

A TAPESTRY RECORD

OF STRIFE

a collaborative storytelling game
by Eric Honour

You Will Need:

- a frame
- several colors of yarn/thread/rope/sinew/twine
- shuttles (a simple one can be constructed out of a wooden stick with notches on the ends)

As a group, come up with a number of factions equal to the number of distinct colors of thread. These can be ideologies in a faculty room, species in a biome, sports teams in a league - any system of factions in a constrained space. Assign each to a color of thread.

Thread each color of thread onto a distinct shuttle and tie the free end of each to the frame.

Play rotates between players.

On a turn, you:

Pick a faction and pick up its shuttle.

Pass it across the frame to the opposite side of the frame.

As you do so, narrate a story about that faction.

Each time your thread crosses another, pass it either over or under the other thread; if under, that other faction was victorious in some contest (which you should include in the narration); if over, the faction you are playing is victorious in some contest. If you are crossing the thread for the faction you are narrating for, then something about that faction changes in response to its own constituency (if passing over, this change was progressive; if passing under, then this change was regressive.)

When all shuttles are empty, the telling is complete. Remove the frame carefully, and pass a thread through all the terminal loops, then at finally tie that thread to itself so that you have a completed tapestry recording the struggle you just narrated.