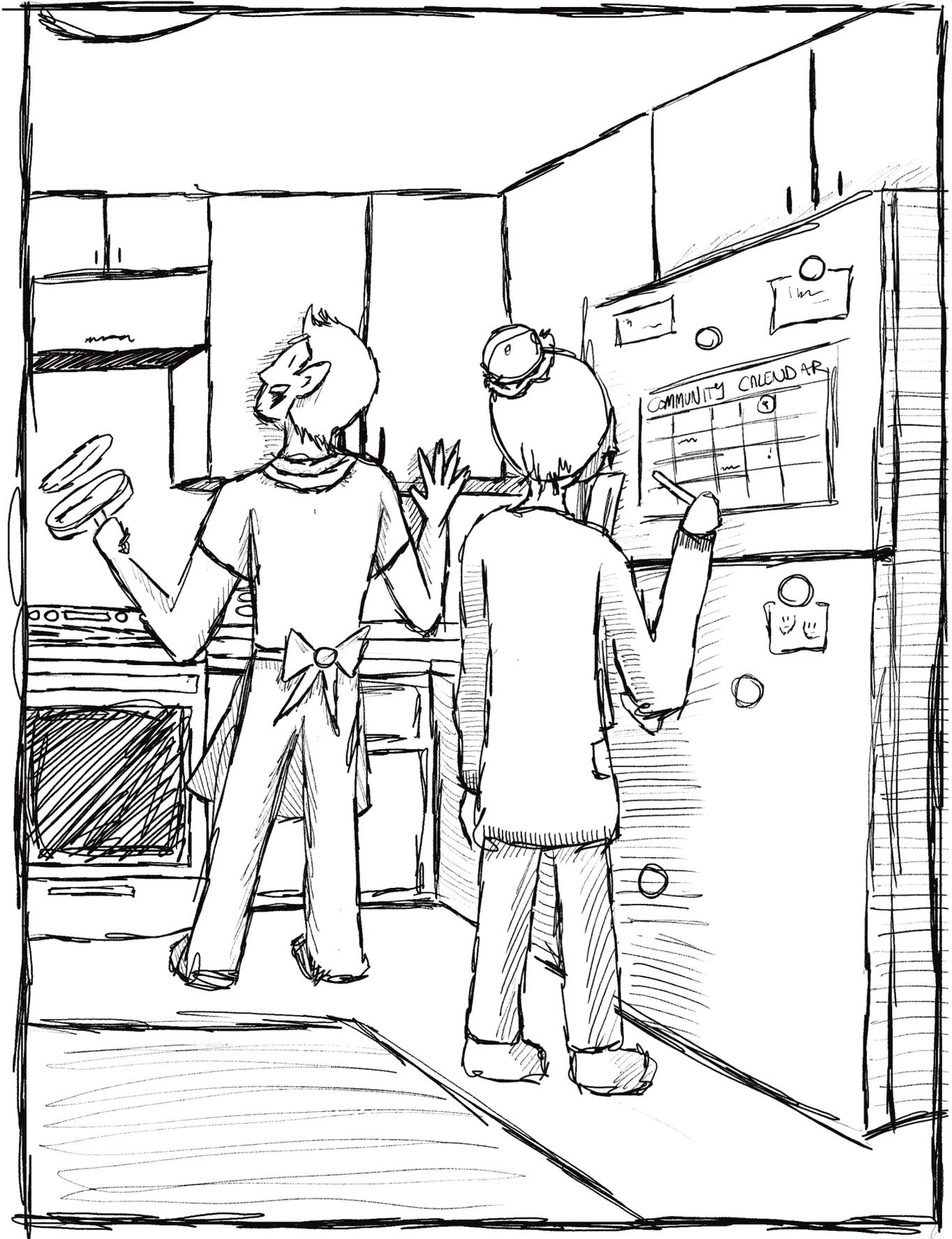




Community Calendar

A Role-Playing Game by Emily Matter



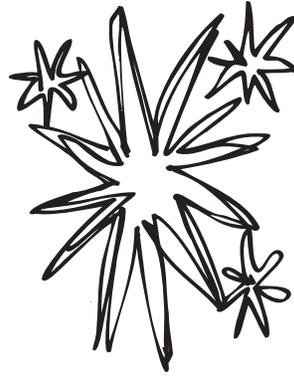
A journaling game, of sorts.

Best enjoyed with three to ten people.

To play this game, you will need a standard deck of 52 cards, one 6-sided die, and a one-month calendar that all players can edit.

