

relationship.

that defines what was left behind to you from your you and Pan. Second note should be One broad word object. First note are the last words exchanged between With that in mind, write two notes on the chosen from a bad breakup. Something personally meaningful, from a trip taken together, maybe a forgotten tee shirt be returned. Maybe it is a parting gift, maybe a souvenir experience shared with Pan, and ties to what needs to surroundings. This object is part of an important Each player must pick an object from their

meant to be showed.

remember that the box was personal to Pan and wasn't of the game! Be creative, possible decorate it, but Keep the object-drawer a secret until the beginning objects should be equal to the number of players. should be decided who beforehand. The number of objects. This is the friend with the spare key, and it One player must fill a box/drawer with interesting

SETUP:

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

to choose an object.

important that the player with the drawer is not the first the drawer to facilitate choice for other players. It is As people connect with objects, remove them from have meanings for more than one person, and that is ok. chose an object to relate to. It is possible that objects group? With the second note written in mind, players objects kept? Are they important to someone in the the group and explains the situation. Why were these The friend with the key explains shows the drawer to

OUT WITH THE DRAWER:

Funeral etiquette applies here.

people, and especially after the passing of a friend. awkward, as in any group where you don't know and that others might be able to help. It is normal to be themselves. Remember this is your chance for closure, here and try to push others to at least present

physical rites have already happened. Take some time and try to get to know each other. Consider that the As the chat group is established, introduce yourselves

START:

"Every person dies two deaths"



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).

LOSING!

over text, you can take your time.

"This 'thing' reminds me of that time that...". Since it is When in doubt, here is a trick: Start a sentence with call. Everyone here had Pan in common, share that low and high points, ask if you can and maybe have a and of course Pan. Create subgroups to go deeper, share about Pan. It is about you, but also about the others, Share fond remembrances, anecdotes, and stories achieved, but it is your time to try it.

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



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.

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."

A spontaneous chat group was established 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.

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

"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

INTRO:

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.

