



The war is almost won. There is only one battle left, but it is the hardest one yet. You probably won't come back. It's time to say your goodbyes.

PREPARATIONS

ONCE MORE is a GM-less, 3+ player game about relationships, saying goodbye, the inevitability of death, and the effects of war on those fighting.

All you need is some paper and a writing utensil. A coin is optional.

Take care of each other, build on each others' ideas, and work together to create a collaborative story.

Warning: The game focuses explicitly on discussions of suicide, death, trauma, and loss, among other things. Keep in mind players' safety and check out the section on safety at the end of this.

THE WAR

It is up to the players to build out the world their pilots are fighting for and the war they are fighting in. Consider these questions:

1. What kind of creatures are you fighting? Where is their home? Are they invaders? Conquerers? Exterminators?
2. How and why are people chosen to be pilots? What kind of people are chosen? Is it an honor or a curse (or both)?
3. How long was this war? What kind of devastation has it wrought? What will happen if the pilots fail at this final battle?

PILOTS

A pilot is a person trained to control a mech and fight to save the world, a human prepared to give anything to stop the War.

Your pilot has a name. Consider these questions and discuss the answers with the group:

1. How was your pilot recruited to pilot a mech? Did they volunteer or were they conscripted? Why?
2. Does your pilot have a family? Where are they now? If not, what happened to them?
3. How does your pilot feel about this upcoming final battle? Do they think their potential sacrifice is worth it? Why?

MECHS

A mech is taller than a skyscraper and built to house a pilot's mind and body, a metal body they use to fight in the war.

Your mech has a name. As you decide what your mech is like, consider these questions and discuss the answers with the group:

1. What does your mech look like? Does it look more human or more machine? Is it beaten up or shiny and well-kept?
2. Did your mech have a pilot before you? What happened to them? Did you know them? How?
3. Did you name it? Did its former pilot name it? Why is it called what it is?



Created by Elena Murphy
@thefatalst #sadmechjam
fatalst.itch.io

RELATIONSHIPS

The war has brought people together in different ways. Each pilot has a relationship with one another in a sliding scale or maybe even beyond a scale.

Players should discuss their pilots' relationship with one another and consider these questions:

1. How did our pilots meet? When?
2. What were their first impressions of each other? How have these impressions changed as time went on?
3. Are we enemies? Rivals? Friends? Lovers? Family? Do we fit more than one kind of relationship? Do we agree on what kind of relationship we have, or do we see it as different?

SAYING GOODBYE

Your pilot has a night to say their goodbyes and settle their affairs. Take turns pairing up and saying goodbye in whatever order feels comfortable, with one player leading the scene and both players roleplaying together.

The leading player should set the scene: Where are you? What are you doing? Are you looking for the other pilot or do you just happen upon them while doing something else?

Keep in mind both pilots' personalities, and be flexible to suggestions from the other player.

Once the scene is set, roleplay through the conversation, making sure that both players are getting the chance to talk and make decisions. Players who are not currently participating in the scene should support the scene by making suggestions, playing other characters, or just listening.

Players participating in the scene should be mindful of their time and not feel restricted to a certain type of scene. Have a conversation, reminisce, have a fight, proposition each other, or branch out to other ideas.

Some questions to consider, if you need inspiration:

1. How do you feel about the upcoming battle? Are your pilots in agreement about it, or in conflict?
2. Do you have unfinished business with each other? Is there something you've always wanted to say or do?
3. If you're enemies or rivals, do you want to reconcile or fight it out one last time?
4. Do you want to get your mind off the coming battle or do you want to talk it through? Do both of you feel the same way?

Once a scene is completed, another player will become the leading player and start another scene. Go through each relationship one by one and say goodbye until there are no relationships left.

SAFETY

Because this game involves heavy discussions and a focus on heavy emotions, please take care of yourselves. Don't be afraid to take breaks or change the rules to suit players' needs.

Be aware of your fellow players and any signs of distress or discomfort and manage each other respectfully and civilly. BreakOutCon also has a wonderful list of Safety Tools for tabletop games to pull from.

breakoutcon.com/extras/safety-tools/

WRAP UP

Once everyone has said goodbye, the time is up. The story ends here. Take a few minutes to break down what happened and unwind as players, keeping in mind your own mental health and

Optionally, if all players agree, each player can flip a coin to find out if their pilot survives the final battle. Come to a consensus on whether heads or tails means survival, then one by one flip the coin and find out the fate of your pilots.