

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

Robert Louis Stevenson

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



1 Adventure card:
WHERE IT ALL BEGAN



8 Character cards



30 Word cards



2 Vicissitude cards



3 Step cards:
AND NOW?, THE END IS NEAR,
and 1 End card



3 Intervention cards:
X, Vote, Participation



4 Adventure envelopes



1 special envelope

DO NOT OPEN THE ENVELOPES
without being asked to do so
by the back side of the End cards
when you play a campaign.



1 Edenian card

DO NOT READ THE BACK SIDE
before meeting them during
the Adventure.



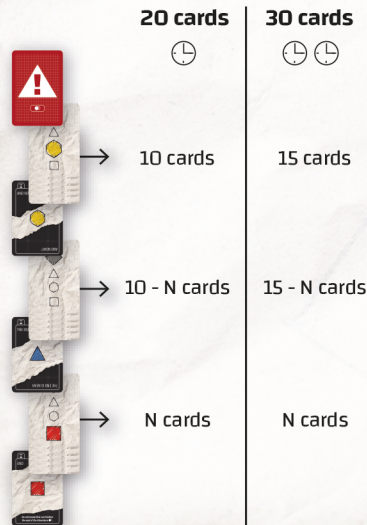
1 Campaign pad

PREPARATION OF THE ADVENTURE

- Place the X, Vote, and Participation card in the centre of the table.
- Shuffle the 30 Word cards (for a shorter game, remove 10 cards to have a 20 cards deck and refer to the Word deck constitution here after).
 - Place the End card on the table and N Word cards, face down, on it (N = The number of people around the table).
 - Place the THE END IS NEAR card on the deck, and on this card, 15 - N Word cards face down.
 - Place the AND NOW? card on the deck and the 15 remaining Word cards on the top of it.
- Finally, pick at random a Vicissitude card and place it face down on the Word deck previously assembled.
- Choose your character amongst the available cards or pick at random. The remaining Characters are placed aside and will be secondary characters.
- Place the Edenian card next to the Step cards and reveal it if the story involves them.

ASSEMBLING OF THE WORD DECK

(N = the number of people around the table)



The Step cards
AND NOW?
and THE END IS NEAR
have different
symbols on both
sides. The side does
not matter when
assembling the deck.

The END card must be
placed Symbol face up
and Epilogue face down.

DO NOT READ THE EPILOGUE
before the end
of the Adventure.