You have an Uncle.

His name is **[Input Name]**

He's **[Cycling Link]** **not your 'real' uncle, your dad's brother, your mum's brother (bind choice)**

And yet, here you are, the one who has to go round and take care of him.

You're out of work, so you don't have an excuse.

Monday

You arrive at Uncle $name's house to find him

[activity]

"What are you doing?" You ask.

a tea towel", "poring over a catalogue which contains nothing but different types of gravel", "pairing socks, holding them to the light to ensure that they're exactly the same shade of black", "jangling the change in his pockets like it's

May also need DM's to contain info for later regarding specifics of the items.

"I need to." He tells you. "It helps me think."

Changed name of counter in-game to reflect end of story message.

Help him

Turn on his TV

Set: No Help Counter to 1

It's an old programme about

Set: Help Counter to 1.

[Professions]

[Doing a Thing]

It's what (if: cycling link is Mum's brother) Mum sent you here to do (if: cycling link is Dad's brother) Dad sent you here to do (else:) you came here to do afterall.

(either:) "doctors", "soldiers", "superheroes", "chefs", "married couples", "weightlifters"

(either:) "fighting an endless war", "lost on a battlefield", "cooking for the Queen", "trying to solve a murder", "falling in love", "stuck in a timeloop", "who should probably retire, but refuse"

Tuesday

The next day you visit again. Pressure from **If Mum's brother: "Mum", Else: "Dad"** $uncle is busy **[Activity]** **(Display:)** over a catalogue which contains nothing but different types of gravel*, *pairing socks, holding them to the light to ensure that they're exactly the same shade of black*, *jangling the change in his pockets like it's a tambourine*.

He doesn't look up as you come in.

Join him

Set Help Counter to it +1

Turn on his radio.

Set No Help Counter to it +1

It's tuned to a station where

[Professions] are talking about **[Doing a Thing]**

Wednesday

Your **If Mum's brother: "Mum", Else: "Dad"** filled a tupperware with **(either): "homemade spaghetti", "red velvet cupcakes", "chocolate and hazelnut cookies", "ham and pickle sandwiches", "pork pies"** because apparently that's $name's favourite.

If Help Counter is at least 2 **Else** $reaction [Activity] "You want some?" He asks $mood.

Set: _temp variables: to $reaction "He perks up at the sight of the food container and stops" $mood "cheerfully".

set _temp variables to $reaction "He remains focussed on" $mood "despondently".

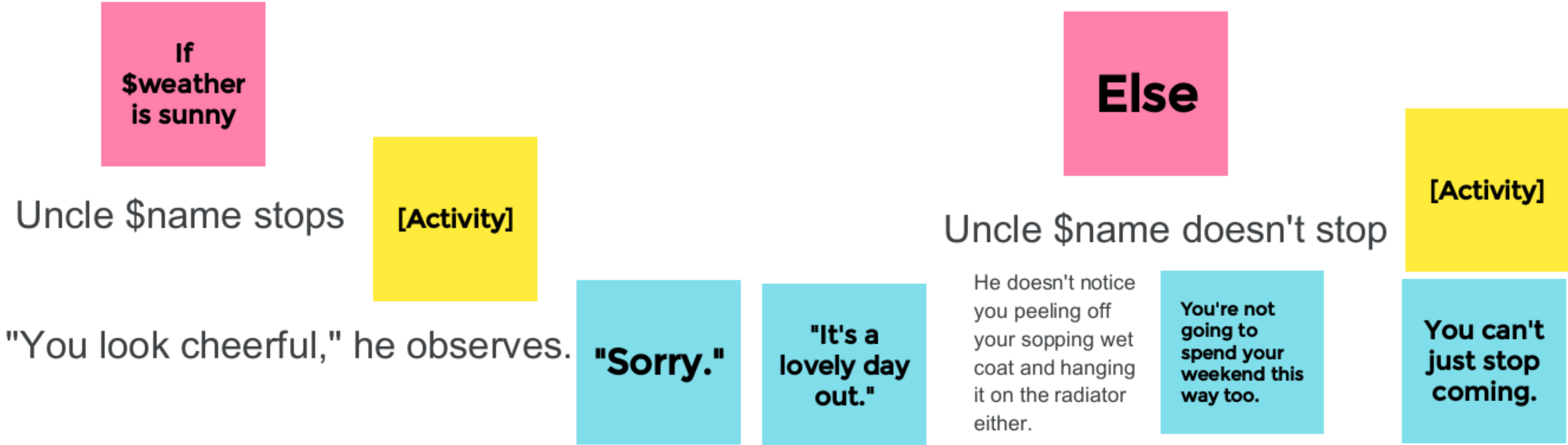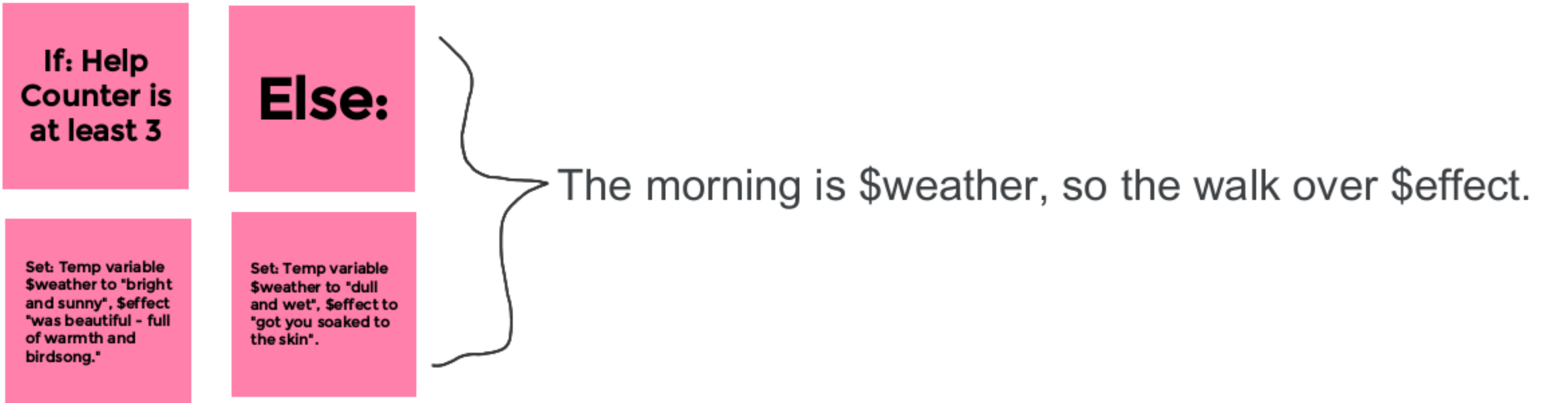**"Sure."** **"No thanks, but you go ahead!"** **"Nah, I'm good."**

