

OUTSPHERE

Campaign rules

A Fragments campaign is made of 4 Adventures.

Always start with WHERE IT ALL BEGAN 🎲. Once this adventure is played, follow the directions given by the epilogue on the back of the END card.

Be careful! Do not open the envelopes before being asked to do so by the END cards.

As soon as an envelope has been opened, refer straight away to the Instruction card 📄.

Death of a Character:

- When a Character dies during a game in Campaign mode, he or she may not be played again as a main or secondary character. Note his or her death in the Campaign log.
- If the Character you embody dies during an Adventure, pick a secondary Character to embody to finish the Adventure. If there are no more secondary characters available, you keep on playing as a storyteller without acting as any character.

Be careful! To read only when an Instruction card 📄 tells you to.

Setup of an Adventure:

- Place X, Vote and Participation cards on the table.
- Remove 5 cards at random from the Word deck, add 5 Word cards from this envelope. Shuffle the cards and place the Step cards as explained in the game setup using the END card from this envelope for the Adventure.
- Place the Edenian card face down, if you have not met them yet, next to the Word deck.

Assemble the team:

- If your team has less than 8 Characters, including the main and secondary characters, draw randomly or pick Characters from the envelope you have just opened until you have 8 characters in the team.
- If your team still does not have 8 characters, draw randomly or pick from the unlocked characters from previously opened envelopes, if possible.
- If you cannot assemble a team of 8 characters, start the game with a reduced team.

OUTSPHERE the campaign Storyteller

Where it All Began

Vicissitude
Summary

The First Adventure

Vicissitude
Summary

The Second Adventure

Vicissitude
Summary

The Third Adventure

Vicissitude
Summary

Characters (M: Main / S: Secondary)

M	?	?	?
M	S	?	?
M	S	?	?
M	S	?	?
M	S	?	?
M	S	?	?
M	S	?	?
M	S	?	?
M	S	?	?
M	S	?	?
M	S	?	?
M	S	?	?
M	S	?	?
M	S	?	?
M	S	?	?
M	S	?	?
M	S	?	?
M	S	?	?

Frame showing that you always start the campaign with WHERE IT ALL BEGAN.

Circle the symbol matching the Adventure you are living.

Summarise your Adventure with a few words.

Indicate the name of the characters and circle "M" if it is a main character or "S" if it is a secondary character.

☠ / ?
If a character dies, circle the skull. The "?" will be circled to indicate that a character has a specific status: gone missing, kidnapped, in a coma... Indicate this status between brackets next to the name of the character.

This sheet can also be downloaded from our website: <https://grrre-games.com/home>

EXAMPLE

Game with 4 storytellers.

The WHERE IT ALL BEGAN Adventure starts. Magali embodies Colonel Jake Bowman, Raphaël is Dr Fulton, Jonathan is Zheng Tchang and Valériane embodies Nash Olsen. The Vicissitude card is revealed and read aloud.

Magali draws the word card "Nostalgia" with a negative outcome. "As team leader, in charge of gathering the first samples of Eden, I am the first one to exit the ship and set a foot on solid ground. I am instantaneously swarmed by memories from my life on Earth. Francisco Baya (secondary character), who is by my side, notices that I'm unsettled. He says "Hey Boss, what are you up to?". I strain myself to come to my senses, but I am afraid that these feelings will make me lose my legendary ability to focus."

Raphaël draws the Word card "Fauna" with a positive outcome. "I see things moving in the grass. I am compelled by my scientific curiosity to see what it is. It is an animal, half mole, half worm. It is fascinating! There is indeed life on this planet! I think we should pick it up for further analysis in the lab."

Valériane then touches the Vote card during Raphaël's turn. Raphaël lets her speak. Valériane states: "Our objective is to determine the best area to build OUTSPHERE, and I think we should not lose any more time with this animal, not even touch it to prevent any incident that would distract us from our mission." A vote by show of hands is then held and Valériane's stance wins. Fulton does not touch the animal and resumes walking with the team.

Next, it will be Jonathan's turn to draw a card and tell a fragment of the story, then Valériane to end the round.

