



WINDFALL

Sam Dunnewold

Overture

The kids of Northfield, Minnesota have a long tradition of streaking. That's what you get in a town with two liberal arts colleges and nothing to do. If you're sitting in a local restaurant with your friends, chances are at least one person has run around the block stark naked before.

But there's one thing only true die-hards have attempted. One feat that sits above the rest, a route so powerful it's earned its own name: the route from the Saint Olaf College wind turbine on the west side of town all the way to the Carleton College wind turbine to the east. Four and a half miles, over a bridge that takes you straight through the middle of downtown.

Few have attempted. Even fewer make it past the cops, notoriously bored and with nothing else to do but watch for rabble rousers.

And you, home from college and missing the rush of your bygone youth, you believe you have it in you. Years from now, if you're, if you want it bad enough, maybe you'll be remembered as someone who ran...

Windfall.

Setup & Materials

Content: nudity, sexuality, romance, drugs, cops, physical and mental disability

Number of Players: 2-7, with 4-5 being the sweet spot

Duration: half hour of prep, commute time to the windmills, and then as long as it takes you to walk 4.5 miles. Call it 3 hours.

Location: play this game in real space as you traverse the town of Northfield, Minnesota from the Saint Olaf College wind turbine to the Carleton College wind turbine 4.5 miles away.

If you can't get to Northfield, you can easily map the route to another 4.5 mile trek near wherever you are, or you can adapt the game to your own home town's idiosyncrasies.

Vehicles: two cars (or with 6-7 players, two vans). Set one at the Carleton windmill in advance, then take the other to Saint Olaf. Then you'll play the game, end up at the Carleton windmill, and drive the car you left there back to the one you left at Saint Olaf to finish out the night.

Other Materials: print out the character cards and grab a deck of playing cards, or find another way to draw lots at semi-regular intervals. You might hide colored stones at appropriate places along the route, for example.

The Obvious: You can certainly play this game during daylight hours and fully clothed, if you must.

Character Creation

Before you start driving to the Saint Olaf windmill, each draw a stakes card and a relationship card and read them to yourself. If you don't like one of your cards you can trade with someone else, discard and draw another, or invent your own.

As you drive to Saint Olaf, take turns introducing yourself however you'd like to the group. You might be a little in character and a little out of character.

Then establish public relationships. You've all known each other since at least middle school, you've shared classes and extracurriculars, but some of you have more specific relationships than others. Your relationship card describes you and the person clockwise forward from you in the car.

At the Saint Olaf windmill, finish any character creation while parked. Once you leave the vehicle, you're in character.

A Note on Sobriety

You're all assumed to be doing this thing sober. You need your wits about you. Don't worry, the adrenaline will feel better than any drug you've yet got your hands on.

A Note on Secrets

Many stakes cards include secrets you might be keeping. Secrets are fun to keep, but they are also fun to reveal. Consider revealing any secrets before The Home Stretch.

The Route

The route is divided into five areas:

Saint Olaf Campus

~1 mile. A quiet Lutheran college and dry campus. This is a time to let it sink in that you're doing this for real.

2nd Street Bridge

~0.4 miles. The only bridge over the river. No cover in sight. This is a time to focus on running

East Side

~0.6 miles. A quiet neighborhood at the top of a hill. This is a time to talk and catch up

West Side

~0.7 miles. A quiet neighborhood at the top of a hill. This is a time for revealing secrets and making mistakes.

The Home Stretch

~1.6 miles. A straight shot down an empty highway to the windmill. Once you're here, you're clear. This is a time for final confessions.

Getting Arrested

As you transition from one area to the next, draw lots to see who gets arrested.

From a standard deck of playing cards, take one heart for each player plus an extra heart and a spade. If anyone draws a spade, they're arrested. After crossing the 2nd Street Bridge, add an extra spade.

It happens in an instant. No time to say goodbyes, any arrested characters are just gone.

...with this exception: anyone can take the arrest for anyone else. First volunteer to speak up goes instead, no arguments from the original arrestee or any other potential volunteers.

When your character gets arrested, continue moving with the group. You now take on the role of your character 10+ years in the future, visiting home and reminiscing about what happened that fateful night.

Being Arrested

When your character gets arrested, continue moving with the group. You now take on the role of your character 10+ years in the future, visiting town, retracing your route, and reminiscing about what happened that fateful night.

As you move with the group, you can speak aloud memories of what has happened since, up to and including:

- Stories you heard from others about what happened later on during Windfall.
- Memories you have of what happened during Windfall, whether or not they are accurate.
- What happened to you and others in the days, weeks, years, and decades after Windfall.