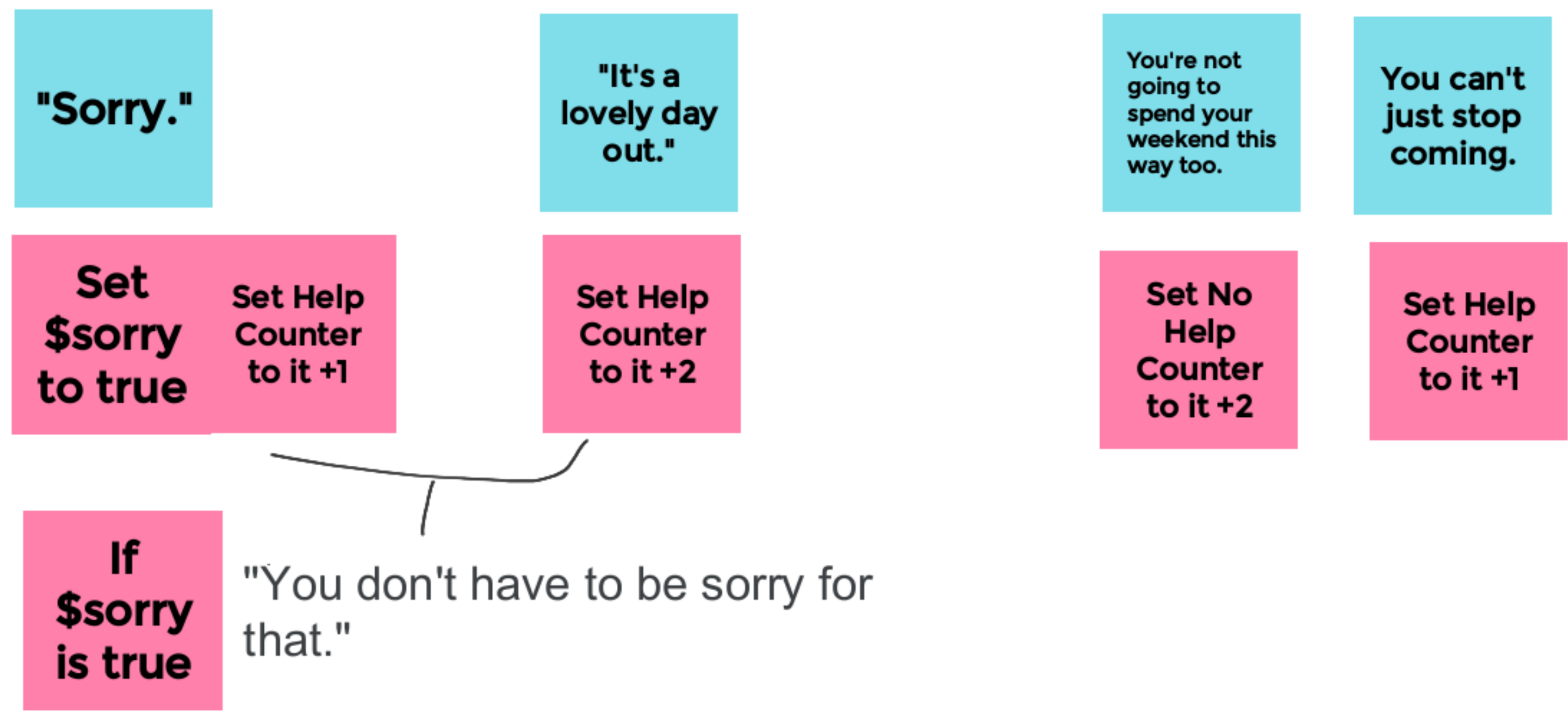**Set Help Counter to it +1** You're getting used to hanging out here. It's not so bad.

