Project: Forgetting

First, the exploration begins with accumulating information from *Alice's Adventures in Wonderland* text, and resisting the original book format. Secondly, a new destination was to be chosen, such as the postcards. I proceeded to merge the text into the postcard format. Eventually, the postcard format evolved into a card-based game.



Project: Forgetting 'Rules and Setup', 'Intro', 'Off With Their Head!' and 'Queen of Hearts' Cards

GAME SETUP

Players are dealt five cards and the remaining cards create *The Deck*. The player to go first is decided by old fashioned jousting or whichever player brought the game to the party.

Gameplay

First player plays a card from their hand to begin the story. Next, the player to their right plays a card. The aim is to relate the cards to each other to build a story. At no time can the same category be played twice in a row.

If at any time a player cannot play a card due to either:

- a) only having cards of the same category,
- b) having cards that would not make sense in the story,

he/she must pick up a card from the deck and miss your turn.

Making Sense of The Cards

If a card is played that the majority of players believe does not fit the story, or does not make sense, the card is returned to the player.

In addition, that player picks up an extra card from the deck.

Making sense of the cards is determined by the level of imagination of the players.

Ending Gameplay

Gameplay ends when *OFF WITH YOUR HEAD!* has been played. Before playing this card, two gameplay events must happen:

- 1) The Queen of Hearts Card has been introduced into gameplay.
- 2) All other cards from the players hand have been played.

Here, players can finish the story once he/she has imagined and narrated the allegations of the Queen. The character(s) which have been subjugated under the Queen's wrathful ruling, it's off with their head.



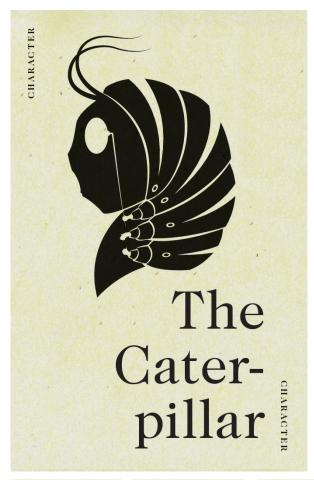
OFF WITH THEIR HEAD!

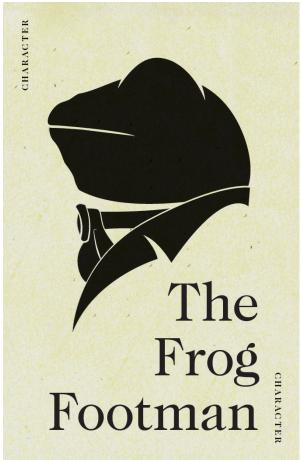
In the story Alice's Adventures in Wonderland, the Queen of Hearts often shouts for the beheading of anyone near her. This game builds new and creative stories to narrate what has upset the Queen of Hearts this time.



