



[OUR MUNDANE SUPERNATURAL LIFE]

a slice of life game about extraordinary daily living

How do you make the most of every day when something marks you as different from those around you?

How do you help a loved one get through the daily struggles of their supernatural existence?

Our Mundane Supernatural Life is a two player micro-rpg that explores a day in the life of a supernatural person and their loved one.

It's a game about the difficulties of grocery shopping when you're partly ethereal, or the importance of finding good child care every full moon.

The game is set in a world where supernatural abilities are uncommon. Whether they are unheard of is up to you.

What you need to play

- » 12 index cards. Randomly draw an 'x' on the back of 5 of these cards.
- » A timer
- » 2 pens
- » 1d4 (optionally, use a d6, d8, or d10!)

Playing online

- » Online play document ([here](#))
- » A shareable online timer

You and your loved one

Decide who will play the supernatural person, and who will play their loved one.

Choose a relationship: life partners, parent and child, grandparent and grandchild, siblings, lovers, flatmates, best friends, other.

Choose how you are supernatural: werewolf, vampire, ghost, selkie, superhuman, otherworldly, part-animal, guardian spirit, elemental, phantom, other.

Choose one supernatural problem: uncontrollable powers or transformations, unsavoury needs, unnatural or shifting appearance, unexpected weakness or aversions, other.

Choose one mundane problem: moving town, planning a wedding, planning a funeral, paying off debt, child-minding, pet-minding, opening a shop, exams, renovating, going vegan, first day of school, other.

Before you start the game, you may want to agree together about shared aspects of your life that seem important to you, such as your jobs, living situation, or relationship history.

Plan your day

In this game, you will play through a single day of your life. Pick a day when your supernatural powers might cause you trouble, such as the day you need to feed. Pick a day when your mundane problem might cause you trouble, such as the day of the wedding rehearsal.

On each index card, you will write one thing that will take place during this day. Some of these things may be vitally important, such as landing a big client, or a werewolf transformation. Most will be mundane or trivial tasks such as rental inspections, walking the dogs, arranging a birthday surprise, or making potpourri.

Make sure not to look at which cards are marked with an 'x'.

Take the first four index cards. These cards represent activities in the day your characters share. Decide on one activity to write on each card, along with the time it occurs.

Then, take four index cards each, and write four activities in your day that you do not share with the other person, along with the time they occur.

Finally, arrange all cards in chronological order, from morning until night.

Play your day

You will now play through one scene for each activity in your day, in chronological order.

In scenes you do not share, the other player will play all extra characters as needed.

In scenes you do share, the focus should be on your relationship; however you can both play extra characters as needed.

For each scene

- » Set the timer

Each scene takes a preset length of time. This is to allow time to highlight the mundane, as well as the dramatic and the supernatural.

Before each scene begins, set the timer to $1d4+1$.

- » Check for an 'x'

Before each activity, turn over the relevant index card and check for an 'x'. If there is one, then something goes wrong, and a complication must occur with the activity. If there is no 'x', then the activity proceeds as expected.

- » Start the timer

After you have had a moment to think about the scene, start the timer. Ensure that both players can see the timer during the scene.

- » Set the scene

The player whose activity forms the basis for the scene must then set the scene. If the activity is shared, set the scene together.

- » Play the scene

Play through the scene. The scene may not end until the timer runs out—and when the timer ends, it must end immediately.

If the drama finishes too early, that's fine. Show us the trivial, mundane and everyday.

Ending the Game

Play through each activity until you reach the end of the day.

At your option, you may then choose to end the day with both characters talking immediately before bed.

The game is now over.



Storybrewers
Roleplaying

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SUPPORT FROM
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