

Catherine

This is a simple role-playing game for two players.

One player will portray Catherine. The other player will portray her dad, Chris. Catherine has Down's Syndrome. Chris is a single dad.

Shuffle the scene cards. Remove a few at random, depending on how long you want to play. Put the End card at the bottom of the deck.

Each turn, draw a scene card and play out the scene. If, after you've played out a scene, it feels like a good place to end the game, skip the rest of the scene cards and play the End card.

After you've played the End card, the game is over.

Designer's notes

I have two children. I've always wondered what it would be like if one of them were different. There have been many debates about children with Down's, and many parents of children with Down's have written about their experiences. Much of what has been written seems to have lodged in my mind somehow, and this is a good way for me to express these thoughts – mostly as open questions.

When thinking and talking about my own children, there are many things I know I wouldn't want to say in public. Some are private thoughts and reflections. I believe the same must be true for parents of children with Down's. Perhaps this game can help us think about some of these things.

Scene cards

<p>Catherine is six months old. Chris is sitting by her bed. Catherine can't sleep. Chris doesn't know why.</p>	<p>Catherine is six. Chris has a sudden feeling something is wrong – he has to go find Catherine! Chris' player decides where the scene takes place, and has the first line.</p>
<p>Catherine is three. She's been in kindergarten, and Chris picks her up on his way home from work. They talk about their day. Chris decides the means of transportation – walking, bike, car, bus, train...</p>	<p>Catherine is eight. She's learned something new today, and is telling Chris about it. Catherine's player decides where the scene takes place, and has the first line.</p>
<p>Catherine is four. She's incredibly angry at Chris. It may take some time for them both to find out why. Catherine's player decides where the scene takes place, and has the first line.</p>	<p>Catherine is twenty. She's working, but has left work to go talk to Chris. Catherine's player decides where the scene takes place, and has the first line.</p>
<p>Catherine is five. They're at the beach. Chris has given her money for an ice cream and is dozing in the sun. Catherine's player has the first line.</p>	<p>Catherine is thirteen. She's in love. Catherine's player decides where the scene takes place, and has the first line.</p>
<p>Catherine is seven. Someone has been mean to her, but she doesn't want to tell Chris. Chris' player decides where the scene takes place, and has the first line.</p>	<p>Catherine is nine. Chris is in love. Chris' player decides where the scene takes place, and has the first line.</p>
<p>Catherine is eleven. She's been invited to a party. Chris helps her prepare. Chris' player decides where the scene takes place, and has the first line.</p>	<p>End: Chris has outlived Catherine. He's talking to her, and she can answer. Chris' player decides where the scene takes place, and has the first line. Catherine's player decides when and what to answer.</p>
	<p>Catherine is eight. She's learned something new today, and is telling Chris about it. Catherine's player decides where the scene takes place, and has the first line.</p>