

# Standing by the Window

This is a remake of a game I wrote for Imagonem some years back, rewritten in the form of a role-playing poem. It's based on the slow black-and-white TV drama from my childhood (early 70's), where people would stand and stare into the distance for ever and ever, talking about their emotions and never actually *doing* anything.

It's a great exercise in... well, you'll find out when you play it.

The game lasts 15 minutes, and these are the rules:

- There is no setup or character introduction. We only know the characters by their monologues.
- Play starts with one player beginning their monologue. After that, players take turns saying monologues.
- In a monologue, you talk in character, as if nobody else can hear you, stating your character's inner thoughts and emotions.
- You can *never* narrate actions or dialogue.
- You can, however, refer to actions or dialogue in the past . but only indirectly.
- Characters are modern-day men and women in relationships that have broken down.
- Be theatrical.

Example of a monologue:

*«I don't know why he's so cold. So cold! Is it me? Is it because what I... said? Can it be that? Or is it that other thing, the thing that happened so long ago . or was it really that long ago? Sometimes it feels as if it were only yesterday. But how can I know? How can I remember how it was before? Before all the hard words, the cold words... The window. The snow outside.»*