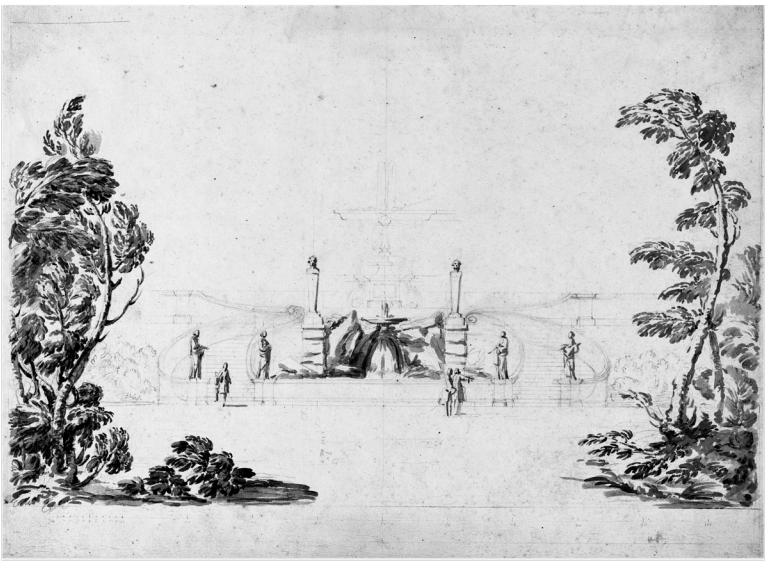
FONT



A STORYTELLING GAME OF HOPE AND LOSS

BY

MICHAEL DUNN-O'CONNOR

YOU LEFT A DYING WORLD FOR THE PERILOUS FISSURE, FROM WHICH FEW RETURN.
YOU SEEK THE FONT, WHICH WILL CHANGE EVERYTHING.

You come from a sprawling kingdom, beset by famine.

I. DESCRIBE AN IMAGE OF LIFE IN THIS WORLD.

Ask the other players about the images they describe. Discuss what these images say about the world you live in. Share ideas about what the FISSURE may look like and how your group might enter it.

II. CREATE YOUR CHARACTER

- Come up with a TITLE for your character. Names are forbidden in the FISSURE.
- In secret, choose a number from 2 to 4, representing your VISION. A low number represents an inward vision, self-awareness. A high number represents an outward vision, perception.
- Your RESOLVE is 6 minus your VISION. A low number represents flexibility, a high number represents a strong will.
- Come up with a BOON your character brings with them into the FONT. A character's BOON is something deeply precious to them, that no one else would have. It may be part of their job or function on the team, but it also holds a personal meaning.

TITLE	
VISION	RESOLVE
BOON	

MARKS

- ❑ **HAUNTED** -1 VISION
- ❑ **AFRAID** -1 RESOLVE
- ❑ **BROKEN**
  You may never enter the FONT
- ❑ **DEAD**
  Haunt the survivors. Interject frequently to remind them of their sacrifices and portend their doom

Marks can be chosen in any order.

III. INTRODUCTIONS

Take turns sharing your TITLE and your BOON. Describe your character's appearance, personality, and habits. Your VISION and RESOLVE are known only to you. Ask the other players about their character, how they earned their title, and the significance of their boons.

Decide who among you has the humblest TITLE. That player chooses the first TEST.

IV. TEST

The current player chooses a TEST from the list below and describes it with three senses.

- ❑ Cross treacherous terrain
- ❑ Find something necessary
- ❑ Go somewhere forbidden
- ❑ Remove a hindrance
- ❑ Follow something unseen
- ❑ Confront something terrifying

The next (clockwise) player describes what must be done to overcome the TEST—deciding which of the approaches below best matches the group's methods. This will determine the die result needed to succeed.

Each player rolls a die to see if they make it past the TEST unscathed.

Regardless of the outcome of your roll, the group will move on to the next TEST. Your roll determines the toll the test takes on you.

If you succeed, describe how you overcome this test.