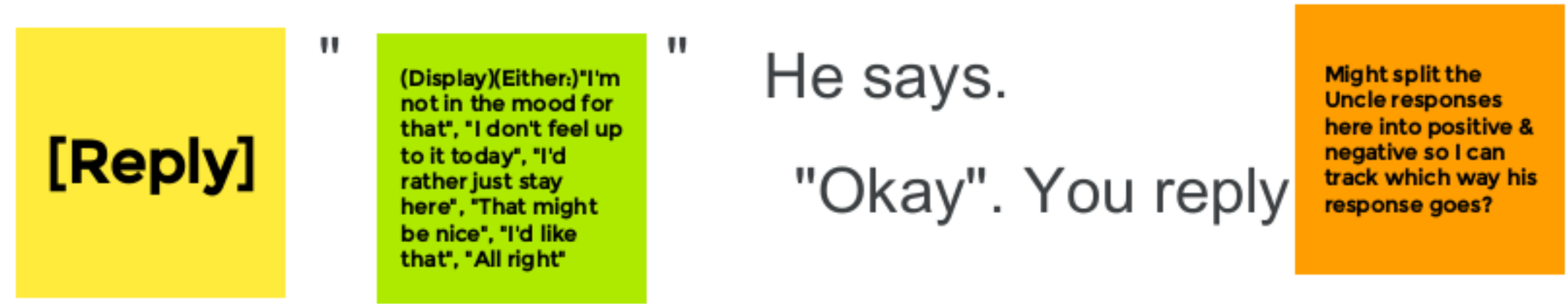**Set No Help Counter to it +1** You've delivered the food, you've done your part. Being here just brings you down.

Thursday

If: Help Counter is at least 3

Else:

Set: Temp variable $weather to "bright and sunny", $effect "was beautiful – full of warmth and birdsong."

Set: Temp variable $weather to "dull and wet", $effect to "got you soaked to the skin".

The morning is $weather, so the walk over $effect.

If $weather is sunny

Else

Uncle $name stops

[Activity]

Uncle $name doesn't stop

[Activity]

"You look cheerful," he observes.

"Sorry."

"It's a lovely day out."

He doesn't notice you peeling off your sopping wet coat and hanging it on the radiator either.

You're not going to spend your weekend this way too.

You can't just stop coming.

Thursday cont

"Sorry."

"It's a lovely day out."

You're not going to spend your weekend this way too.

You can't just stop coming.

Set $sorry to true

Set Help Counter to it +1

Set Help Counter to it +2

Set No Help Counter to it +2

Set Help Counter to it +1

If $sorry is true

"You don't have to be sorry for that."

"We could go out for a walk?" You say quickly, feeling awkward.

[Reply]

" (Display)(Either:)"I'm not in the mood for that", "I don't feel up to it today", "I'd rather just stay here", "That might be nice", "I'd like that", "All right" "

He says.

"Okay". You reply

Might split the Uncle responses here into positive & negative so I can track which way his response goes?

Friday

If $walk is true **Set $help to it + 1** It was good to (either:) "feel the sun on your hair", "get a lungful or two of fresh air", "go somewhere other than the linear route between your house and $uncle's", "stretch your legs" yesterday and you think (either:) "it did $uncle a world of good", "$uncle enjoyed it too", "it lifted $uncle's spirits a little"

Today he is **[Activity]**

If chose "Not doing this at weekend" OR Not Help Counter is >= 4 **Set Not Help to it +1** You let him get on with it. Tonight, you're **[Cycling link]** washing your hair, out on the lash, playing videogames and tomorrow is your own. **[Skip to Sunday]**

Else Tomorrow's probably going to be tough on both of you, so you **Help him** Turn on the radio for some background noise

Friday continued

If Help counter => 5

"Lilies were her favourite", he's muttering to himself as he works on his task.

