

Sad, Sad, Stories

Life is sad.

Life is stories.

Life is sad, sad stories.

But life's a bit more manageable when you imagine happy people turning into sad masses like yourself. Especially children.

Remember what being a kid was like?

We didn't think so. That's why you'll play this game with several of your similarly miserable roommates or coworkers (you have no friends).

Goal: Write the saddest, saddest stories so that other players vote for your stories most often. Each sad, sad story is based upon a picture taken from the pile. Players may add any embellishment they want to the pictures, so long as the outcome is downright pitiful. Players score points when other players vote their story the saddest. After you win, realize how depressing your life still is.

Players: 3-8 players, but aim for 5 or 6.

Rules: not super important in this game. It's really about being as creative and downtrodden as possible, plus laughing a ton at others' fictional misfortune.

But you probably need some idea of how to play the game, so a few specifics trail down from here like tears from the eyes of a pregnant teenager's parents. There are several piles of abject sorrow in this game: Pictures, Concepts, and Adages. The top happy picture is drawn from the Picture pile, then the current player rolls a die to determine what sort of sad, sad story everyone will have to tell. The four types are:

Plain old sad, sad, story--Your basic sad, sad story, with a concept attached to it to add some flair. Concepts like "Indignity" or "Servitude" are drawn from the "Concepts" pile.

Sad, sad adage--Write a sad, sad story that represents or utilizes an adage drawn from the "Adage" pile. Yes, you do know what adages are--a bird in the hand is worth two in the bush, don't cry over spilled milk, etc. Now transform those lessons into sadness--and you've got sad, sad adages!

Before: Sad. After: Still Sad--Draw a second picture from the pile. The first picture is the "before" picture, and the second the "after", and you need to explain how one led to the other (in the saddest way possible, of course).

Sad--Write a one-word sad, sad story about the picture. Hyphenated words are fine, but remember--the other players can choose not to vote for your word if they feel it's stretching the rules. Also, they can choose to vote for it if you cleverly stretch the rules. Remember how the rules are less important than laughing?

Players take turns rolling the die. All sad, sad stories are given to the die-rolling player, and he reads them aloud. (you probably want to initial your sad, sad stories so the reader can ask in private what your awful handwriting says) Then, players vote on which story is the saddest. Each vote is worth 1 point, and players can vote for their own stories--but they receive no points for doing so. Play until someone has a handful of points or everyone's crying. With joy! (at despair)

Here are the values for rolling the die. If you roll a...

1: Plain old sad, sad story.

2: Sad, sad adage.

3: Before: Sad. After: Still Sad.

4: Sad.

5: Decide your despair by picking one of the above sadnesses.

6: Roll two dice, and combine the two story types. Yep, this means you might have to do a one-word before and after story, or perhaps you'll have two adages to stick to. That's when things get crazy whacky depressing! Also, if you roll a 6 out of one of those two dice... well, you roll an additional two dice and play with whatever combination comes up. That's the rules, so enjoy them double-adage triple-concept one-word sad, sad stories.

Yep, that's all there is to it. Now, go have fun!

**Jealousy**

**Permanence**

**Doubt**

**Pitiful**

**Loss**

**Justice**

**Hunger**

**Servitude**

**Spite**

**Well-meaning**

**Choice**

**Change**

**Bloodlust**

**Fate**

**Sympathy**

**Aspiration**

**Loneliness**

**Arrogance**

**Greed**

**Indignity**

**Laugh and the world  
laughs with you, weep  
and you weep alone.**

**Haste  
makes waste.**

**Ignorance  
is bliss.**

**Good things  
come to those  
who wait.**

**Don't cry over  
spilled milk.**

**A bird in the  
hand is worth two  
in the bush.**

**A little learning  
is a dangerous  
thing.**

**Don't poke  
the bear.**

**A poor workman  
blames his tools.**

**Don't count your  
chickens before  
they've hatched.**

**Nothing ventured,  
nothing gained.**

**Never put off until  
tomorrow what you  
can do today.**

**You can lead a  
horse to water, but  
you can't make  
him drink.**

**A stitch in time  
saves nine.**

**Forgive  
and forget.**

**You catch more  
flies with honey  
than vinegar.**















