The Secret Calendar

an all-ages one-page TTRPG by Fin Coe

Components

The following are all you need to play:

- A six-sided die
- Paper
- Something to write with

Introduction

The Secret Calendar is a game where the player(s) make up a new holiday by answering a number of questions and then creating something that reflects the experience of the holiday. It can be played alone or collaboratively with others. You may rely on the randomization of a die to help guide play, or you may always choose whichever option you'd like to explore. There are no winning conditions to this game, however the use of generative AI means you automatically lose.

Part One

Create the holiday - on your own or taking turns, roll the die or choose one of the options and write down the answer. Then roll or choose another option until all prompts have been answered. If you roll a number you've already rolled, just do the next unanswered one below it.

#	Prompt
1	The Name
2	The Date
3	The Origin
4	Who Observes It
5	Where It Is Observed
6	How It Is Observed

The holiday can be as close or as far from reality as you like: It could be something from your own life that you think should be celebrated, with all real details; or every single prompt can be from a fictional time or place; or any combination in-between!

Part Two

Create a memory - roll the die or choose one of the options. You may write, talk, or draw - each player making their own memory, or working together.

#	Prompt
1 or 2	Journal Entry
3 or 4	Conversation
5 or 6	Drawing

You may go beyond these options if you choose - if you want to sing or sculpt something, go ahead and give it your best shot!

Remember: The act of creating is what matters, not how polished the result is.

If you've never played a game like this before, it may be helpful to practice by answering the prompts with a real existing holiday - and then, if you're still uncertain, try changing just one part of a holiday, then another, until you have something completely new.

Facilitators

This exercise can be used to encourage creativity, solo or team work, or to teach about calendars and cultures. Prioritize the process of discovery over the use of any digital aids but especially generative AI. A printable template is also provided