PAN`S DRAWER
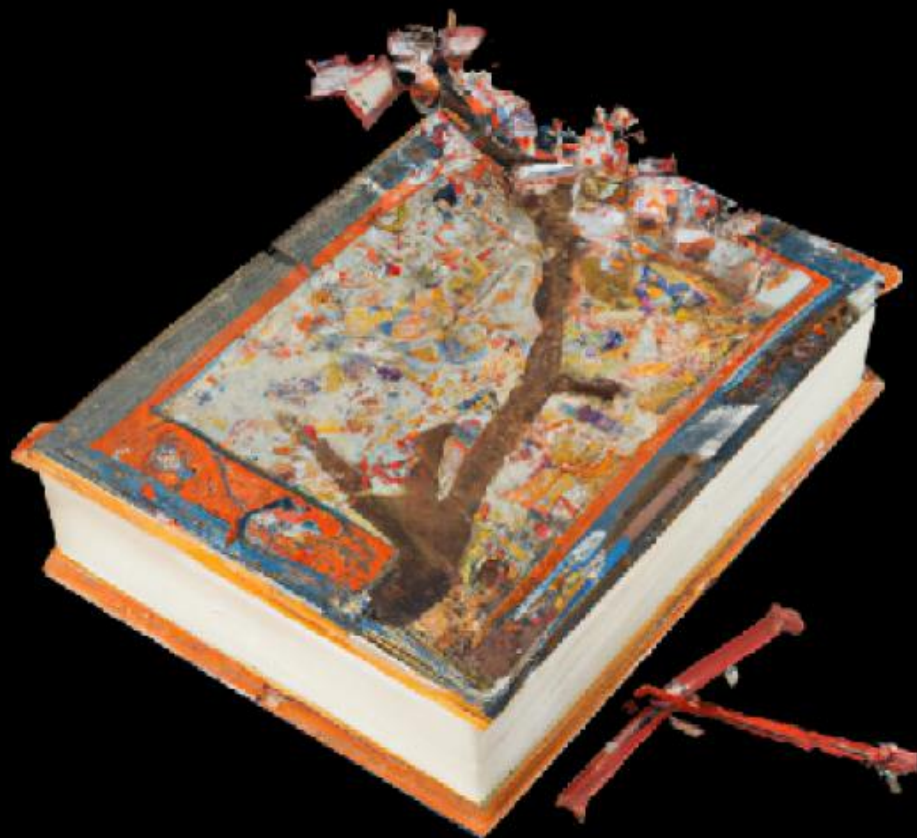
.. or the inevitable gifts we give and take from others,
and that stay with us even as we leave.
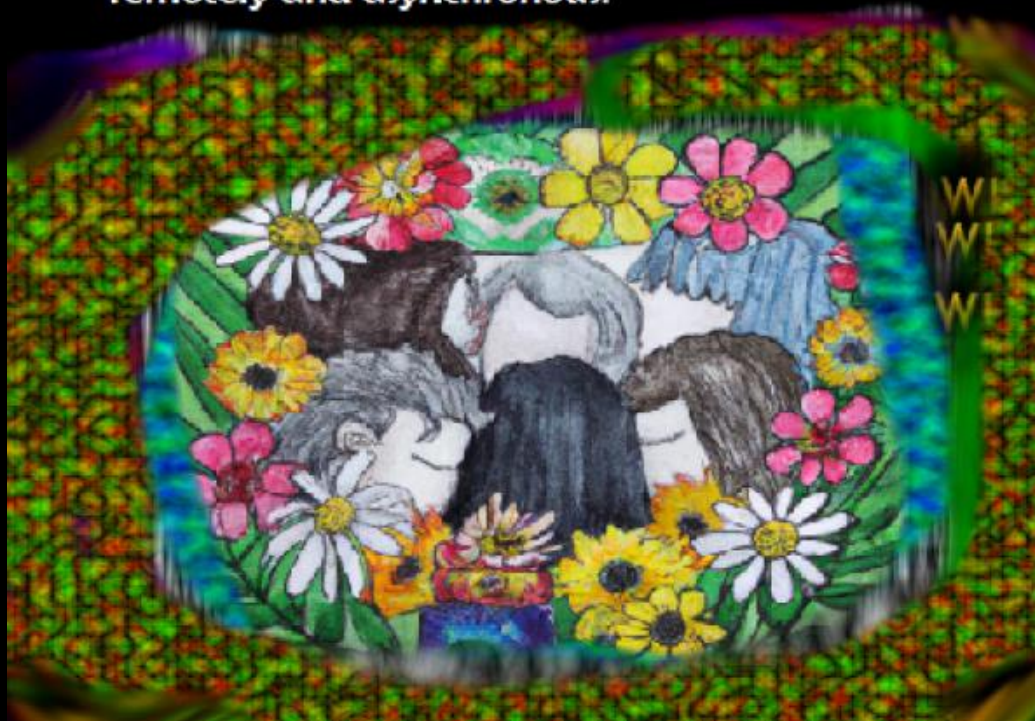

