

Shotgun Wedding

Story game by Mr. Teapot

A young couple are getting married, and not everyone is happy about that. You need 4-6 friends. Two of you play the young couple (who might be man and wife to be, though making it two young men or two young women marrying each other might explain some of the family's reluctance). The rest of the players play other participants in the wedding ceremony: parents, siblings, the priest or justice of the peace, the flower girl, whatever.

Write these things on some cards, shuffle them and hand one out to each player. If you have less than six, only use a few cards, starting with #6 and working down until everyone gets one.

Starting with the person with the lowest numbered card, they start a scene. They describe their character preparing for or participating in the wedding, and need to work toward what is written on the card. Once they bring that element into play, then they can end the scene at a good time and let the next lowest numbered card scene happen. Repeat until the actual literal shotgun comes out, in the hands of one of the PCs.

Once the shotgun is revealed, do one more round of scenes in the same order, ending with a scene where the shotgun actually goes off, one way or another. Optionally, have a third round, illustrating aftermath and epilogue.

1

Guilt

2

Recriminations

3

Bringing up
bad memories

4

A secret
is revealed

5

Threats

6

An actual
literal shotgun