- We have a duty to fill in the gaps: The information on our Placecards only gives a few details on the lives of each character, leaving us with the task and pleasure to make up everything else. This kind of creativity is not individual and must not be carried out before the game: It's a collective process, and it goes on for the entirety of the scenario. In fact, each of us is free to mention previous incidents that involve not only their own character, but other people's as well. Anything that's spoken becomes undeniably true, especially if it puts our character in a tough spot. When another character gives us a prompt, we're free to reinterpret it in our own way, maybe by adding more details or giving some justification to our actions, but we can't say it's a lie or deny that it ever actually happened. We wouldn't want to make our dearest relatives look silly in front of Grandpa, would we?
- Moderation is everything: Yes, our characters are stereotypical caricatures. Of course they were written partly to be laughed at. But this is a roleplaying game, not a stand-up show with pre-written punchlines and flawless comedic timing. Our greatest asset is the clash of personalities between our character and the rest of the family, so let's milk it for all it's worth by all means, but without obsessing over making the most brilliant quips. Our goal is to make our character vulnerable to other people's jabs, all the while being ready to reciprocate in kind when they return the favour. Long story short, we should care more about making the assist than about scoring the goal. It's a good way to make things work.

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APOTAVOLAIL

NO WITH GRANDRA AT THE HEAD