A physical calendar, to be photocopied or otherwise reproduced and written on, can be found in the back of this booklet.

This game uses the fonts “Adobe Handwriting”, “American Typewriter”, and “Airy Pictures”. All illustrations save for those appearing in “Airy Pictures” were created by Emily Matter.



Character Creation

To begin play, have each player establish their familial role. All families look different, so if yours is missing a 'traditional' member, ask yourself-- who established this tradition, and why must you follow it? Some ideas for what familial roles are can be parents, children, grandparents, roommates, cousins, highly communicative pets, servants, imaginary friends, hidden government secrets, ghosts, and conpeople. Upon deciding your character's familial role, give them a name to put on the calendar. This can be a title, like "Mom" or "Secret Alien Houseguest", but it can also be a name, like "Evan" or "ZipZop".

Next, each of your characters will need a personality trait. Go ahead and decide those. Personality traits can be just about anything that defines your character-- perhaps one of them really cares about their garden, or keeps giving their number to every person they meet at a bar, or keeps bringing home new exotic pets. Go wild with these traits! The zanier the characters, the more fun you'll have playing them.

To finish up character creation, learn if your character's birthday is on the calendar. To decide if your character's birthday falls within the month of play, each player should choose a number between 1 and 6. Roll your 6-sided die, and if it lands on your chosen number, your character's birthday falls within the month of play and should be written on the calendar.

Sample Characters

Here are a few sample characters that you can use in your games.

Great-Aunt Zelda, annotated on the calendar as "GAZ", a cheerful older family member who's obsessed with get-rich quick schemes.

Six of Mars, annotated on the calendar as "6", an alien who's been adopted by the household. Interprets everything very literally.

Max, annotated on the calendar as "Max", a geeky household teen who speaks in pop-culture references.

Dave Smith, annotated on the calendar as "Dave", a household adult who's incredibly secretive about his incredibly bland past.

Wendy, annotated on the calendar as "Wendy", a household toddler with mild telekinesis.

Playing the Game

Now we're ready to play the game for real! Play runs clockwise from the player that shuffled the cards. Do not divide the cards into suits, but instead leave all 52 in a random order.

Each player's turn is one day on the calendar. Each turn has two parts. In the first part, draw a card and do as asked on the card. In the second part, roll once for each of the day's listed events and describe the results of each event.

There may be multiple events on certain days, or there could be no events on a day. In the event there are no events, a player may just describe one semi-interesting thing that happened to their character.

Upon the roll of a 1, a character may die. Unless specifically dictated by the card, this is voluntary and you may avoid it. If you wish to voluntarily cause a character to die at any point, you may. If a character dies, the group schedules a funeral for sometime within a week, and upon your next turn, you create a new character in lieu of drawing a card that day.

Play of the game extends until the end of the month. Events created within the window of the 26th to the 31st may be scheduled for the non-played next month, and are regrettable loose ends.

To interpret your Part Two dice rolls, use the included table.



Roll	Result
1	The event was a huge failure!
2	The event has gone poorly.
3	The event didn't go well, but it didn't go badly either.
4	The event was a positive experience, but it wasn't anything to write home about.
5	The event went very well!
6	The event was a huge success!

Diamonds

ACEA new business opportunity has arisen for your character, but it would mean that you would move out of this home and into another city across the country. What opportunity has arisen, and what would accepting it mean for your character? What would the loss of your character do to the household? Schedule an event in the next two weeks to reflect whether your character will stay or go. If your character leaves, make a new character to move into the household.

TWOYour character has lost their job! What was their job? What are they doing with their time now? Schedule one new event for two weeks from now that will reflect what your character is spending their free time doing.

THREEYour character has agreed to help a local organization fundraise by running a table at an event. What is this event, and what is the table selling? Schedule an event on your calendar for sometime in the next two weeks to show how this fundraiser went.

FOURYour character has picked up a second job. What was their first job? What will this extra income allow your character to do? How many hours a week are they working? Schedule a time for this job's performance review sometime in the next two weeks.

FIVEYour character has recently lost a large sum of money. How did your character lose this money? How do they respond to losing it? Schedule one new event next week related to this loss.

SIXYour character has suddenly earned an inheritance. How much is the inheritance, and is it money or heirlooms? What's the hidden catch to the inheritance? Schedule an event on the calendar sometime within the next week to deal with this sudden - and potentially cursed - windfall.

SEVENYour character has been roped into a heist job! Who is this heist stealing from, and what are they taking? Who roped your character into the heist? Schedule an event in the next week to show what happened during the heist.

