

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!

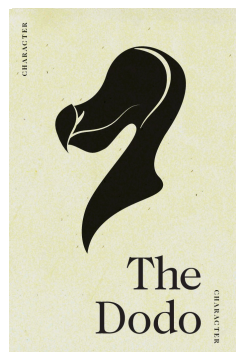
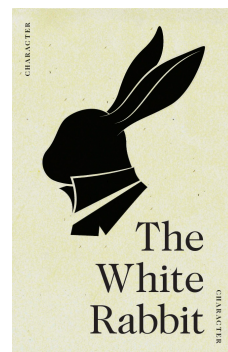
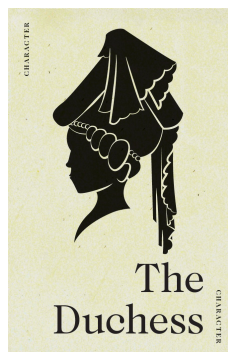
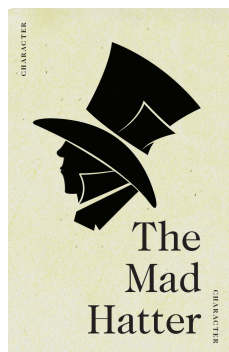
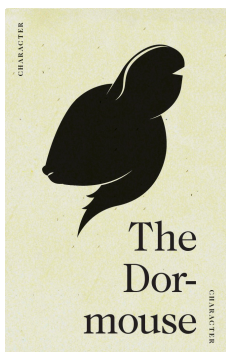
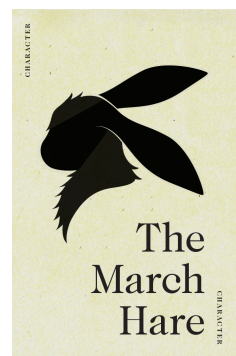
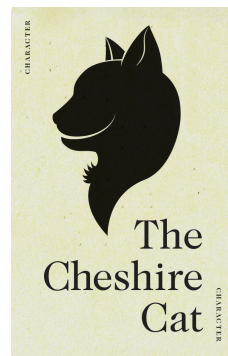
