer to that question.
- 5) Using those two words as inspiration the Speaker and the Listener discuss and decide on a short answer to the chosen question, writing it down on the card.
- 6) Once this is done, the Speaker gives this card back to the Listener and presses down a dot matching the card's color on their die's face, changing mood.
- 7) After receiving this card the Listener presses down on the black dot showing on their die's face, changing mood.
- 8) If both the Listener and the Speaker change to their original moods at the same time, the journey has ended and they go their separate ways. Any unanswered questions remain unanswered.



The Listener
 What is the Listener's name?
 What quirk does the Listener have?

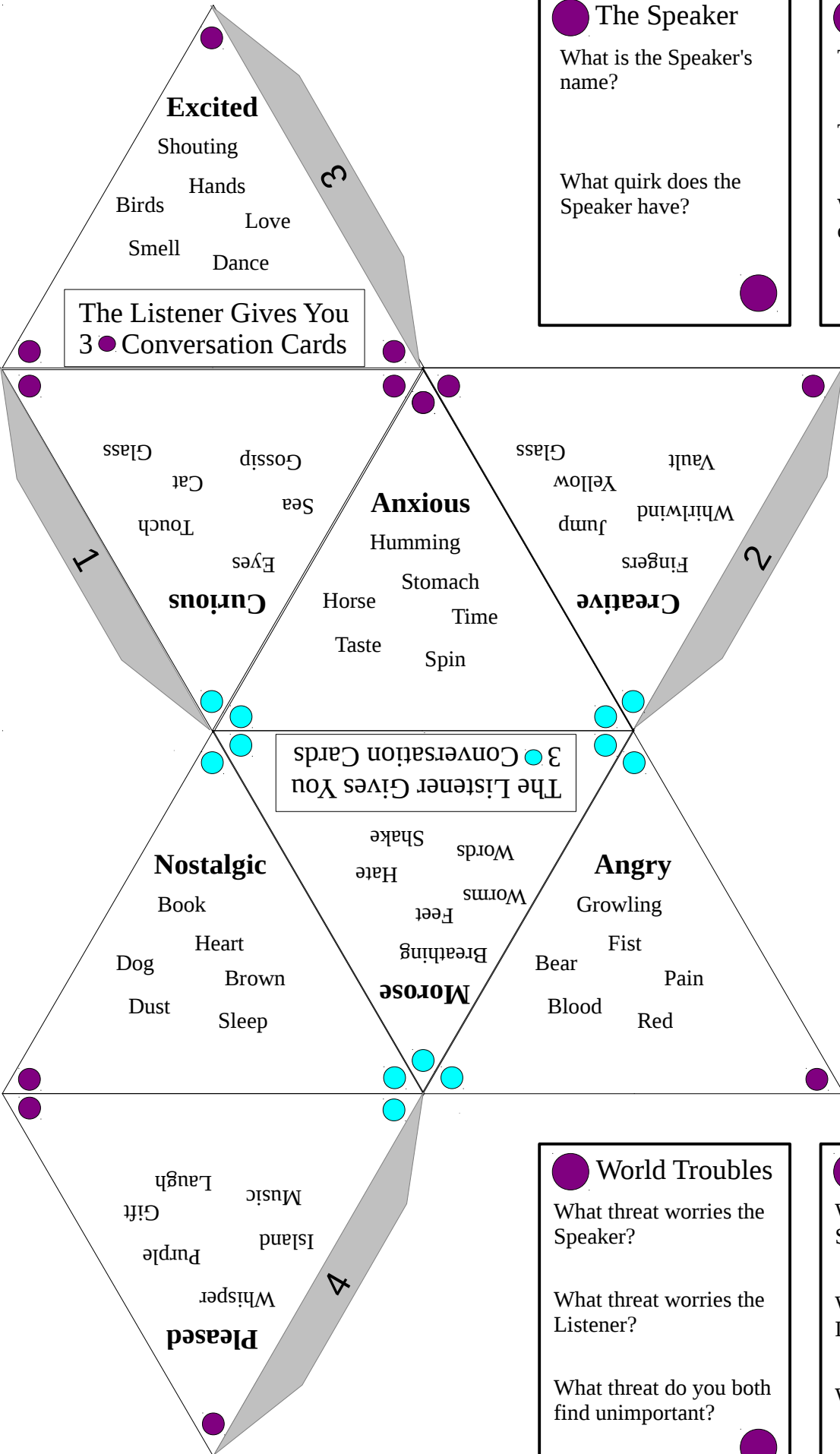
The Destination
 Where are you going?
 What is happening there?
 Who is waiting for one of you?

Our Troubles
 The Listener is troubled by?
 The Speaker is troubled by?

Things To Do
 The Listener must do?
 The Speaker must do?
 How can you help each other?

The Sights
 What beauty is along the way?
 What ugliness is along the way?
 What surprises you both?

Regrets
 The Listener regrets?
 The Speaker regrets?
 What regret does one of you fear on this journey?



● **The Speaker**
 What is the Speaker's name?
 What quirk does the Speaker have?

● **The Weather**
 The current weather?
 The weather threatens?
 What weather does one of you love?

● **Other Travelers**
 One we find intriguing?
 One we find attractive?
 One we find disgusting?


● **Our Hopes**
 The Speaker hopes and dreams about?
 The Listener hopes and dreams about?

● **World Troubles**
 What threat worries the Speaker?
 What threat worries the Listener?
 What threat do you both find unimportant?


● **Travel Trouble**
 What frustrates the Speaker?
 What frustrates the Listener?
 What delays the journey?


Extra Conversation Cards

Use these when you want to play another 24 hours.

 **The Listener**
What is the Listener's name?


What quirk does the Listener have?




 **The Destination**
Where are you going?


What is happening there?


Who is waiting for one of you?



 **The Speaker**
What is the Speaker's name?


What quirk does the Speaker have?




 **The Weather**
The current weather?


The weather threatens?


What weather does one of you love?



 **Our Troubles**
The Listener is troubled by?


The Speaker is troubled by?



 **Things To Do**
The Listener must do?

The Speaker must do?

How can you help each other?




 **Other Travelers**
One we find intriguing?


One we find attractive?


One we find disgusting?



 **Our Hopes**
The Speaker hopes and dreams about?


The Listener hopes and dreams about?




 **The Sights**
What beauty is along the way?

What ugliness is along the way?


What surprises you both?




 **Regrets**
The Listener regrets?

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What regret does one of you fear on this journey?




 **World Troubles**
What threat worries the Speaker?

What threat worries the Listener?

What threat do you both find unimportant?



 **Travel Trouble**
What frustrates the Speaker?

What frustrates the Listener?

What delays the journey?

