

the WAY OUT

ALWAYS ROLEPLAY IN CHARACTER

While you may speak in third or first person, all description, narration, and observation must be from the perspective of your character. Work your senses, thoughts, and intuition into your descriptions of the world and actions of non-player characters.

To make an exception to this rule, you must make a move.

TO MAKE A MOVE, PLAY A CARD IN THE TALON

Cards are played from the outer ring of the talon to its center in ascending order.

If the next card in ascending order is a minor arcana, play it to perform one of the basic moves of your choice.

If the next card is a major arcana, or if there is no higher card to play, perform the relevant special move.

WORLDS MAY END IN MANY WAYS

At the end of each chapter, the world will end. How it ends is up to you and your story.

Sometimes it's flashy: cataclysm, war, natural disaster, armageddon.

Other times, it's subtle: repression, eviction, foreclosure, the dissolution of community.

It can also seem trivial: the closing of a coffee shop, a graduation, an unrenewed lease.

the BASIC MOVES

- Experience déjà vu.
- Recognize the pattern.
- Define a major part of the setting.
- Perform out-of-character narration.
- Complicate the present situation greatly.
- Cut the current scene and set a new one.
- Express personal discontent with the goings-on.
- Remain silent when others look to you for input.
- Make big plans for a future that will never come.
- Embody a different character until the next move.
- Go on a monologue uninterrupted until the next move.
- Request an out-of-character moment of silence until the next move.

the SPECIAL MOVES

NO ELIGIBLE CARD — BEGIN THE END.

When there are no face-up cards with a higher rank than the last played card, play the lowest card. The first time this happens, begin the end. If this is the second or third time, make everything even worse. If the card is a major arcana, also perform the relevant bringer move.

FIRST MAJOR ARCANA — THE BRINGER'S ARRIVAL.

When playing a major arcana for the first time, introduce the bringer to the scene. Use the card as inspiration for how the bringer manifests in this time and place. They will amicably mingle with the coterie, for now. Embody them until the next move.

SECOND MAJOR ARCANA — THE BRINGER'S ABOUT FACE.

When playing a major arcana for the second time, the bringer becomes adversarial in some way. Use the major arcana as a guide for how this change manifests. Embody them until the next move.

FINAL CARD — END THE WORLD AND CHAPTER.

Perform a basic or bringer move with the card, then end the world.