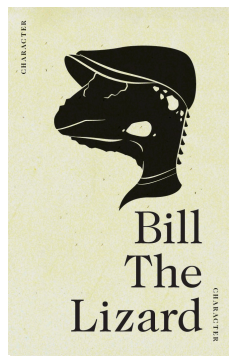
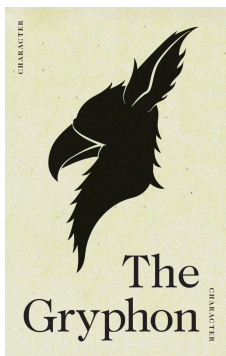
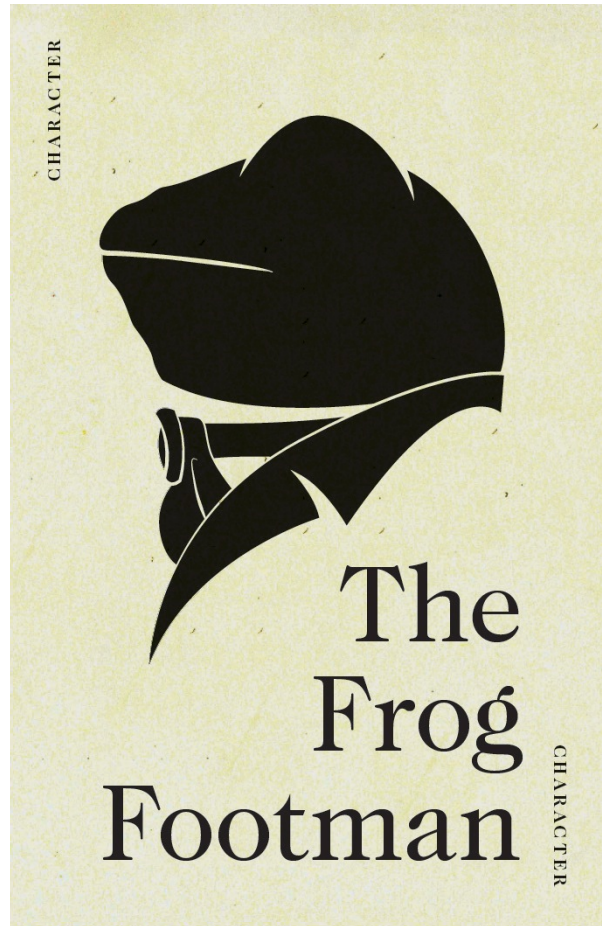
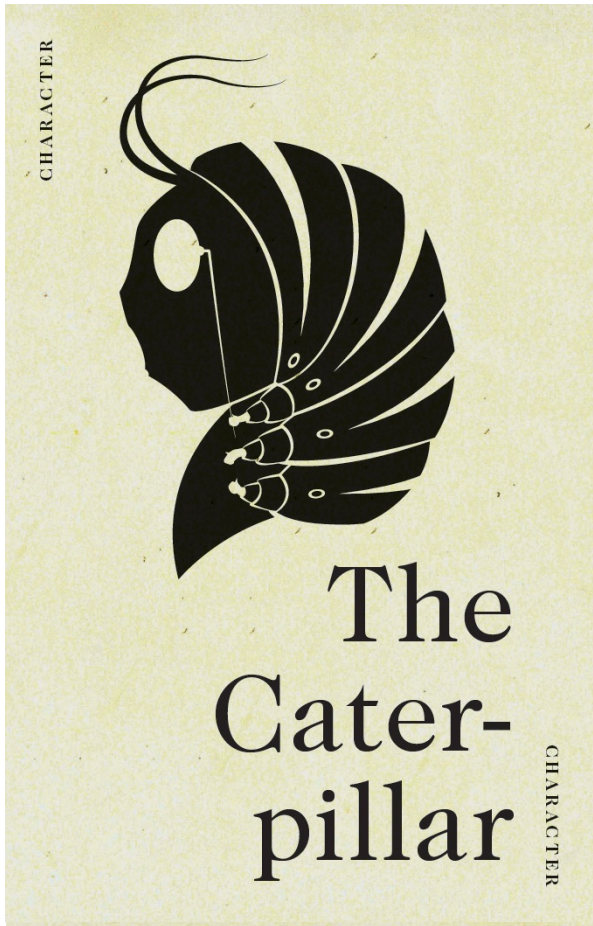
In the story *Alice's Adventures in Wonderland*, the Queen of Hearts often shouts for the beheading of anyone near her. This game builds new and creative stories to narrate what has upset the Queen of Hearts this time.