If you fail, choose a new MARK from the list and describe how it manifests.

IF YOU MUST:

find or identify:
ROLL ≤ VISION

empathize with or withstand:
ROLL ≥ VISION

challenge or destroy:
ROLL ≤ RESOLVE

evade or dissemble:
ROLL ≥ RESOLVE

When the TEST has been resolved, check it off the list. Proceed clockwise, choosing TESTS until all are resolved.

BOONS

On your turn, instead of choosing a TEST, you may sacrifice your BOON to help another character carry on. Describe how you share time and how your BOON brings aid or solace. Show the other character how they have changed you, and ask them why they carry on. The player chooses a MARK to remove and play proceeds clockwise.

VI. REACHING THE FONT

Survivors reach the FONT. Each describes it with a single sense.

- If you still have your BOON, share what hope the FONT represents to you.
- If you sacrificed your BOON, acknowledge what even the FONT cannot change.

All survivors roll 1D6 and describe the outcome:

- If ROLL ≤ VISION: the FONT changes the dying world.
- Otherwise, the FONT changes you.

All survivors roll again:

- If ROLL ≤ RESOLVE: reveal a great secret
- Otherwise, bury a secret forever

VII. CLOSING

All describe how you escape the FISSURE or why you stay.

YOU LEFT A DYING WORLD FOR THE PERILOUS FISSURE, FROM WHICH FEW RETURN.
YOU SEEK THE FONT, WHICH WILL CHANGE EVERYTHING.

You come from a noble court, usurped and cast into exile.

I. DESCRIBE AN IMAGE OF LIFE IN THIS WORLD.

Ask the other players about the images they describe. Discuss what these images say about the world you live in. Share ideas about what the FISSURE may look like and how your group might enter it.

II. CREATE YOUR CHARACTER

- Come up with a TITLE for your character. Names are forbidden in the FISSURE.
- In secret, choose a number from 2 to 4, representing your VISION. A low number represents an inward vision, self-awareness. A high number represents an outward vision, perception.
- Your RESOLVE is 6 minus your VISION. A low number represents flexibility, a high number represents a strong will.
- Come up with a BOON your character brings with them into the FONT. A character's BOON is something deeply precious to them, that no one else would have. It may be part of their job or function on the team, but it also holds a personal meaning.

TITLE	
VISION	RESOLVE
BOON	

MARKS

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- ❑ **AFRAID** -1 RESOLVE
- ❑ **BROKEN**
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- ❑ **DEAD**
  Haunt the survivors. Interject frequently to remind them of their sacrifices and portend their doom

Marks can be chosen in any order.

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ROLL ≤ RESOLVE

evade or dissemble:
ROLL ≥ RESOLVE

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- If you still have your BOON, share what hope the FONT represents to you.
- If you sacrificed your BOON, acknowledge what even the FONT cannot change.

All survivors roll 1D6 and describe the outcome:

- If ROLL ≤ VISION: the FONT changes the dying world.
- Otherwise, the FONT changes you.

All survivors roll again:

- If ROLL ≤ RESOLVE: reveal a great secret
- Otherwise, bury a secret forever

VII. CLOSING

All describe how you escape the FISSURE or why you stay.

YOU LEFT A DYING WORLD FOR THE PERILOUS FISSURE, FROM WHICH FEW RETURN.
YOU SEEK THE FONT, WHICH WILL CHANGE EVERYTHING.

You come from a golden city, collapsing under graft and corruption.

I. DESCRIBE AN IMAGE OF LIFE IN THIS WORLD.

Ask the other players about the images they describe. Discuss what these images say about the world you live in. Share ideas about what the FISSURE may look like and how your group might enter it.

