

TRASH MEETS STEEL

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A roleplaying game in which the parachute doesn't open

Version 0.1 x 10⁰

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Necessary equipment

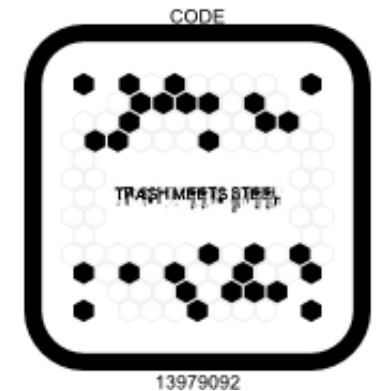
The parachutist sheet and the sheet for the other player

a timer

two chairs

around 7' 40''

40 questions



What's this?

A parachutist jumps from high altitude, and his parachute doesn't open.

He cannot but think of his whole life, which is passing in front of his eyes for 5 minutes, before he splats to the ground.

To play you just need to follow the rules that you find on the sheets. The other player will also need a list of 40 questions. You can create a custom list of questions, if you want. Anyway, for no-preparation games, I included a default list here in the playbook.

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40 Questions

If you are the other player, print this list of questions and ask them the parachutist when the rules tell you to. You can create a custom list of questions, if you want, but you may want to use these ones for no-preparation games.

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|--|--|---|
| 1) What's your name? | 15) Did the relationship with your family evolve during your life? | 28) Why is he/she unique? |
| 2) Where did you grow up? | 16) What's your favorite color? | 29) Does he/she know to be so much important for you? |
| 3) Did you have a happy childhood? | 17) What comes to your mind when you think about it? | 30) Which song best represents you? |
| 4) Who was your idol, as a child? | 18) Which was the happiest moment of your life? | 31) Why? |
| 5) What was your dream, as a child? | 19) Which was the worst one? | 32) Which movie you remind with more affection? |
| 6) Where did you go when you wanted to remain alone? | 20) Where have you always wanted to go? | 33) Why? |
| 7) When did you go there for the first time? | 21) Why? what's up with that place? | 34) Who do you hate? |
| 8) Do you still got there sometimes? | 22) What's your hobby? | 35) Why? |
| 9) Who was your first love? | 23) When did you develop it? | 36) What's the thing the most formed you? |
| 10) What struck you of him/her? | 24) Think about the love of your life: what's the color of his/her hair? | 37) Do you believe in God? |
| 11) How did it end with him/her? | 25) What about his/her eyes? | 38) What's your worst fear? |
| 12) When did you leave home? | 26) What about his/her smile? | 39) Growing, did you reach your dreams, or you leave them behind? |
| 13) How was the relationship with your parents? | 27) How did you meet? | 40) Who are you? |

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Are you the parachutist?

1. Tell the other player to grab the timer.
 2. Breathe.
 3. Tell the other player to start the timer. You now have 2 minutes to think about who you are. Name, surname, where you have grown, who's your love, what's your favorite movie, where you'd like to live if you had the money, what's your work and what you really would like to do; things like that. The other player won't tell you how much time you have left.
 4. Stop when the other player tells you to.
 5. Breathe.
 6. Tell the other player to start the timer. You now have 5 minutes to answer 40 questions the other player will ask you. Every time you vacillate, you start over. If, while answering the questions, you make a mistake, it doesn't matter: that means it's your subconscious speaking, and we all know the subconscious never lies. The other player won't tell you how much time you have left.
 7. When the other player stops you, you splat.
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Did you see your entire life before splatting, answering all the 40 questions?

Then you win. Otherwise, you lose.

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Are you the other player?

1. Grab the timer.
 2. Let the parachutist breathe.
 3. Start the timer. The parachutist now has 2 minutes to think. If he asks you how much time is left, don't say it.
 4. When the 2 minutes are over, stop the parachutist.
 5. Let the parachutist breathe.
 6. Start the timer. The parachutist now has 5 minutes to answer your 40 questions. He he asks you how much time is left, ignore him and go on with the questions. Every time he vacillates, start over, without resetting the timer. If answering the questions he changes the answers then it's all ok: it means that he time before he was wrong. Subconscious likes weird jokes, sometimes. Hasten the attention and anxiety of the parachutist by speaking loud. Sometimes suddenly rise your voice to scare him. He must have a cold sweat.
 7. After 5 minutes, the parachutist splats on the ground.
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Did the parachutist see his entire life before splatting, answering all your 40 questions? Then he wins. Otherwise he lose.