**OFF
WITH
THEIR
HEAD!**

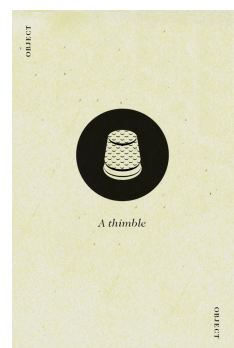
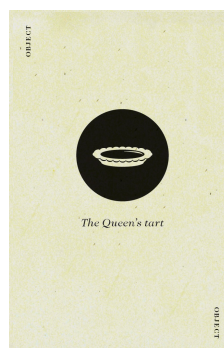
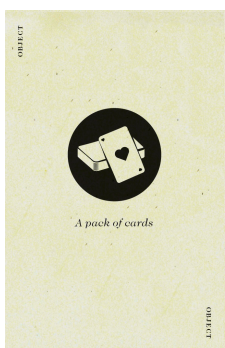
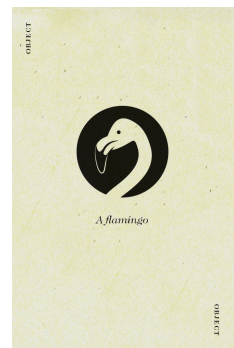
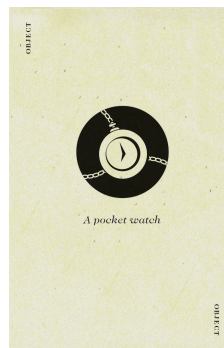
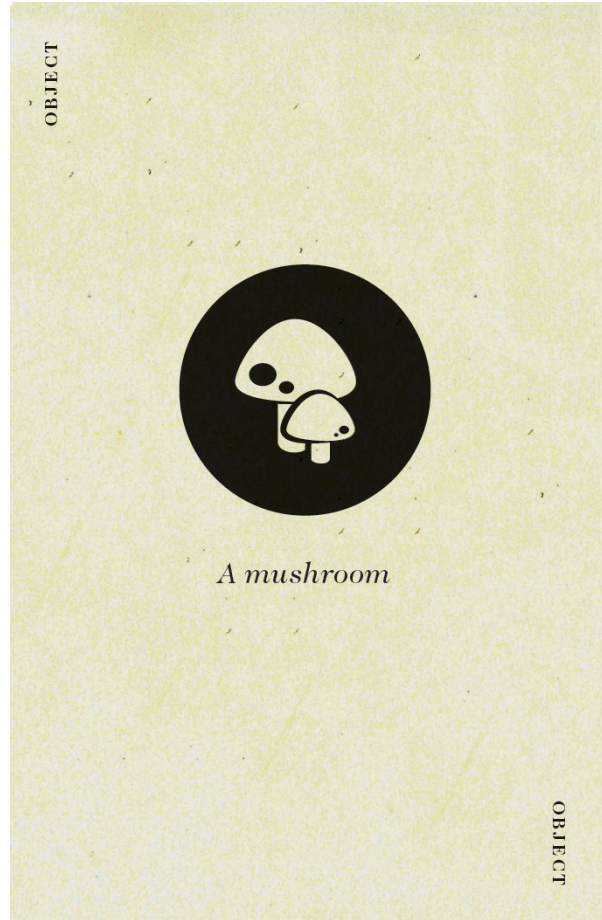
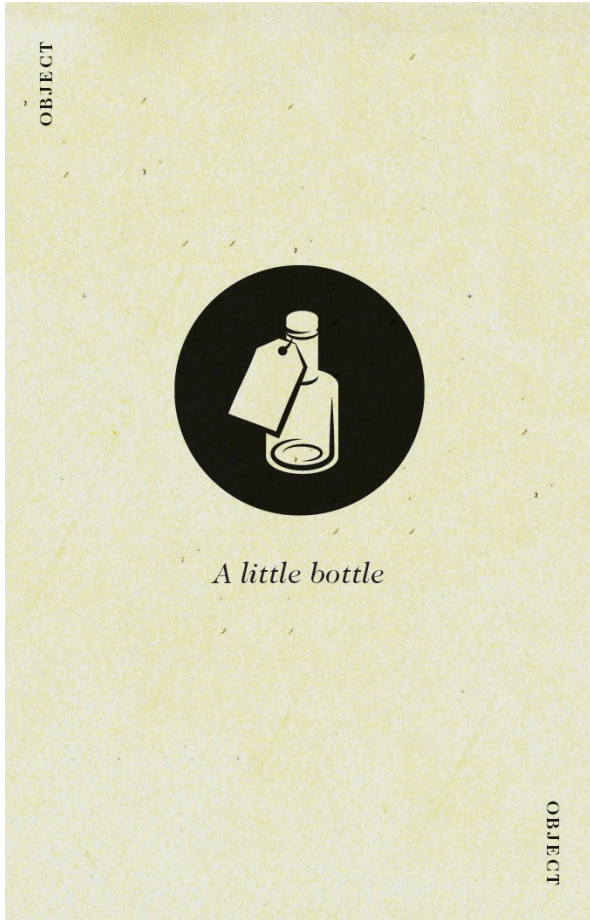


