

# Stories Don't End

A Story-crafting Game of People and How They  
Are Connected

*If our lives were a movie, if our lives were a book  
It'd be longer than I could defend  
'Cause if you're telling a story, at some point you  
stop  
But stories don't end  
Stories don't end*

*They go on and on  
Just someone stops listening*

Stories Don't End, Dawes

Stories Don't End is a game where you and up to seven others can come together to tell the stories and discover the relationships of a group of people.

To play this game you need a semi-regular meeting time of a few hours for a semi-regular group of people. You will also need 11 six-sided dice and a blank notebook to record some of the details of your stories.

This game is inspired by *Fiasco* by Jason Morningstar. This game was written by Mendel Schmiedekamp in March 2015 for the Games Galore theme of Hurricane Names.

## Names

First, choose the names of the people you will be crafting stories about. During the course of this game you will describe their relationships with each other and create their world.

Below is a the full list for a long game (maybe several hours a week for over a year), but you can pick some names or just start at the top of the list and choose how far you want to go. However, you will want to pick an *odd* number of names, whether just 3 or 5 for a quick game, or all 21 for a year long game.

- Arthur
- Bertha
- Cristobal
- Dolly
- Edouard
- Fay
- Gonzalo
- Hanna
- Isaias
- Josephine
- Kyle
- Laura
- Marco
- Nana
- Omar
- Paulette
- Rene
- Sally
- Teddy
- Vicky
- Wilfred

Choose the names you want and get a blank notebook. Write your list on the first page, and then write the names on separate pages, leaving a few pages in between each name for notes as you play.

## Chapters

Next, you will play a number of chapters, each focusing on the relationship between two of the names on your list. To decide who will be the subject of the next chapter, go down the list in the front of the notebook and mark the first name with the fewest marks on it (this will just be the first name when you have your first chapter). Then count as many names as there are marks (wrapping to the top if you reach the end of the

list) to find the second name for your chapter.

This chapter will be about how you decide what relationship the first person has with the second. To do this, each chapter gives some structure, four stages where you roll dice, and by taking turns using those dice to choose elements of the story from lists. At the end you decide the relationship making the most sense for those two people.

When you begin a series of chapters, choose one of you (the players) to go first. This player is responsible for keeping notes and updating the notebook. They determine in what order you will make choices. You will keep making choices in this order each chapter until you reach the 4th Stage.

*Before each chapter roll all 11 six-sided dice.*

You make a choice by taking two dice from the dice rolled and use the values they show to select a result from one of the tables, matching the number with the numbers of the table. The dice used in this way are *spent* and unavailable until they are rolled again.

## 1st Stage: Possibilities

1-3: Choose Relationship these two people could have with each other.

4-5: Choose Emotion that colors these two relationships.

*reroll spent dice*

## 2nd and 3rd Stage: Evidence

*reroll spent dice between these two Stages*

1: Choose an Event

2: Choose a Place (or add one if you dial an empty spot)

3: Choose Emotion that colors this Event

4: Choose a Motif (or add one if you dial an empty spot)

5: Choose a Result for each character (one die each)

## 4th Stage: Decision

You have a few minutes to discuss and agree on which relationship or pair of relationships the evidence best supports. If you cannot agree, consult the last remaining die:

- 1) The first relationship chosen this chapter.
- 2) The second relationship chosen this chapter.
- 3) The third relationship chosen this chapter.
- 4) In between the first and second relationships chosen this chapter.
- 5) In between the first and third relationships chosen this chapter.
- 6) In between the second and third relationships chosen this chapter.

The first player, notes this in the notebook for these two characters, and incorporates any other interesting details from the events, motifs, locations, and emotions that came up. Then she passes the log to the player who went second, and that player goes first for the following chapter.

## Ending?

When each name in the front of the notebook has been marked half as many times (rounded down) as there are names in your list, then you have found a relationship between each pair of people on your list. Maybe that's where you want to stop.

Of course relationships are complex, can grow, be revealed, and change unexpectedly. You can choose to keep on going, marking each name again as if for the first time.

# Relationships

When choosing a relationship, one die determines the sub-table, and the second which entry on that table is the relationship you are choosing.