If Help counter => 4

You notice the photo of Aunt Caroline is gone from its usual place on the

(either) "mantlepiece", "coffee table" "window sill" "corner table" "living room wall"

If Help counter => 3

You notice how dusty it is in here.

But you don't say anything.

You grab a duster.

It's a small thing, but small things can help, sometimes.

Saturday

You stop at the supermarket on the way to the cemetery. You used to

and so the older lady behind the counter smiles at you as she
puts the

[Cycling link]

(bind to $flowers either) "daffodils", "tulips", "roses", "lilies", "sunflowers"

through the till.

"So sorry about Caroline," she says.

(either): "You find yourself strangely tightlipped, unable to do anything other than give a curt nod", "You thank her, glad $uncle isn't with you", "You realise tears are welling in your eyes, throw the money onto the counter and flee."

The **Walk** to the cemetery is

(either) "brisk", "short", "long", "quick" "dawdling"

and

(either) "maudlin", "beautiful", "sun-dappled", "windswept", "filled with bird song"

Saturday cont

You meet $uncle by Caroline's grave. He's holding a bunch of lilies.

if $flowers is "lilies"

Set help counter to it +1

"Snap", you say and he does his best to smile.

Else

You add your $flowers to the pile.

You both stand for a moment, taking in the bunches of (either:) "gerberas", "daisies", "poppies", "snapdragons", "carnations" the pots of (either:) "violets", "pansies", "forget-me-nots", "primroses", "petunias"

the wreaths twined with (either) "lilac", "freesias", "eucalyptus", "asters", "ferns" and (either:) "gerberas", "daisies", "poppies", "snapdragons", "carnations" and (either:) "violets", "pansies", "forget-me-nots", "primroses", "petunias" (either) "Such a kaleidoscope of colours," "So many messages of grief and love and loss", "So many petals and leaves and name cards" "you feel oddly ashamed, like your sadness isn't big or beautiful enough", "your head swims and you feel dizzy", "the scents and the shapes of the bloom are too much stimulus and you feel like your knees might buckle".

You hug your uncle.

You let yourself cry.

You hold in the tears.

You listen to the sounds of the cemetery

You remember the time Aunt Caroline told you never to cut your fringe yourself.

Sat cont

There is no wrong way to be at a time like this.

You are already by your Uncle's side, let that be enough.

Sunday

$Mum/Dad is making Sunday dinner. The house is filled with the smell of

and

cycling: bind to $main: "sausage casserole", "roast chicken", "white bean stew", "lasagne", "honey-glazed salmon"

(cycling: bind to $side) "three cheese sauce", "steamed spinach", "herby potatoes", "creamy polenta", "pigs in blankets"

Do this as a Sunday Dinner dm with slots for main, sides and descriptions of each.

$Uncle was invited but

If array sets to "accepted"

If array sets to declined

Create a shuffled array. The higher the help counter, the more likely it is he accepted.

he's not here yet.

he said he couldn't make it.

If array is declined

You feel

Cycling: "kind of glad.", "sad he's not coming.", "indifferent's the wrong word. Numb?

You help $Mum/dad set the table.

Retreat to your childhood bedroom until dinner is ready.

Sunday cont

When it's time to eat

(if: accepted)

(else)

$uncle comes rushing in, smelling faintly of

$Mum/Dad finally moves away $uncle's empty seat.

(either:) "lilies", "outdoors", "last night's beers"

and takes his seat.

Everyone starts passing the $sidesdesc around the table, and helping themselves to $maindesc .

Cycling: "You find yourself suddenly without an appetite." "You fill your plate." "You feel guilty to feel so hungry, so normal." "You know this was Caroline's favourite."

Cycling: "Everybody is silent", "Everybody makes light-hearted chitchat about nothing" "Everyone shares their stories about Caroline and what she would have done and said if she was here."

Cycling: "You wish it would stop", "You want to scream" "You want to leave the table" "You find it comforting", "You're glad to just be sitting here"

"You wonder how $uncle's feeling right now" "You wonder if you should tell them to stop" "You wonder if Caroline would hate this" "You wonder if your family will ever be okay again" "You wonder if you'll ever be okay again"

"You think about smashing a plate", "You think about running out the front door", "You think about Caroline", "You think about $uncle" "You think about how you hate all of this" "You think about how you love all of them".

Eventually, the meal is over.

You go upstairs.

You open the bathroom door.

I'm already in there .

I forgot to lock it.

How embarrassing.

Apologise.

Back away.

It's okay.

I need to say this to you.

To myself.

Whatever you experienced this week, with your Uncle

You may have felt like you made mistakes

Like you said or did the wrong thing

if declined

Else

Like he might have come to dinner if you did things differently.

Well

End

It's true that $uncle may be struggling.

But so are you.

And so am I.

We can only ever do our best.

We will try again.

Make different choices.

The outcome may be the same.

But we will be different.