**QUEEN
OF
HEARTS**

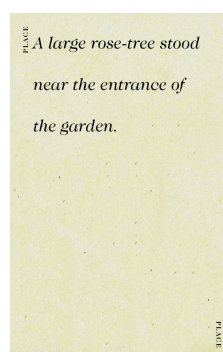
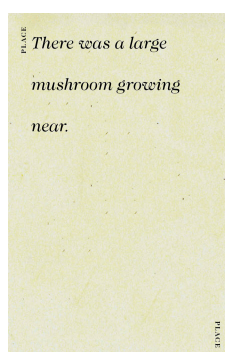
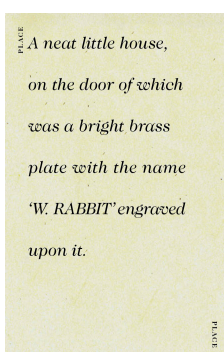
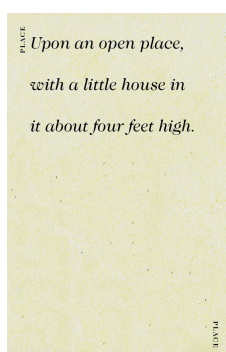
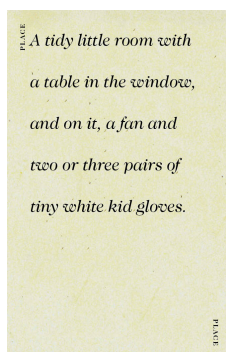
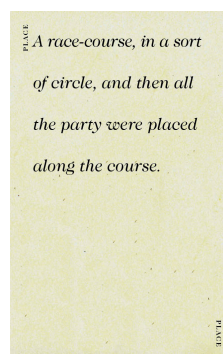
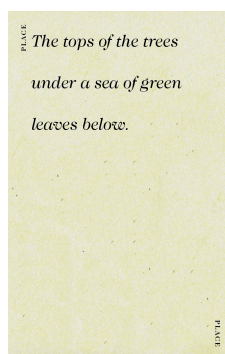