II. CREATE YOUR CHARACTER

- Come up with a TITLE for your character. Names are forbidden in the FISSURE.
- In secret, choose a number from 2 to 4, representing your VISION. A low number represents an inward vision, self-awareness. A high number represents an outward vision, perception.
- Your RESOLVE is 6 minus your VISION. A low number represents flexibility, a high number represents a strong will.
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TITLE	
VISION	RESOLVE
BOON	

MARKS

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- ❑ **AFRAID** -1 RESOLVE
- ❑ **BROKEN**
  You may never enter the FONT
- ❑ **DEAD**
  Haunt the survivors. Interject frequently to remind them of their sacrifices and portend their doom

Marks can be chosen in any order.

III. INTRODUCTIONS

Take turns sharing your TITLE and your BOON. Describe your character's appearance, personality, and habits. Your VISION and RESOLVE are known only to you. Ask the other players about their character, how they earned their title, and the significance of their boons.

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- ❑ Follow something unseen
- ❑ Confront something terrifying

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ROLL ≥ VISION

challenge or destroy:
ROLL ≤ RESOLVE

evade or dissemble:
ROLL ≥ RESOLVE

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BOONS

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- If you still have your BOON, share what hope the FONT represents to you.
- If you sacrificed your BOON, acknowledge what even the FONT cannot change.

All survivors roll 1D6 and describe the outcome:

- If ROLL ≤ VISION: the FONT changes the dying world.
- Otherwise, the FONT changes you.

All survivors roll again:

- If ROLL ≤ RESOLVE: reveal a great secret
- Otherwise, bury a secret forever

VII. CLOSING

All describe how you escape the FISSURE or why you stay.

YOU LEFT A DYING WORLD FOR THE PERILOUS FISSURE, FROM WHICH FEW RETURN.
YOU SEEK THE FONT, WHICH WILL CHANGE EVERYTHING.

You come from a government research facility, fruitlessly studying the FISSURE

I. DESCRIBE AN IMAGE OF LIFE IN THIS WORLD.

Ask the other players about the images they describe. Discuss what these images say about the world you live in. Share ideas about what the **FISSURE** may look like and how your group might enter it.

II. CREATE YOUR CHARACTER

- Come up with a **TITLE** for your character. Names are forbidden in the **FISSURE**.
- In secret, choose a number from 2 to 4, representing your **VISION**. A low number represents an inward vision, self-awareness. A high number represents an outward vision, perception.
- Your **RESOLVE** is 6 minus your **VISION**. A low number represents flexibility, a high number represents a strong will.
- Come up with a **BOON** your character brings with them into the **FONT**. A character's **BOON** is something deeply precious to them, that no one else would have. It may be part of their job or function on the team, but it also holds a personal meaning.

TITLE

VISION

RESOLVE

BOON

MARKS

- ❑ **HAUNTED** -1 **VISION**
- ❑ **AFRAID** -1 **RESOLVE**
- ❑ **BROKEN**
  You may never enter the ***FONT***
- ❑ **DEAD**
  Haunt the survivors. Interject frequently to remind them of their sacrifices and portend their doom

Marks can be chosen in any order.

III. INTRODUCTIONS

Take turns sharing your **TITLE** and your **BOON**. Describe your character's appearance, personality, and habits. Your **VISION** and **RESOLVE** are known only to you. Ask the other players about their character, how they earned their title, and the significance of their boons.

Decide who among you has the humblest **TITLE**. That player chooses the first **TEST**.

IV. TEST

The current player chooses a **TEST** from the list below and describes it with three senses.

- ❑ Cross treacherous terrain
- ❑ Find something necessary
- ❑ Go somewhere forbidden
- ❑ Remove a hindrance
- ❑ Follow something unseen
- ❑ Confront something terrifying

The next (clockwise) player describes what must be done to overcome the **TEST**—deciding which of the approaches below best matches the group's methods. This will determine the die result needed to succeed.

Each player rolls a die to see if they make it past the **TEST** unscathed.

Regardless of the outcome of your roll, the group will move on to the next **TEST**. Your roll determines the toll the test takes on you.

If you succeed, describe how you overcome this test.

If you fail, choose a new **MARK** from the list and describe how it manifests.