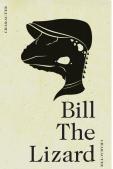


'Character' Cards

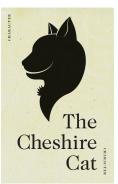




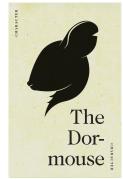




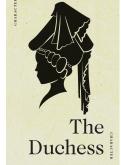








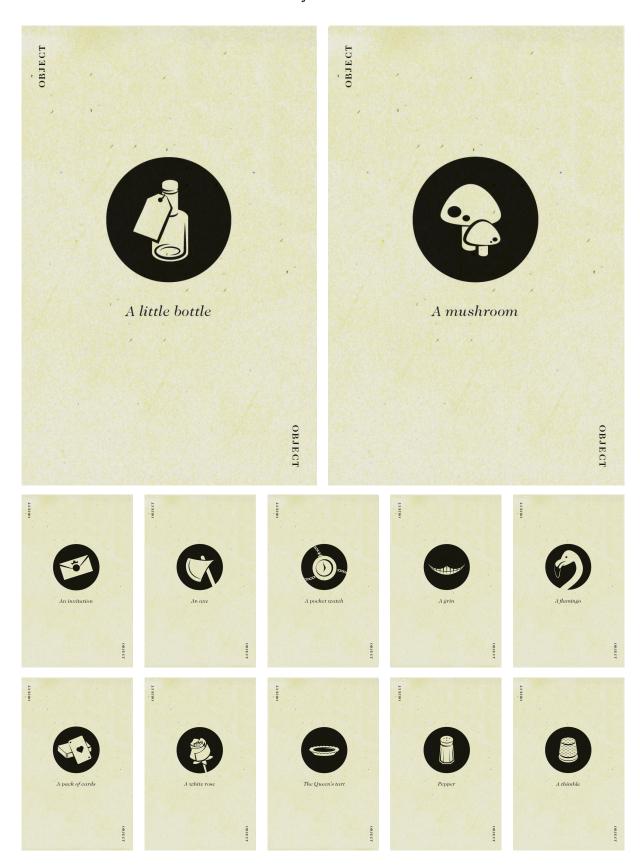








'Object' Cards



'Place' Cards

A large pool all round, The rabbit-hole went about four inches straight on like a tundeep and reaching nel for some way, and then dipped suddenly half down the hall. down. The King and Queen A large kitchen, which There was a table set The tops of the trees A race-course, in a sort was full of smoke from of Hearts were seated out under a tree in under a sea of green of circle, and then all on their throne when one end to the other. front of the house. leaves below. the party were placed along the course. they arrived, with a great crowd assembled about them. A tidy little room with Upon an open place, A neat little house, There was a large A large rose-tree stood a table in the window, with a little house in on the door of which near the entrance of mushroom growing and on it, a fan and it about four feet high. was a bright brass the garden. near. two or three pairs of plate with the name tiny white kid gloves. 'W. RABBIT' engraved upon it.

'Event' Cards

Planted
white rose
tree by
mistake.

Murdering the time.

EVENT

Solemnly presented the prize.

Being a serpent!

Coming down the chimney.

Solemnly presented the prize.

They stole some tarts, and took them quite away!

Looked at the King.

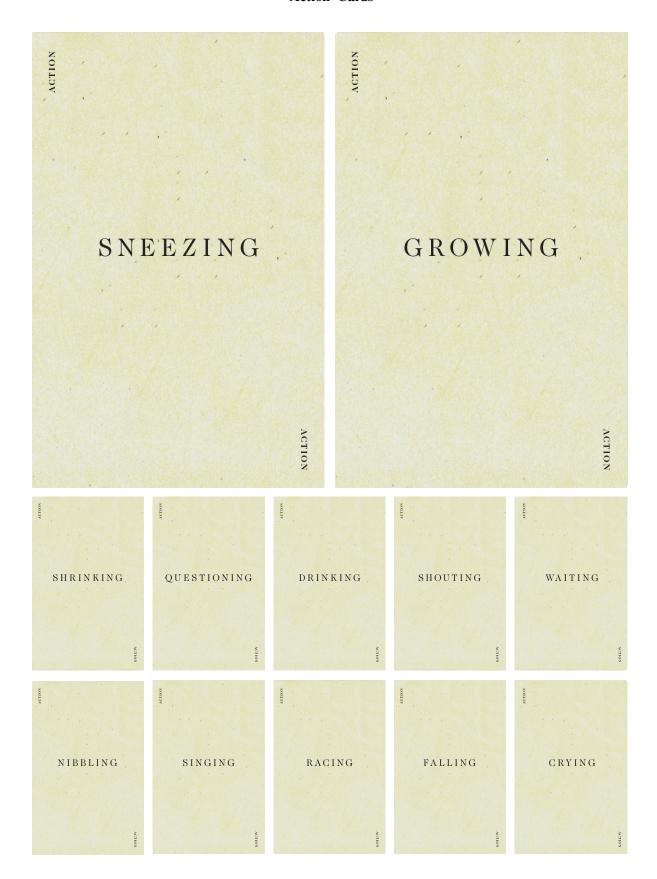
More than a mile high.

Boxed the Queen's ear.

Would not hold their tongue.

Insulted a creature three inches in height.

'Action' Cards



'Aspect' Cards