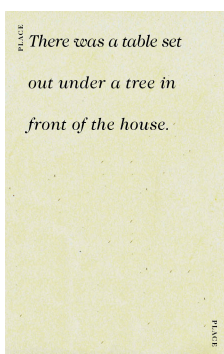
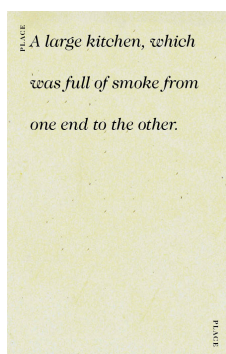
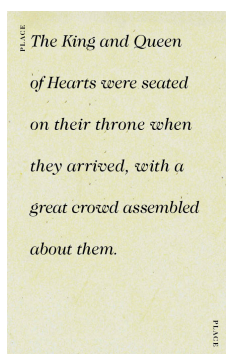
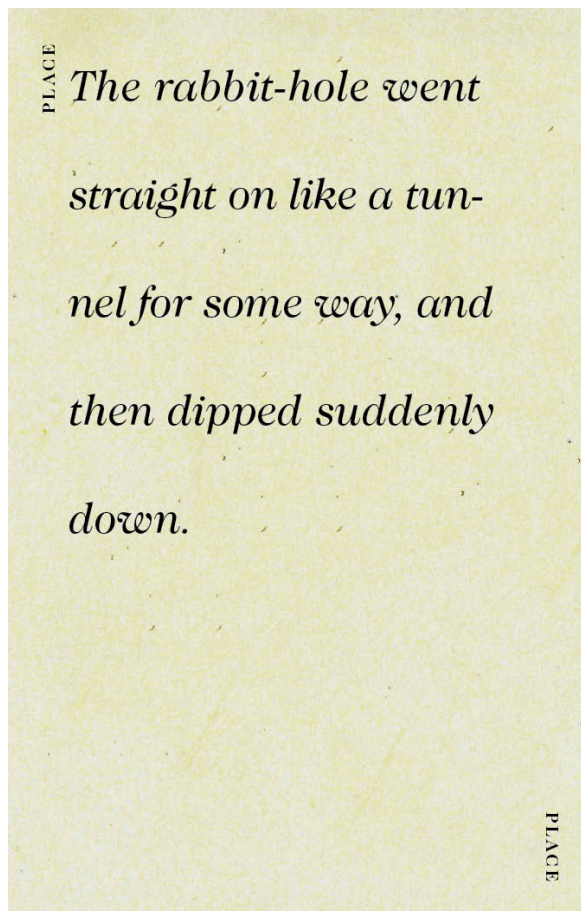
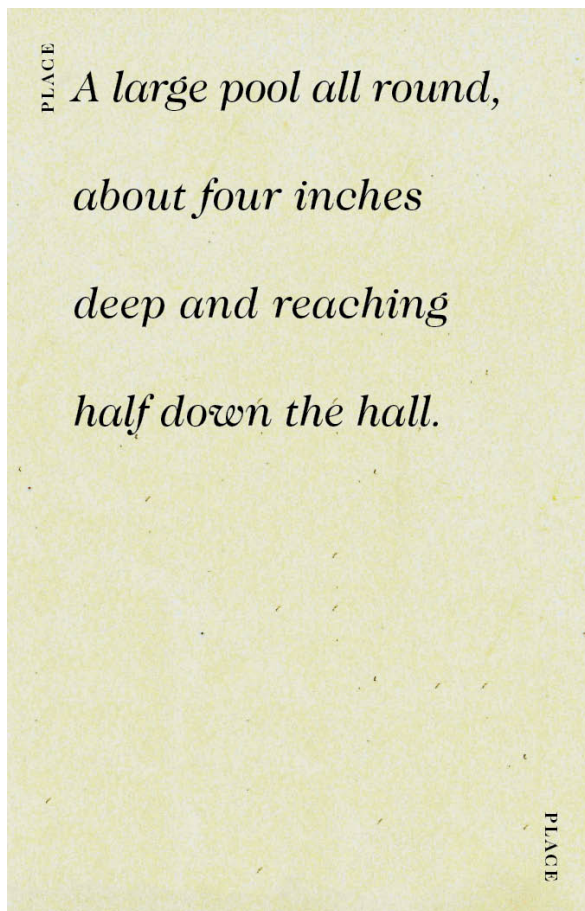
'Character' Cards



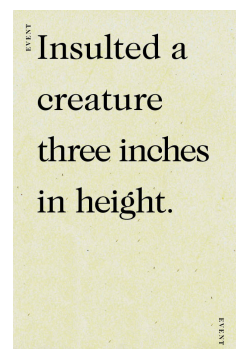
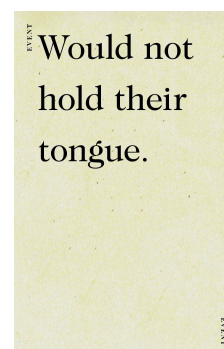
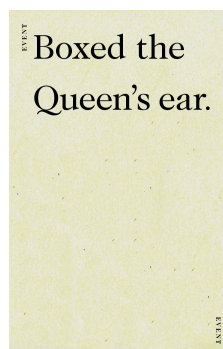
