

All Fall Down

Place a lit candle in the middle of the table. This is your campfire. The world has ended. How did it happen? It's your first quiet night. Go around the fire. Introduce yourself to your fellow survivors.

Take a match from a box. Choose:

- Keep it. It's a resource. Say what it is; bread, water, knife, rope, book, shoes etc.
- Light it. It's somebody you used to know. What did they teach you? How did they die?

Do this until everyone has 10 matches, at least 2 burnt.

There's a sound behind you. Extinguish the campfire. Get moving.

Play in scenes. Shine the spotlight. Everything is broken. There is never enough. Everyone is desperate.

Use d10 for conflicts.

When you act with desperation, violence, roll over your unburnt matches. If you fail, you're left exposed, vulnerable.

When you act with patience, empathy, roll under your unburnt matches. If you fail, you're tricked, taken advantage of.

If you roll your number of unburnt matches, fail at a cost. Burn a match, say what you lose. Can't re-roll.

Make a sacrifice, burn a match, to re-roll. (Use the new number of matches)

When you burn your last match, you can't keep going.

This game exists because of:

This post by Levi Kornelsen: <https://plus.google.com/+LeviKornelsen/posts/No6PDygDcCM>

Apocalypse World by Vincent Baker

Restless by J. Walton

All Outta Bubblegum by Jeffrey Grant and Michael Sullivan

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Let me know if you played this thing.