

"I travel not to go anywhere, but to go. I travel for travel's sake."

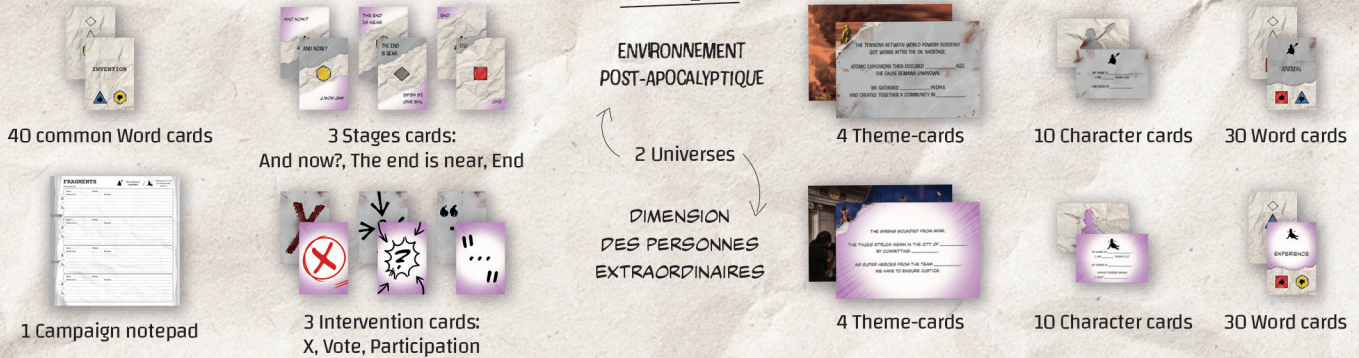
Robert Louis Stevenson

You travel through time and space. You live through fragments of life, fragments of personalities, fragments of memories past and future. With each jump, you embody a being and feel his or her memories and feelings. You are one with that being. Together, reunite the fragments to know what you are doing here. Cooperate to create this reality.

You will be the storytellers, but also the main characters of a world you are going to explore thanks to the power of your imagination.

Create, share and have fun through stories stitched with multiple fragments.
The Word cards will guide you through a world where the only limit is your imagination.

Game components



Preparation of the exploration

"Projected in an abyss of blinding and stunning lights, you hear voices far away and wake up into the unknown."




- Place the X, Vote, and Participation card in the centre of the table.
- Pick a Universe between **POST-APOCALYPTIC** and **EXTRAORDINARY PEOPLE**.
- Take all the Word cards matching the Universe chosen and shuffle them with the 40 common Word cards: that creates a deck of 70 Word cards.
- Assemble the Story deck for a standard game duration (around 45 minutes):
 - Draw 30 Word cards and store the others back in the box.
 - Place the "END" card on the table and x Word cards face down above it. (x = the amount of person around the table).
 - Place the "END IS NEAR" card on the deck, then put 15 - x Word cards face down above.
 - Place the "AND NOW?" card on the deck, and then, above it, the 15 remaining Word cards.

For longer games, refer to the table below.

- Spread in front of you the **4 Theme cards** matching the chosen Universe and pick one.
- Each person draws a **Character card** from the chosen universe.

Assembling of the Story deck

(x = the amount of person around the table)

	30 cards	40 cards	50 cards	60 cards
	15 cards	20 cards	25 cards	30 cards
	15 - x cards	20 - x cards	25 - x cards	30 - x cards
	x cards	x cards	x cards	x cards

The Stages cards have different symbols on both sides.
The side does not matter when assembling the deck.