- 1) Formal
  - 1) Co-worker
  - 2) Employee of
  - 3) Employer of
  - 4) Is Being Treated by
  - 5) Is Treating
  - 6) Owes a Debt to
- 2) Informal
  - 1) Friends
  - 2) Best Friends
  - 3) Old Friends
  - 4) Former Friends
  - 5) Living Together
  - 6) Once Lived Together
- 3) Romantic
  - 1) Spouses
  - 2) Former Spouses
  - 3) Lovers
  - 4) Former Lovers
  - 5) Budding Lovers
  - 6) Casual Fling

Note: Relationships that are directional such as “Employee of” are always directed from the first character toward the second

- 4) One-sided
  - 1) A Fan of
  - 2) A Servant of
  - 3) A Master of
  - 4) The Hero of
  - 5) In Love with (unrequited)
  - 6) Target of Affections
- 5) Familial (these can be any or all of metaphorical, legal, or biological)
  - 1) Parent of
  - 2) Child of
  - 3) Siblings
  - 4) Cousins
  - 5) Aunt / Uncle
  - 6) Niece / Nephew
- 6) Antagonistic
  - 1) Rivals
  - 2) Hates
  - 3) Is Hated by
  - 4) Afraid of
  - 5) Is Feared by
  - 6) Blames

## Emotions

When choosing an emotion spend two dice and use them to pick one item off of each of these two tables. This will produce something like Sudden Anger or Patient Sadness as the emotion.

- 1) Productive
- 2) Destructive
- 3) Sudden
- 4) Deep
- 5) Patient
- 6) Passionate

- 1) Joy
- 2) Sadness
- 3) Fear
- 4) Anger
- 5) Love
- 6) Curiosity

## Results

When choosing a result spend two dice and choose one outcome for each of the two people in your chapter from this table.

- 1) Cause a Conflict
- 2) Deepen a Conflict
- 3) Resolve a Conflict
- 4) Build Trust / Learn About
- 5) Gain Something
- 6) Lose Something

# Places

When choosing a place, one die determines the sub-table, and the second which entry on that table is the place you are choosing. When you encounter an empty entry (as they all are at first) write an appropriate type of place in that spot.

## 1) Homes

- 1)
- 2)
- 3)
- 4)
- 5)
- 6)

## 2) Workplaces

- 1)
- 2)
- 3)
- 4)
- 5)
- 6)

## 3) Secluded

- 1)
- 2)
- 3)
- 4)
- 5)
- 6)

## 4) Crowded / Public

- 1)
- 2)
- 3)
- 4)
- 5)
- 6)

## 5) Far Away

- 1)
- 2)
- 3)
- 4)
- 5)
- 6)

## 6) Nostalgic

- 1)
- 2)
- 3)
- 4)
- 5)
- 6)

# Motifs

When choosing a motif, one die determines the sub-table, and the second which entry on that table is the motif you are choosing. When you encounter an empty entry (as they all are at first) write an appropriate type of motif in that spot.

## 1) Color

1)

2)

3)

4)

5)

6)

## 2) Food / Drink

1)

2)

3)

4)

5)

6)

## 3) Animal / Plant

1)

2)

3)

4)

5)

6)

## 4) Handheld Object

1)

2)

3)

4)

5)

6)

## 5) Weather

1)

2)

3)

4)

5)

6)

## 6) People (not one of your names)

1)

2)

3)

4)

5)

6)

## Events

When choosing an event to embroil the two people this chapter surrounds, one die determines the sub-table, and the second which entry on that table is the event you are choosing.

Note: these events can be described as current, past, or even in some possible future for these two people. An event becomes more fleshed out as you discover the place, the emotion, the motif, and finally the result of the event.

### 1) Trouble

- 1) Trouble with the Law
- 2) Money Trouble
- 3) Health Problems
- 4) Breakdown
- 5) Giving in to Addiction
- 6) In Danger

### 2) Activity

- 1) Meal
- 2) Work
- 3) Exercise
- 4) Holiday
- 5) Class
- 6) Commute

### 3) Casual

- 1) Chance Meeting
- 2) On the Same Journey
- 3) A Party
- 4) Work Function
- 5) Community Event
- 6) Introduced

### 4) Important

- 1) Birth
- 2) Wedding
- 3) Funeral
- 4) Starting a Job
- 5) Starting a School
- 6) Great Achievement

### 5) Disaster

- 1) Collision
- 2) Severe Weather
- 3) Violent Crim
- 4) Under Investigation
- 5) Hitting Bottom
- 6) Professional Failure

### 6) Odd

- 1) In a Dream
- 2) In a Nightmare
- 3) Same Place, Different Time
- 4) Missed Connection
- 5) Mystical Experience
- 6) Weird Encounter