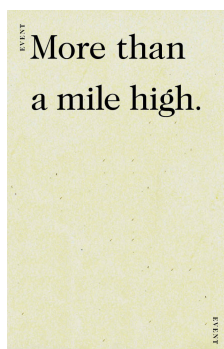
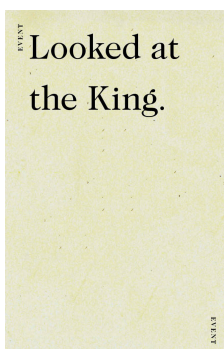
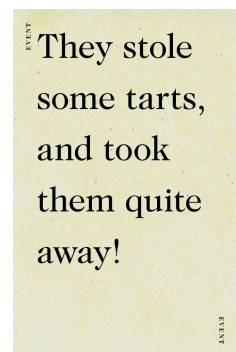
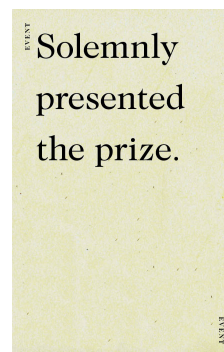
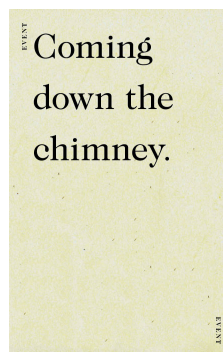
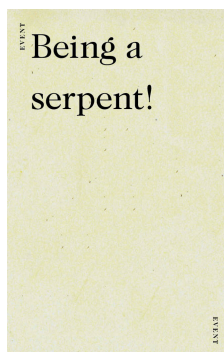
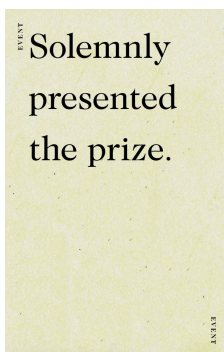