THEMES:

Death and past relationships.
In a way, tiny hoarding.

By Gui DR

WHAT DO YOU NEED:

- Other people: 3+ Is good.

- A communication device between players that can send pictures or show objects.

- Interesting items inside a drawer.

- Time: If in one go and together, about at least 20 minutes per player, but it is meant to be played remotely and asynchronous.

INTRO:

"Pan connected easily. As with any connection, life was shared, in this case a bit too literally. Hopes, fears, affections, scars, Pan kept it all symbolic safeguarded in a closed drawer.

Unexpectedly, Pan died. You hadn't seen each other in ages. Something was left unsaid, something you wished you had returned, but now your chance is lost. Well, maybe not.

A spontaneous chat group was stablished from shared contacts. There, mostly strangers from other parts of Pan's life. Someone with a spare key decides to check Pan's place and sort things.

Amongst rescuing pets, turning off the energy and notifying the correct gods, a particular drawer turns up. Inside it, random objects of no value, but that were kept safe. The box` picture is shared in the group. Seeing it, from all the objects, one calls to you. This one is special. This could be your last chance of some closure."

SETUP:

One player must fill a box/drawer with interesting objects. This is the friend with the spare key, and it should be decided who beforehand. The number of objects should be equal to the number of players.

Keep the object-drawer a secret until the beginning of the game! Be creative, possible decorate it, but remember that the box was personal to Pan and wasn't meant to be showed.

Each player must pick an object from their surroundings. This object is part of an important experience shared with Pan, and ties to what needs to be returned. Maybe it is a parting gift, maybe a souvenir from a trip taken together, maybe a forgotten tee shirt from a bad breakup. Something personally meaningful.

With that in mind, write two notes on the chosen object. First note are the last words exchanged between you and Pan. Second note should be One broad word that defines what was left behind to you from your relationship.

START:

As the chat group is stablished, introduce yourselves and try to get to know each other. Consider that the physical rites have already happened. Take some time here and try to push others to at least present themselves. Remember this is your chance for closure, and that others might be able to help. It is normal to be awkward, as in any group where you don`t know people, and especially after the passing of a friend. Funeral etiquette applies here.

OUT WITH THE DRAWER:

The friend with the key explains shows the drawer to the group and explains the situation. Why were these objects kept? Are they important to someone in the group? With the second note written in mind, players chose an object to relate to. It is possible that objects have meanings for more than one person, and that is ok

As people connect with objects, remove them from the drawer to facilitate choice for other players. It is important that the player with the drawer is not the firs to choose an object.

Remember, there is something you wish to return to Pan. Something unsaid, some answer needed, maybe a memory you wish to honor. Closure might not be achieved, but it is your time to try it.

Share fond remembrances, anecdotes, and stories about Pan. It is about you, but also about the others, and of course Pan. Create subgroups to go deeper, share low and high points, ask if you can and maybe have a call. Everyone here had Pan in common, share that.

When in doubt, here is a trick: Start a sentence with "This *thing* reminds me of that time that..". Since it is over text, you can take your time.

CLOSING:

As the interest drops and no objects are left, say your goodbyes and thanks. A suggestion is that players exchange the objects with the notes with the ones in the drawer (but this should be defined before the game).

"Every person dies two deaths"

At home, I have a drawer with diverse objects. I used to collect maps, coins, t-shirts and whatnot. As time passed, I discarded almost everything. The things that stayed are the ones that can make me remember other times. And most of all, they make me feel for my people