



Lost Thanksgiving

An Extension of Last Thanksgiving

By Tim C Koppang

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An Extension of *Last Thanksgiving* by Tim C Koppang.
New ways to play or to extend the story already told. For two people.

First, determine if you want to play one session or two. If one is enough, then read on, combining the rules for corruption with those from the base game. If you prefer to play two sessions, ignore these extra rules for now. Instead, play *Last Thanksgiving* normally, but note whether the main character made it safely to the family home. Then return here when you are ready to continue the journey.

☛ If the main character made it safely to the family home, begin this new game by reading the following to your friend. You may alter details where appropriate, depending on the events of your first session:

There is a darkness all around, made deeper by the shade of the foliage, but a fading sunset still provides enough light to see the path ahead. Instead, it is the chill that takes hold of you. Your scarf is wrapped tightly around your neck, but it is not enough. You turn to your companion, “Thank you for walking with me. It was a lovely dinner, wasn’t it? So nice to see everyone...” You trail off, with a moment of hesitation on your final phrase. Just then a moment of panic pierces your coat like a sudden cold. You can feel “it” welling up inside you again, just like last time. Calmly, without emotion — or so you think — you manage a question as you pull closer to your companion: “Where did you say we were going again?”

From here out, the stranger is replaced by the companion: someone the main character encountered at Thanksgiving dinner. The journey is a return through the woods. The mystery is your destination.

☛ Alternatively, if the main character is lost in the woods, read the following to your friend. Again, you may alter details as necessary to connect this session to your last:

Ever deeper into the woods, you feel as though you have discovered a new path. It is narrow and overgrown, but shows signs of recent footfalls. Branches enclose around you. Some harass you with their thorns and invisible spiderwebs. It is dark now and you watch as the sun dips finally below the horizon. Only a full moon lights your way. Nothing in your pockets will help. You are tired and lost. Just then a moment of panic pierces your coat like a sudden cold. You can feel “it” welling up inside you again, just like last time. You stumble and with fragile steps press onward until you reach a brook. The water flows shallow over large, smooth stones. A clattering to your right sets you on edge: the sound of pebbles falling into the brook.

From here out, the main character will continue the journey to the family home alone. The stranger may return, but only after you draw the first Joker.

Second, modify the deck of cards before playing. Prepare the deck as normal; however, when shuffling in the two Jokers, add the missing 10♥ and 10♣ — one to each half.

Third, play as you would otherwise. Use all the same guidelines and rules from *Last Thanksgiving*. Delve into the memories of the main character. Trade roles normally. Try to shed light on the mysteries facing the main character. Push each other thematically.

Fourth, know that you are struggling with the corruption that bleeds into the woods from your memories. Each time you delve into your past by way of flashback, you risk another merging of past and present. Modify the memory rules as follows.

When you draw a card, its suit defines the resolution of the selected memory. If the card is a ♥, then the memory is whole. If the card is a ♣, the memory is corrupt.

A whole memory is just that: original and intact. It is true insofar as memory can ever be true. Others may remember particular details differently if asked.

A corrupt memory is untrue in an unknown way. The memory may be partially true. Or it may be fabricated save for the sparsest of details. Multiple memories may be conflated, even blurring the line between your memories and those of others. No matter the case, if the memory is found, play through the flashback normally. The main character will not know the difference between a whole and corrupt memory unless someone points out errors or inconsistencies, and even then there is no way to recover the missing pieces.

After a corrupted flashback, whoever is currently playing the main character decides if a part of the corruption bleeds back into the present time. The main character declares which details haunt the main character, and narrates accordingly. It is then up to the other player to determine and narrate the form of any physical manifestations of the corruption. These effects may be subtle or overt, rational or supernatural, temporary or lasting. Only what is described in the fifth section below is off limits.

Fifth, if you draw a 10, keep it in front of you along with any Jokers. If you draw a 10 while determining if a memory is lost or found, the memory is found but automatically corrupt. What’s more, an amalgam of details from all corrupted memories must bleed into the present time after the flashback is over. Therefore, the corruption of the current memory should be traumatic. The form of the corruption that bleeds through is experienced by the main character as a physical manifestation that immediately hunts the main character. The chase ends when you narrate how the main character escapes.

If you draw a 10 while replenishing the memory cards on the table, leave the 10 in place. You may not select it as a memory or discard it. Instead, the next time you select a memory and draw a card, substitute the 10 on the table for the card drawn if the card drawn is a corrupt memory successfully found. A 10 on the table is corruption waiting for you.

Finally, the game ends normally when you draw the second Joker. However, if one person has both 10s, the corruption that bled through consumes the main character. ☹