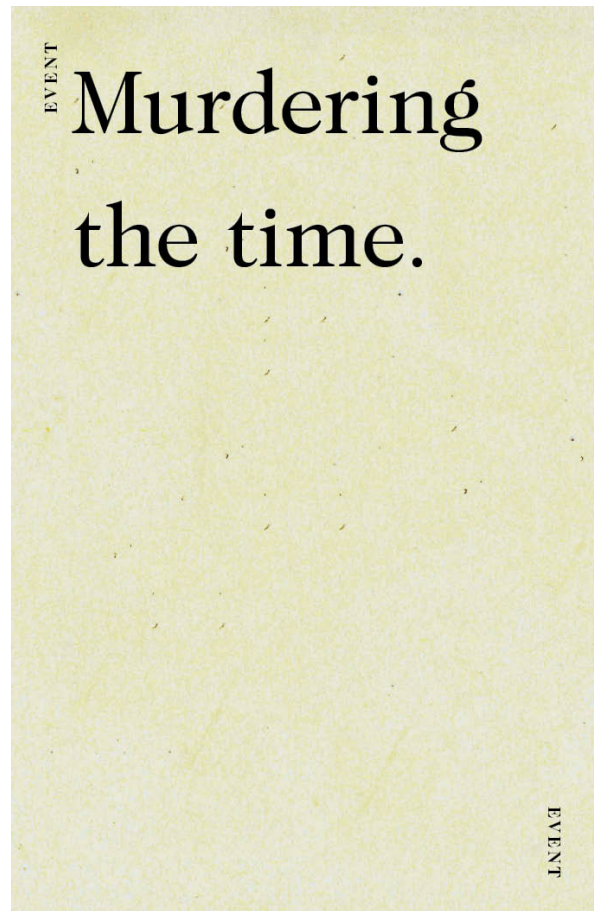
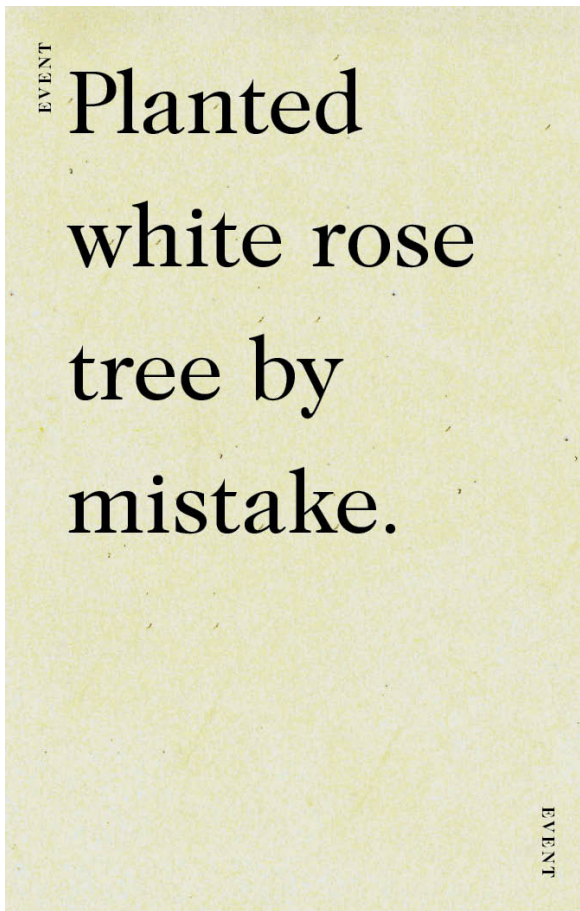
'Object' Cards



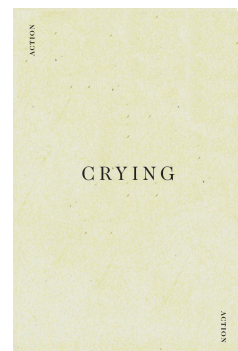
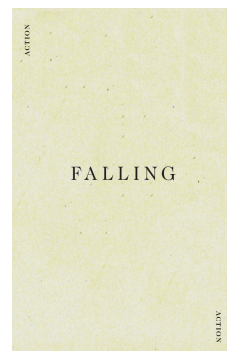
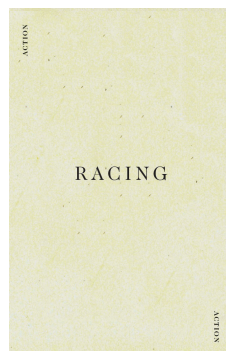
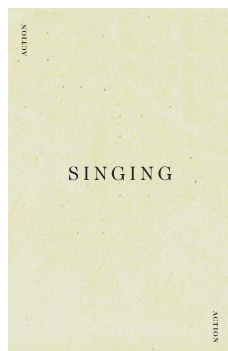
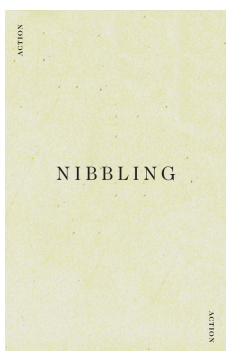
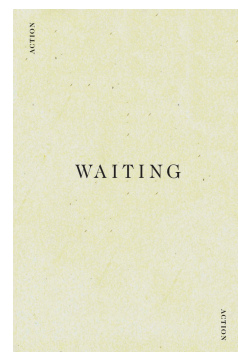
