Imagine a time when the war is over...

- 1. This is a game for two people. You'll tell a story of queer lovers, writing to each other in a time of war. Choose a time and place in history to set your story.
- 2. Find out how queerness or homosexuality was seen at that time. What happened if someone was found out to be queer? Was homosexuality seen as a crime, a mental illness, a sign of weak character? If you can find them, read some queer love letters from the time. Whatever you read, remember that it's not the whole story:being queer has never been completely without danger or completely without joy.
- 3. Decide who you will pretend to be, as you write letters. You are queer lovers or friends who might become lovers. Decide who will write the first letter.
- 4. When you write a letter, imagine what the person you are pretending to be would write. Would they be cautious and vague, in case someone else finds the letter? Or would they be open, risking discovery?
- 5. If you need inspiration while writing a letter, check the table below. This gives suggestions of what to write about, depending on the date you are writing.
- 6. When you receive a letter, then when you see it for the first time, remember whether you see it with the address side face up or face down. (If you are writing electronically, look at the last digit of the time you receive each message: treat an even digit as "face up" and an odd one as "face down".)
- 7. Reply to the letter, imagining what the person you are pretending to be would write, unless...
- 8. If you both agree to start a life together, end your correspondence there, with fond anticipation of seeing each other.
- 9. If this is the third time you have seen a letter face down, pretend you are someone who has intercepted the letter. Tear it open, read it and decide whether there is evidence of wrongdoing. Do not reply. The game is over: wait a few days before telling the other player.
- If this is the sixth letter you have received, reply as usual, imagining what the person you are pretending to be would write. But this is your last letter. Say goodbye, although you should find some happiness in the goodbye. Each of you, decide whether to keep the letters and risk discovery or destroy them. The game is over.

Inspiration

lst.	I remember when I first saw you
2nd.	The exact way you dressed
3rd.	Your soft laugh
4th.	The moment your eyes caught mine
5th.	I remember when we were suddenly alone
6th.	Our words were halting
7th.	You were almost too beautiful to look at
8th.	Our eyes fearfully glancing to the door
9th.	Now I lie on this hard bed
lOth.	I look over this scentedfield
llth.	I breathe the quiet air
12th.	I think that is a rat
13th.	My days are all alike
l4th.	I wake in the brittle dawn
15th.	I feel the pain in my leg, burning like an ember
16th.	The food is soft and comforting
1 7 th.	Your face is unclear in the mists of my memory
18th.	The curl of your mouth, never cruel
19th.	The curve of your cheek, like a statue
20th.	I forget the colour of your hair
21st.	I wonder what you look like now?
22nd.	Has your hair faded to silver?
23rd.	Is your skin scarred, like a muddy field?
24th.	Are your cheekbones like razors?
25th.	How has the war changed you inside?
26th.	You were as carefree as a running stream
27th.	You scattered smiles like a button reflecting the sun
28th.	Imagine a time when the war is over
29th.	Will you like who I have become?
30th.	Will the times have forced us apart?

Shall we live together?

31st.

Yours faithfully, Countess Dillymore