

Hindsight

A legacy card “game” about holding on and letting go

Components:

- 5 sealed decks of cards, labeled “Childhood”, “Adolescence”, “Young Adulthood”, “Adulthood”, and “And Beyond”.
- A brown Envelope labeled “Don’t Open”
- 1 Black Dry Erase Marker
- 1 Black Permanent Marker
- 1 Cloth Rag
- 1 Roll of Cellophane Tape
- 1 Small Sand Timer
- 2 Resealable Plastic Bags, labeled “Hand” and “Thank You”

Instructions:

Hindsight is a “legacy” card game for 1 player. While the game can be played in a single sitting, we also recommend playing in multiple sessions, coming back to the game after you feel you have completed each of the different Phases (described by the labels on each deck).

To begin, open the deck of cards labeled “Childhood”. *Without shuffling it*, place the deck face down in front of you, along with the dry erase and permanent markers. (While the game includes one of each marker, feel free to use one or more of your own.) To begin play, draw the first card of the deck face up.

Cards in *Hindsight* are special. Each card will ask you a question about your personal experiences, desires,

and memories. To answer these questions, you will draw, describe, or illustrate your personal answer using a dry erase marker. Be thoughtful. Completed cards represent your relationships, passions, and values.

Once you have finished answering the prompt, place the card face up in front of you. This is your "hand". Your hand can hold up to three cards at a time. Cards will be added and replaced from your "hand" as the game continues, but never removed. To continue, repeat the answering process, flipping over the top card of the deck and responding to the prompt.

When you respond to a prompt but your hand is full, you will have to Let Go. You may choose to replace a card in your hand with the new card, or keep your hand as is. Take a moment to reflect on the remaining card. Once you are ready, take a permanent marker and cover over your answer. Keep the cards you Let Go in a separate pile.

Once the deck is empty, the Phase is complete. Place the cards you have Let Go into the bag labeled Thank You. You may either continue to the next Phase in your current play session, or take a break.

The packaging of further decks will contain additional rules and modifications to these base instructions. The inside of the packaging will contain further information. (All of the components in the box will at some point be used. Be careful not to lose components before you are instructed to use them.)

Once all Phases have been completed, turn to the Brown Envelope. If you have played in a single sitting, write the age that you feel Adulthood ends into a box on the envelope. Once you reach said age, you may open the envelope. If played over many sittings, potentially as you age over time, simply open the envelope once finished with the final deck.

(Out of Character, for the teaching team):

Mechanics of each deck:

Childhood: Base game. Answering "prompts", choosing what to let go as you play through the deck. Sharpie-ing cards you Let Go.

Adolescence: Your "Hand" of 3 cards are shuffled face down into the deck, partially erasing your answers in the shuffling process. Play resumes as normal, but you only have 45 seconds to answer the prompt, and decide what you will keep. (Time tracked via the 45 second sand timer).

Young Adulthood: The player's "Hand" from Adolescence is shuffled into the new deck once again. No time limit this time. Play is the same as with Childhood. At the end of the Phase, players use the Sharpie to go over their Dry-erase responses, art, etc, making them permanent.

Adulthood: The player *doesn't* shuffle their hand into the new deck this time. All of the cards in Adulthood ask questions about the cards in the player's current hand, referred to as "insights". After responding to each question, players can place them underneath the

relevant card in their hand, creating a pair. A maximum of one insight can be placed under each card in the player's hand. At the end of the Phase, players will use the tape to connect the pairs together, back to back, creating double-sided cards.

And Beyond: Instead of a "deck" of cards, this Phase consists of 3 difficult prompts, held in a 3x1 card sleeve.

(something like this)



But made of clear plastic, so closer to this material.



Prompts are taken out 1 at a time and answered. Players may choose to replace the cards in their hand with their answers, or **remove** cards from their hand without replacement. Once the phase is finished, the player's hand is placed into the sleeve, creating a tangible artifact of their playthrough. (Symbolic of what they prioritized, held dear, etc).

Brown Envelope: If played in a single sitting, the player should write the age that they feel Adulthood ends into a box on the envelope. Once the player reaches said age, they can then open it, like a time capsule. If played over many sittings, potentially as the player ages over time, they can simply open it, since they would have already passed through Adulthood. Inside is a small piece of paper with a broad question. Something like "are you happy with these choices?" "Was your speculation correct?" etc. Meant to be a reflective, bittersweet moment.