When you speak aloud a story you heard about what happened later on during Windfall, others should do their best to make such events come to pass. That said, stories (like memories) are unreliable. Things may not happen the way you remembered, or stories you heard may have been greatly exaggerated.

If more than one player takes on the role of their future self, those future selves are all revisiting Windfall together and may speak to each other accordingly. Perhaps they still, even now, have unfinished business to talk through.

If everyone gets arrested, finish in the future what you couldn't in the past and continue your journey to its conclusion.

Debrief

When you reach the Carleton windmill and get back in your car, you're no longer in character.

Drive back to the Saint Olaf windmill. Drive as close as you can backwards along the route you took during play.

Take turns posing a question about what happened after Windfall, either that your future selves never got an answer to or that about something even further in the future. Someone else answers it.

Then each player gets two minutes to talk about whatever they want to without interruption.

Then open it up and talk about whatever you like. If it's before midnight and you're old enough, I recommend heading back downtown to The Cow (local bar) and grabbing a drink.

Otherwise, just say your goodbyes and head home. That's what we did.

Print single-sided and cut into four blocks.

Then fold each block into a front and back.

Glue them together, or sandwich a playing

card between them and sleeve them.



You've always helped your parents as an extra caretaker for your older brother, a responsibility you feel beholden to but trapped by.

You are leaving tomorrow for a year studying abroad, and if you are caught, you might be forced to stay in town. You might never escape.

Tonight you want to say goodbye to this town you've always struggled with.

You're going into your senior year, and you still have no idea what you want to do with your life, save that you've hated pre-med, passing the bar sounds even worse, and if you do anything else your parents will snipe at you passive aggressively for the rest of your life. If you are caught, maybe it will lower their expectations for you.

Tonight you want to be reckless and get in trouble.

You've been sick for most of the past ten years. You missed out on so many thrilling late night adventures: climbing onto the roof of the high school to smoke cigars. Trespassing on the golf course and egging rich kids' houses. Learning to smoke weed from an apple bong in the Carleton arboretum. But today, perhaps briefly, you're healthy.

Tonight you want to make up for lost time and finally live a little.

You've been in a relationship since middle school. You love them, you do, but they want to leave Minnesota after college and you don't. If you had to choose, you're not sure what you'd do. And you also met this really cool someone else at college...

Tonight you want to get your friends' advice on what to do.

Ask the group who you're dating. If it's none of them, your partner is not present.

STAKES
WINDFALL

STAKES
WINDFALL

STAKES
WINDFALL

STAKES
WINDFALL



Print single-sided and cut into four blocks.

Then fold each block into a front and back.

Glue them together, or sandwich a playing

card between them and sleeve them.

WINDFALL

You have a criminal record for selling drugs. Kind of a lot of drugs. You didn't have money, and you needed it, and here we are. The others don't know. The point is: if you get arrested tonight, you will do actual jail time. Not a lot of it, but you don't want that on your record.

Tonight you want to seem like a fun guy but to absolutely, unquestionably not get arrested.

You're the baby of the group, always playing catch-up. Everyone else left for college before you, and you've spent the time since feeling more alone than ever. You thought you'd drifted apart completely and would never get another chance to reaffirm these relationships into college and beyond, but tonight is a golden opportunity.

Tonight you want to solidify these friendships into adulthood.

You've always had a crush on someone from high school, but you've never had the guts to tell them. After you go back to college tomorrow, you're afraid you'll never get another chance.

It would never go anywhere. They'd probably reject you. But should you speak up anyway?

Tonight you want to express yourself.

Ask the group who you have a crush on. If it's none of them, your crush is not present.

FOLD

STAKES
WINDFALL

STAKES
WINDFALL

STAKES
WINDFALL



Print single-sided and cut into four blocks.

Then fold each block into a front and back.

Glue them together, or sandwich a playing

card between them and sleeve them.

WINDFALL

“We were born at the same time
in the same hospital.”

“You’re dating my ex.”

“We only got close after going to
the same college.”

“I hate that fucking guy.”

FOLD

**SHIPS
RELATION
WINDFALL**

**SHIPS
RELATION
WINDFALL**

**SHIPS
RELATION
WINDFALL**

**SHIPS
RELATION
WINDFALL**



Print single-sided and cut into four blocks.

Then fold each block into a front and back.

Glue them together, or sandwich a playing

card between them and sleeve them.

WINDFALL

“You’re the only other person I know here.”

“You taught me how to smoke weed.”

“We kissed in the senior year musical.”

Clarify with them whether this means there is or was romantic feelings between you, or whether you’re just two theater nerds.

FOLD

**SHIPS
RELATION
WINDFALL**

**SHIPS
RELATION
WINDFALL**

**SHIPS
RELATION
WINDFALL**