

# UNIVERSES

## POST-APOCALYPTIC ENVIRONMENT



This universe leads you to live moments after a world-shifting event for better or worse. The themes present are:



AN UNDEAD INVASION



A NATURAL CALAMITY



A NUCLEAR DISASTER



AN ALIEN ENCOUNTER

You may organise your story around the search for the cause of that event, your survival or the social interactions between the different protagonists.

## DIMENSION OF THE EXTRAORDINARY PEOPLE



This universe leads you to explore a parallel dimension to ours where some people have super-powers. The themes present are:

THE DEFENCE OF OUR CITY



THE PROTECTION OF THE WORLD AND THE GALAXY



THE SCHOOL OF EXTRAORDINARY PEOPLE



THE EVIL BROTHERHOOD



Develop a plot full of nemesis, conflicts within your team, heroic or maleficent friendships, schemes and explosives battles!

## EXAMPLE

Game with 4 storytellers

The game has started, a **POST-APOCALYPTIC ENVIRONMENT** has been chosen as a universe and the theme is **An undead invasion**. The group is composed of 4 storytellers (Céline, Élodie, Flo and Jonathan) and 2 secondary characters (Éric, the town's sheriff and Rebecca, a soldier separated from her intervention squad).



Céline draws the “**COOPERATION**” card and her fragment must have a positive outcome: “It is night and I hear some noises coming from the entrance of the classroom where we took refuge. A bit worried, I grab my flashlight and look through the hole we dug in the door. It is a group of children”. Céline says: “I think we should vote to know whether we open the door or not.” Céline touches the Vote card.



There are several ways to use the Vote card. For instance, it could have happened like this:

Céline says: “I open the door to welcome them”.

Flo touches the Vote card. Céline lets him speak: “I think we should vote on that! We clearly do not have enough food for everyone and they could slow us down and put us at risk.”



Everyone can expose their arguments and a vote by show of hands takes place. The group decides to welcome the children as the majority agrees with Céline arguments: “So I open the door and 3 children join our community. They have a bag full of food with them”.

It is now the turn of Flo- who draws the “**WATER**” card. His fragment must have a negative outcome: “The following day, I decide to cook using part of the food brought by the children. I also use water from a rainwater collector we have but I think it was foul as many of us became sick”.



Jonathan plays next. He draws the “**SMELL**” card. His fragment can have the outcome of his choice: “Despite the unsuccessful cooking, the meal that was prepared had a mouth-watering smell. We were sure to feast on it, but the smell also attracted a group of zombies and the window of the room we took refuge in, is not locked”.



It is now the turn of Élodie, she draws the “**DEATH**” card and her fragment must have a positive outcome: “Everybody freaks out and the children are screaming. Suddenly, a zombie manages to pass its head through the window and threatens a little girl we took in yesterday. Without any hesitation-, I jump and close the window with all my strength on the zombie... which blows its skull out. I look at the sheriff, straight into his eyes: Looks like what is dead is dead now sheriff! I am badass as hell!”



Jonathan touches the Participation card. Élodie lets him speak. He says: “I am so impressed by your nerves and the force you represent. So does the Sheriff and I think that from now on, he will not question your decisions”.



Élodie gets back to her turn and says : “Flo, you could be more careful. You took care of the food, and, as if by chance, we fell ill and we undergo a zombie attack”. A feeling of mistrust is in the air.