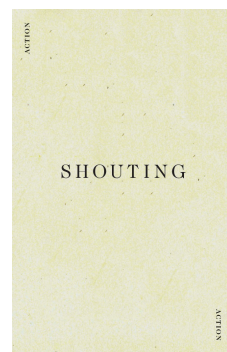
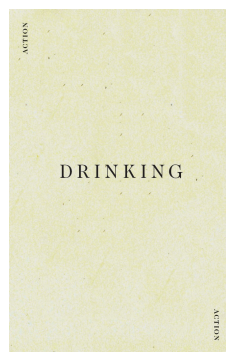
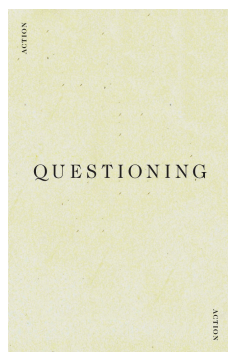
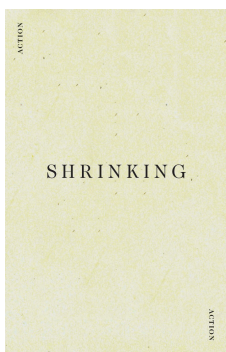
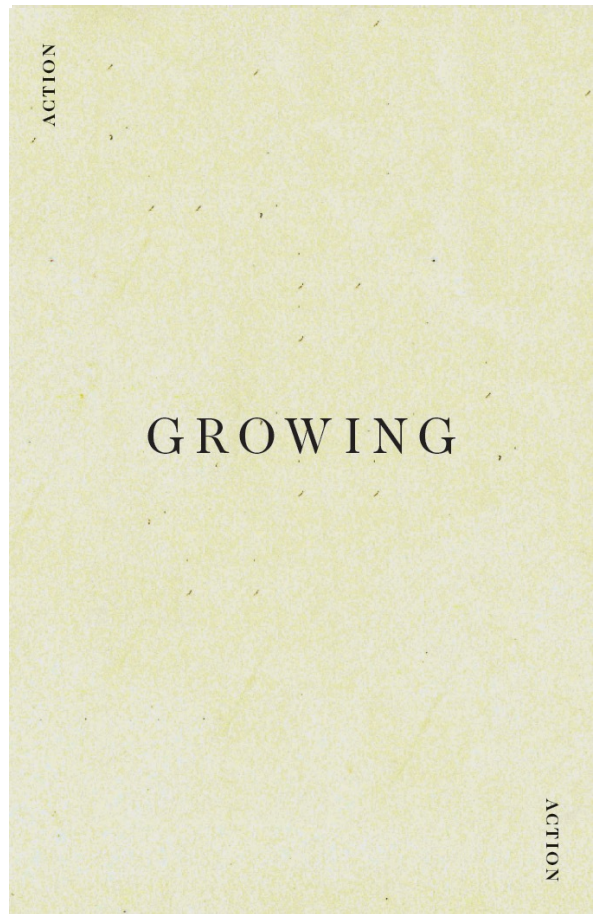
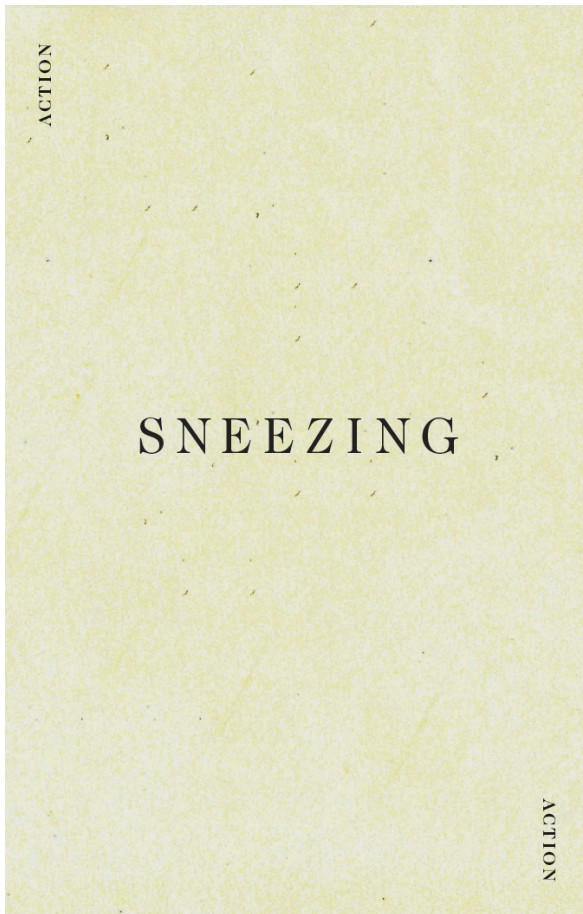
'Place' Cards



‘Event’ Cards



'Action' Cards



'Aspect' Cards

