



# Patchwork

a story game for people  
who like to fidget...

Stephanie Pegg

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## Premise

**Patchwork** is a light hearted story telling game for people who like to fidget with their hands while they talk. It's loosely inspired by the shared world storytelling of the Brontë family.

## Before the Game

### Assemble:

3-6 players.

A large piece of paper and some pens.

Crafting materials (eg wool, scraps of fabric, knitting/crochet needles, paints, paintable figurines, glue, glitter, buttons, lego bricks, moulding clay etc.)

### Set up:

Draw lines on the piece of paper dividing into a board of evenly sized squares - each square will be controlled by a player. If you have an odd number of players, the final square will be 'neutral' and be controlled by popular acclamation of the player group.

Everyone shakes hands with everyone else and introduces themselves, even if they've met before.

Have a conversation about genres that people are interested in, and 'game ratings' that they're comfortable with (eg Gen, PG, R18).

The starting player is the person who brought the most craft materials to the game.

Each player takes a turn to write the name of a location in the square that they control - it can be anything, but it should be something that they find evocative (eg "The Glass Castle", "The Volcano Lair", "The Killing Fields", "The Laboratory"). If there's a neutral square, the whole group decides on the name.

Each player then takes turns selecting one of the crafting materials (for the craft project they will work on) and writing down a character somewhere on the board (in any square). Each character should have a name and archetype (eg "Balthazar, the Wicked Uncle"). Keep doing this until everybody has passed on making a new character, or there are no more crafting materials to share out. If there is a neutral square, put any leftover materials next to it.

## Playing the Game

The starting player selects a character in their square to be their protagonist, and defines what that character's problem is - it should be something that requires the character to take action. They then tell that character's story. When their protagonist

interacts with a character in someone else's square, they should ask for a material that the person controlling the square has.

Each player controls all the characters in their own square, defining their actions, or roleplaying out scenes as is relevant. If there is a conflict between characters controlled by two different players (physical, emotional, something else), both players suggest a way that the conflict might be resolved. If both players agree with one option, they should roleplay out that scene; if they disagree, the other players in the game decide amongst themselves which they prefer or suggest a third option.

The starting player continues the scene until they've reached a good stopping point, and play passes on to their left. When play comes around to the starting player again, they pick up their protagonist's story.

Characters in the neutral square are free for anyone to control as they like - if there are disagreements, ask for a group vote on what would happen.

While the stories are being told, people should work on their individual craft projects. If a material they've acquired doesn't suit their project - for instance, wool, when they're painting; or coloured pencils when they're knitting; they can use the new material to decorate the square that they control instead.

When a player feels that their protagonist has resolved their story in a satisfying way (happy ending, unhappy ending, weird arse strange ending), they use their craft project to cover their square to show that they're finished. No new characters from this square can be introduced into someone else's story, but any existing characters can continue in the story.

The game continues until the last player covers their square.

## After the Game

Take a photo of the board and email it to the author.

Clean up.

## Credits

Game Design: Stephanie Pegg,  
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