

GAME SETUP

- 1) **Big Picture:** Pick a concept for your history, no more than a single sentence.
- 2) **Bookend History:** Make start and end Periods.
- 3) **Palette—Add or Ban Ingredients:** Each player can add or ban one thing from the **Palette**. Repeat until a player doesn't want to add or ban anything. Feel free to discuss—everyone should be happy with the Palette.

Group decisions are now over.
- 4) **First Pass:** Each player makes a Period or Event, in any order.

OVERVIEW OF PLAY

Decide who goes first. That player becomes the first **Lens**.

- 1) **Declare the Focus:** The Lens decides the current **Focus**.
- 2) **Make History:** Each player takes a turn and makes either a Period, Event or Scene. Start with the Lens and go around the table to the left. Lens is allowed to make two nested things (a Period with an Event inside it, or an Event with a Scene inside it).
- 3) **Lens Finishes the Focus:** After each player has taken a turn, the Lens gets to go again and Make History one more time, again making two nested things if desired.

After the Focus is finished, we examine **Legacies**:

- 4) **Choose a Legacy:** Player to the right of the current Lens picks something that appeared during this last Focus and makes it a Legacy.
- 5) **Explore a Legacy:** Same player creates an Event or Dictated Scene that relates to one of the Legacies.
- 6) **New Lens:** The player to the left of the Lens then becomes the new Lens and picks a new Focus (start again from step 1).

Before you start the next Focus, take a break. Talk about how the game is going, but don't discuss what you want to have happen later. Keep your ideas to yourself.

MAKING HISTORY

On your turn, make either a Period, Event or Scene:

Period: Place between two Periods. Describe the Period and say whether it is Light or Dark.

Event: Place inside a Period. Describe the Event and say whether it is Light or Dark.

Scene: Place inside an Event. Choose whether to play or dictate the Scene.

What you make must relate to the Focus set by the Lens. Do not contradict what's already been said. Do not use anything from the No column of the Palette.

The Lens is allowed to create two things on each of their turns, so long as one is inside the other (an Event and a Scene inside it, or a Period and an Event inside it).

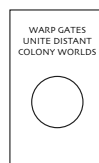


STYLE OF PLAY

After setup, do not negotiate or discuss as a group (except to decide the Tone after a Scene). Do not ask for suggestions or give suggestions. Keep your ideas close to the vest.

Create clearly and boldly. When you're making history, you're in charge of creating reality. Pitch your vision. No one owns anything in the history. Create or destroy whatever you want.

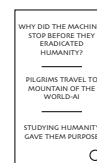
Abandon your preconceptions. History will not turn out the way you expect. Think on your feet and work with what other players introduce.



PERIOD
CARD



EVENT
CARD



SCENE
CARD

MAKING A PLAYED SCENE

- 1) **State the Question**
- 2) **Set the Stage:** What do we already know from the history? Where is the Scene physically taking place? What is going on?
- 3) **Choose Characters:** List banned and required characters (max 2 each). All players pick characters (U). Choose a character that helps you answer the Question.
- 4) **Reveal Thoughts** (U)

Steps marked U go around the table to the right, opposite of the normal order, starting to the right of the player making the Scene.

PLAYING A SCENE

Always move towards answering the **Question** of the Scene.

- ♦ Roleplay what your character does and thinks. If someone tries to do something to your character, you describe the outcome.
- ♦ Shape the world by describing what your character perceives and how they react to it.
- ♦ Introduce and play secondary characters, as needed.

Don't say what someone else's character does or thinks.

PUSH: CREATIVE CONFLICT

If, while playing a Scene, someone describes something about the world outside their character and you have a different idea you like better, you can Push to substitute your idea for theirs.

You cannot Push to change a player's starting character, except to change something they perceive or to decide what happens to them.

- 1) Proposal
- 2) Additional Proposals
- 3) Vote
- 4) Determine the Winner
- 5) Play the Results

ENDING A SCENE

When the players know the answer to the Question, the Scene ends. Discuss what happened during the Scene to decide whether the Scene was Light or Dark.