EIGHTYour character has thought of a new business venture. What is it, and how to do they enact it? Schedule one new event two weeks from now to learn how the venture went.

NINEYour character has agreed to be paid for working a few hours in a very dangerous location. What is this job that you've agreed to? How are you being compensated?

TENYour character has gotten a new job! What is their job? Schedule one new workplace-related event for three weeks from now that will show how their new job is going.

JACKSomething broke around the house, and now your character has to foot the bill. What broke, and how much will it cost to fix? Is this object fixable? Schedule an event sometime in the next week for either the object to be repaired, or to obtain a new one.

QUEENYou've won a brand new car! Well, it doesn't have to be brand new, and it doesn't have to be a car, but your character has come into possession of a new vehicle. What kind of vehicle is it, and how much did it cost? Schedule an event on your calendar in the next week to pick up your new vehicle and show it off.

KINGYou've recently come into a large sum of money. How did your character make this money? How does your character respond? Schedule one new event next week related to this windfall.



Hearts

ACE A friend has invited you to their baby shower. How do you know this friend, and how do you feel about them? Do you bring them a gift, and if so, what is it? Schedule an event on your calendar to reflect whether or not you attend this shower, and if you don't, what you're doing instead.

TWO A gloom hangs over your character. What brings on this sudden sadness? How do they cheer themselves up? Schedule an event on your calendar in the next week to show how your character makes themselves feel better after being sad.

THREE Your character has been invited to a neighborhood potluck. What is your relationship to the neighbors? What food do you bring? Who do you bring with you? Schedule an event on your calendar to show the potluck-- or perhaps what you're doing instead of going to the potluck.

FOUR Your character has been broken up with by their love interest. Why did they break up, and how is your character coping with it? Schedule an event sometime in the next week that reflects what you do now that you're single again, and if you will remain part of the family. If your character leaves, make a new character to move into the household.

FIVE It's your character's best friend's birthday! Who is this friend, and how do you celebrate? Schedule an event in the next week to reflect your friend's birthday.

SIX There's been a big fight between your character and another family member. What were you arguing about, and what measures have you taken against one another? Schedule an event to talk it over sometime in the next week.

SEVEN Your family has decided to adopt a new pet. What kind of pet are you getting, and how does it change your routines? Schedule an event on your calendar sometime in the next two weeks to pick up your new pet.

EIGHT Your family is going to the beach! How do each of your characters feel about the beach? Schedule an event on the calendar sometime in the next two weeks. When it comes to pass, tell everyone how your character spent their day at the beach.

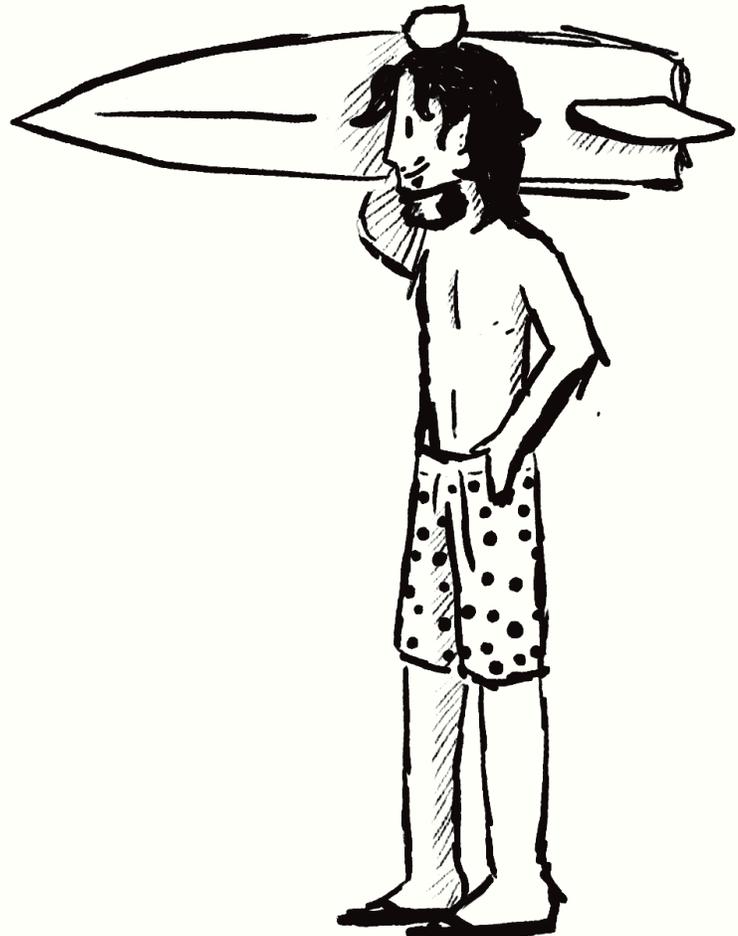
NINE You and another family member have planned an outing. What kind of outing is this, and how does it make your characters feel? Where are you going, what are you doing, and what is the rest of the family doing in your absence? Schedule this event on your calendar sometime in the next week.

