

The Life and Death of...

Go for a walk with two or more friends.

Bring a token of some kind you can easily pass around.

Someone come up with a person's name for the title "The Life and Death of [Name]" and then give the token to someone.

Scenes:

- Anyone can start a scene unless you did the last one, or have just received the token. Any amount of real time can pass between scenes, take in the sights and wait for inspiration.
- Point to a landmark and say "This is where [Name]...", finishing with something they did.
- Describe a scene, trying to incorporate details from previous scenes. Keep it short, say 30 seconds and keep it mundane and grounded in the real world.
- No one else joins in with scenes, they are a monologue.
- Scenes should also end that event in their life, don't leave something half done for someone else to finish. This is very important.

The Token:

- If you have the token and narrate a scene you should include within it something otherworldly or unusual.
- After the narration is done pass the token to someone else.

The game ends when your protagonist's death is narrated which you should aim to do before the walk ends.