

#### Playtest feedback:

- Clarification of where to write stuff
- The options were very open
- Bringing paper as a GM
- Love the emotional openness
- Lots of room to explore and see what people are comfortable with
- Maybe backup notes/rules for emotional vulnerability or taking a step back
- Helped to think about what to say
- Very cathartic experience!
- The second life is very nice to have a more lighthearted story after a more vulnerable story
- Liked the backwards storytelling, forcing the players to be mindful about what they are saying in order. (more careful and thoughtful thinking)
- The players liked keeping the paper creations afterwards!!

#### What I noticed:

- Forgetting to mention moments in your life when going backwards
- Going back and forth instead of backwards with the life story part
- Very long and emotional storytelling
- The game of 3 players had an audience of around 1-3 people who also enjoyed listening in on the gameplay.
- Most of the second stories (the imaginary names) were vastly happy experiences and happy lives.
- There were connections between the two lives told by each of the players