TEN Your character has been invited to attend a family reunion. How does your character feel about their extended family? Do they accept the invitation? Schedule an event sometime in the next week to reflect what you do about the reunion- if you attend, or if you find an alibi to avoid it.

JACK Your character has obtained a new love interest. Who is this person, and how do your flirtations affect the rest of the family? Schedule a date sometime in the next week with this new love interest.

QUEEN Your character has been invited to a holiday party thrown by a friend. What holiday does this friend celebrate, and what are the expected traditions? Who do you bring to the party with you? Schedule the party sometime within the next week.

KING A friend has invited you to a community theatre production. How does your character feel about the arts? Who do you bring with you? What is this production, and what role is your friend playing? Schedule the production for sometime within the next week.



Spades

ACE Your character has fallen ill! What are you sick with, and what are you doing to feel better? Do any of your family members catch it too? Schedule a doctor's appointment sometime in the next two weeks.

TWO Your character got concert tickets! What band are you seeing? How does your character feel about them? Are you taking anyone with you? Schedule the concert sometime in the next two weeks.

THREE Your character has been mind-controlled by a mysterious entity. What has this entity asked them to do? Who is the entity, and how did you come to be mind-controlled? Schedule this event to come to a head (and your mind-control to be broken) sometime within the next week.

FOUR A detective is snooping around your family's secrets. What secrets are you holding, and why does the detective care? How does your family feel about these secrets? Schedule an event in the next week that describes how you deal with this detective.

FIVE An unidentified object has crashed in your backyard. What is this object, and what comes out of it? How do your characters feel about the object? Schedule an event in the next week that reflects what happens when government agents come looking for the object.

SIX A carnival is coming to town! How does the family feel about this carnival? What is your favorite thing about the carnival? Schedule a night for all of you to visit the carnival sometime in the next week.

SEVEN Your character has bought a new doll from an antique store, and to be honest, it's scaring the pants off of some of your family members! How do you feel about the doll? Who is scared of the doll? What is the doll doing that's so alarming? Schedule an event sometime in the next week that reflects exactly what happens to this new doll.

EIGHT Your character and another family member have become embroiled in a prank war. Describe the pranks that you pull and how they affect the rest of the household. Schedule the final, worst prank in the bunch for sometime in the next week.

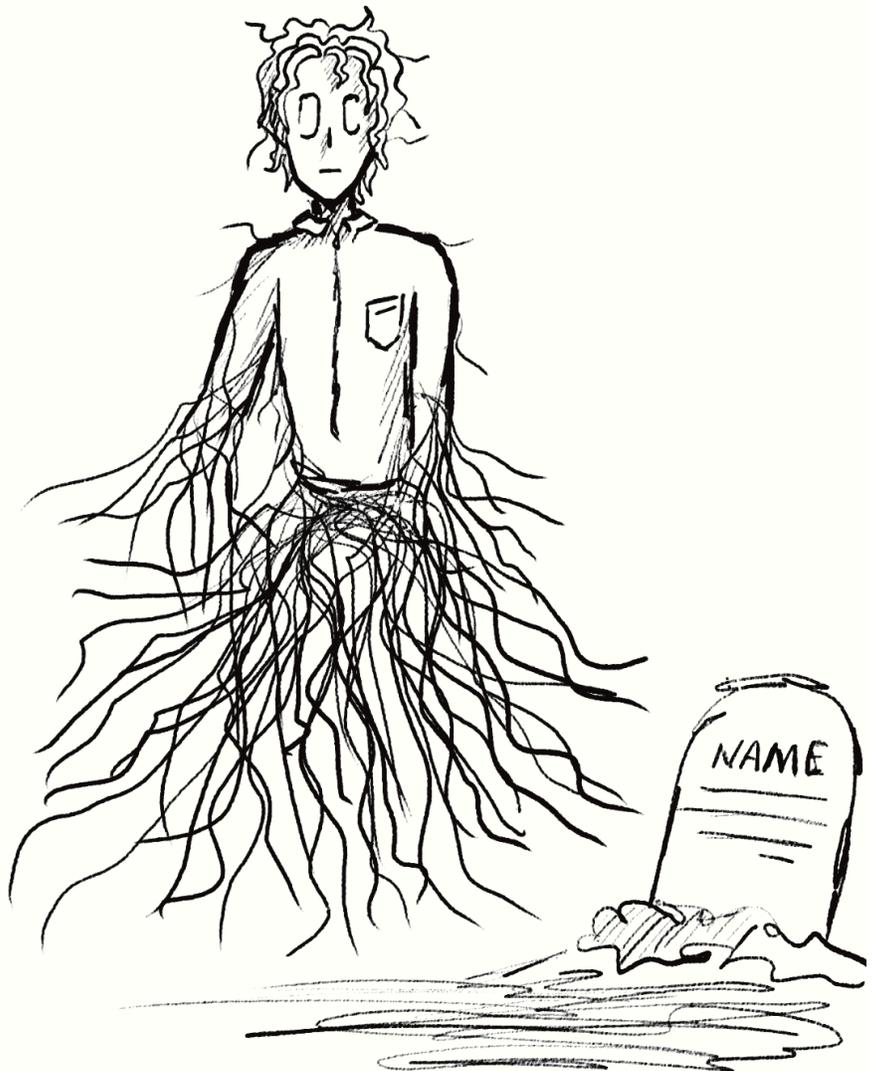
NINE Your character believes themselves to be a werewolf. What do they do to deal with this sudden condition? How were they turned into a werewolf? How does the family cope with their antics? Schedule the date of the full moon sometime in the upcoming month, and reveal the truth of this belief on that date.

