


RULES


Read this aloud before you start the Adventure WHERE IT ALL BEGAN :

"The ship went through space in dead silence. It went, smoothly, through skies that no human before had explored. Its hull, of a metallised brown, was in a perfect state.

The passageways were soaked in a cold and freezing silence. Suddenly, the metal and glass cylinders started shaking and the powerful lights installed on the ceilings turned on. You emerge from your cryo-sleep as the Ark stops in front of Eden."

PROLOGUE

Flip the Adventure card and read the text aloud.
Make sure you understand fully what is at stake for the game.
You must reach it by all means.

One after the other, read aloud your Character card then
the secondary characters cards.
Pick a player to reveal the Event card  and read it aloud.

TYPE OF CHARACTERS



Military



Scientist



Civilian

THE STORY BEGINS

The person who starts the game is the last one who had a feeling of déjà-vu. Then, in turn, clockwise, each storyteller plays.

To play consists in drawing a Word card and telling a fragment of the story inspired by the word that was just revealed: a feeling, an action, a place description, the description of an action done by your character or by a secondary character...
The only limit is your imagination.

Then, it is the turn of the next person to draw a Word card and tell a fragment of the story.



POSITIVE AND NEGATIVE EFFECTS

When you draw a Word card, you reveal the back of the next card of the deck of cards. If the symbol on the back of the card on the top of the deck matches one of the two icons at the bottom of the drawn card, you must tell a fragment of the story while observing:

A positive outcome
if the symbol matches the icon



A negative outcome
if the symbol matches the icon



Théo draws the Word card «**FAUNA**».



If the match symbol-icon indicated a positive outcome, Théo may very well describe the encounter with an extremely weird plant, which, after some analysis happens to be edible, which would be positive for the colony.



If the match symbol-icon indicates a negative outcome, Théo may describe the discovery of a flower whose sap is corrosive and pierces the characters' spacesuits, exposing them to an unknown atmosphere.

If there is no match symbol-icon, you choose the outcome of your fragment of the story.



Event cards :

If the Event card has symbols, refer to the back of the first card of the Word deck to decide the paragraph that applies.



When the card **AND NOW?** is drawn, the game is paused. Each may speak. Assess your adventure, summarise it briefly and define, together, the direction that the second part of the adventure will take.

When this has been done, the storyteller who drew the **AND NOW?** card discards it, draws a Word card and the game goes on.

The Adventure card has a "Stakes of the game". You have to tend toward this objective.

During the pause allowed by the card **AND NOW?**, define the objectives to follow in the second part of the Adventure in order to get closer to the given stakes.



When the card **THE END IS NEAR** is drawn, that means that everyone plays one last time to try and conclude the story. The person that draws this card discards it, then draws a new Word card and plays as usual.

Once all the storytellers have played their last turn and the **END** card is revealed in the centre of the table, the game is over.

END OF THE GAME

You made it to the end of the Adventure, congratulations!

Reveal the back of the END card and discover the epilogue. Fragment **OUTSPHERE** offers the best it has with a campaign. Do not hesitate to dive deeper into this thrilling story!

THE X CARD



*"The people here are more important than the game."**

At any time during the game, if a person does not feel at ease with the content of a scene or the Word card drawn, they can touch the X card. The scene then stops without any further discussion and the Word card is discarded. The next person plays his or her turn as usual.

THE VOTE CARD



At any time, during a scene, if a person thinks that a vote from the group is required, he or she can touch the Vote card. The scene is then put on stand-by to organise this vote. The scene can then be resumed.

Jonathan craves to remove his helmet to fill his lungs with the air of Eden. Magali thinks that is not a wise idea because of the risk with pathogens and touches the Vote card. She explains why she is against this action. Everybody has their say one after the other, then a vote is held. The majority agrees with Magali about the risk with such an exposure. Jonathan then releases his straps and goes on with his story.

THE PARTICIPATION CARD



At any time, during a scene, if a person wishes to, he or she can touch the Participation card. When the person, whose turn it currently is, has finished his or her story fragment, the person who touched the Participation card can then: further clarify a bit of the story, make an action with his or her character at the same time as the bit that was just told, etc.

Exceptionally, if a person is blocked by a Word card, but wishes anyway to continue the narration, he or she can ask for help by touching the Participation card. Another storyteller can then participate in this fragment to provide some inspiration.

CAMPAIGN MODE: MULTIPLE FRAGMENTS

Go on with the discovery of Eden, unlock envelopes and risk your life in a unique adventure! Refer to the annex sheet to discover what happens after the Adventure WHERE IT ALL BEGAN 🕒.

If you own a box of Fragments with other Universes, you may chain games, keeping your character and bring him or her into completely different universes.

Example: create the prequel of the Adventure WHERE IT ALL BEGAN 🕒 thanks to the Post-apocalyptic universe or discover a relic that brings you to 1990 in a dark and violent New York as you embody a hero in the dimension of extraordinary people.

NOTES & TIPS:

- **The secondary characters** are not embodied by the players. Make them act, lead their actions. They may intervene whenever you want, be highly active or, on the contrary, very discreet.
- Bounce back on the ideas of each storyteller without going backwards if the story does not go where you thought it would in the first place. This is the best way to live a unique adventure. The themes and illustrations are there to guide your story and also to inspire you. You may take all the liberties you want to get rid of them. Have fun and enjoy yourself.
- Whatever the beginning, wherever you are heading, just follow the flow of your imagination. It may be difficult in the beginning to invent a little piece of the story. Thematically, that can be explained by your recent awakening from your cryo-sleep. Let yourself be guided by the descriptions and actions of the other storytellers, as the game carries on, the discomfort will fade away. Be simple at first: one sentence, a quick description... and gradually, your imagination will find its strengths!

You enjoyed the world of Fragments OUTSPHERE?
Now discover the OUTSPHERE saga
from Guy-Roger Duvert



• Credits •

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*The X card is freely inspired from the X-card from John Stavropoulos

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