TEN A friend comes to stay the weekend. How do you feel about this friend? How does the family feel about their houseguest? What zany events happen while the friend is at your home? Schedule the date that your friend leaves sometime in the next week.

JACK A string of mysterious disappearances has happened in the area, and your character is determined to learn the cause! Why does your character care so much? How are they investigating? Schedule an event within the next week to learn the truth behind these disappearances.

QUEEN Your character has decided to write a memoir. What stories are they highlighting? How does the family feel about this tell-all? Schedule an event for sometime within the next two weeks to send this book to print.

KING Your character was turned into a ghost. How did this happen, and what is your character doing to reverse it? Does your character want to reverse it? How is the family coping? Schedule the date that your character will live or die. If your character dies, describe their funeral and create a new character.



Clubs

ACE Your character has been ousted from their exclusive club. Remove all of this club's events from the calendar. If your character is not part of a club reflected on the calendar, describe what club they were in and what they did to be kicked out.

TWO Your character has picked up a new hobby. What is this hobby, and what kinds of materials does it require? Schedule an event on your calendar to pick up materials for this hobby sometime in the next week.

THREE Your character has agreed to work community service sometime within the next month. What kind of service is this, and when does it occur? Schedule an event to reflect this service sometime in the next week.

FOUR Your character has entered a contest about one of their hobbies. What is this hobby, and what is your character doing to win the contest? Schedule an event sometime in the next two weeks to show the culmination of your character's work.

FIVE A local community organization is going around asking for donations. What is this organization, and does your character contribute?

SIX Your character is going to attend services to a religious organization. Why are they going, what do they worship, and who do they take with them? Schedule an event sometime in the next week to reflect this attendance.

SEVEN Your character's organization is going around asking for donations door-to-door. What organization is this for, and why are they raising money? Schedule an event on your calendar sometime in the next week to

EIGHT An organization your character is involved in is running a fundraiser sometime in the next two weeks. What is this fundraiser, and what are you selling? Schedule an event to reflect this fundraiser.

NINE Your character has picked up a new hobby. What is this hobby, and how does it affect the rest of the members of the household? Schedule an event to show off to the entire family your new prowess with this skill.

TEN Your character has started going to a new gym! What is this gym like, and does your character enjoy it there? Schedule an event on your calendar to reflect the time that your character spends at the gym.

JACK . . . Your character has gotten into hot water with the Homeowner's Association. What did your character do to your home, and why did it make the HOA so angry? Schedule an event on your calendar to reflect your official HOA hearing sometime in the next week.

QUEEN . Your character has decided to draw the community together to build an exclusive club. What is this club all about? What do their meetings look like, and how often do they happen? Schedule all of this club's meetings on the calendar.

KING . . . Your character has done something that made the community very angry. What did your character do, and why is the whole community out for your head? Schedule an event on the calendar that dictates whether you flee the community or stay to face the music. If your character chooses to leave, create a new character to move into the household.





Community Calendar



		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		