IF YOU MUST:

find or identify:
ROLL ≤ VISION

empathize with or withstand:
ROLL ≥ VISION

challenge or destroy:
ROLL ≤ RESOLVE

evade or dissemble:
ROLL ≥ RESOLVE

When the **TEST** has been resolved, check it off the list. Proceed clockwise, choosing **TESTS** until all are resolved.

BOONS

On your turn, instead of choosing a **TEST**, you may sacrifice your **BOON** to help another character carry on. Describe how you share time and how your **BOON** brings aid or solace. Show the other character how they have changed you, and ask them why they carry on. The player chooses a **MARK** to remove and play proceeds clockwise.

VI. REACHING THE FONT

Survivors reach the **FONT**. Each describes it with a single sense.

- If you still have your **BOON**, share what hope the **FONT** represents to you.
- If you sacrificed your **BOON**, acknowledge what even the **FONT** cannot change.

All survivors roll 1D6 and describe the outcome:

- If **ROLL ≤ VISION**: the **FONT** changes the dying world.
- Otherwise, the **FONT** changes you.

All survivors roll again:

- If **ROLL ≤ RESOLVE**: reveal a great secret
- Otherwise, bury a secret forever

VII. CLOSING

All describe how you escape the **FISSURE** or why you stay.

YOU LEFT A DYING WORLD FOR THE PERILOUS FISSURE, FROM WHICH FEW RETURN.
YOU SEEK THE FONT, WHICH WILL CHANGE EVERYTHING.

You come from a war-torn country, littered with scorched ruins

I. DESCRIBE AN IMAGE OF LIFE IN THIS WORLD.

Ask the other players about the images they describe. Discuss what these images say about the world you live in. Share ideas about what the FISSURE may look like and how your group might enter it.

II. CREATE YOUR CHARACTER

- Come up with a TITLE for your character. Names are forbidden in the FISSURE.
- In secret, choose a number from 2 to 4, representing your VISION. A low number represents an inward vision, self-awareness. A high number represents an outward vision, perception.
- Your RESOLVE is 6 minus your VISION. A low number represents flexibility, a high number represents a strong will.
- Come up with a BOON your character brings with them into the FONT. A character's BOON is something deeply precious to them, that no one else would have. It may be part of their job or function on the team, but it also holds a personal meaning.

TITLE	
VISION	RESOLVE
BOON	

MARKS

- ❑ **HAUNTED** -1 VISION
- ❑ **AFRAID** -1 RESOLVE
- ❑ **BROKEN**
  You may never enter the FONT
- ❑ **DEAD**
  Haunt the survivors. Interject frequently to remind them of their sacrifices and portend their doom

Marks can be chosen in any order.

III. INTRODUCTIONS

Take turns sharing your TITLE and your BOON. Describe your character's appearance, personality, and habits. Your VISION and RESOLVE are known only to you. Ask the other players about their character, how they earned their title, and the significance of their boons.

Decide who among you has the humblest TITLE. That player chooses the first TEST.

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- ❑ Cross treacherous terrain
- ❑ Find something necessary
- ❑ Go somewhere forbidden
- ❑ Remove a hindrance
- ❑ Follow something unseen
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The next (clockwise) player describes what must be done to overcome the TEST—deciding which of the approaches below best matches the group's methods. This will determine the die result needed to succeed.

Each player rolls a die to see if they make it past the TEST unscathed.

Regardless of the outcome of your roll, the group will move on to the next TEST. Your roll determines the toll the test takes on you.

If you succeed, describe how you overcome this test.

If you fail, choose a new MARK from the list and describe how it manifests.

IF YOU MUST:

find or identify:
ROLL ≤ VISION

empathize with or withstand:
ROLL ≥ VISION

challenge or destroy:
ROLL ≤ RESOLVE

evade or dissemble:
ROLL ≥ RESOLVE

When the TEST has been resolved, check it off the list. Proceed clockwise, choosing TESTS until all are resolved.

BOONS

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VI. REACHING THE FONT

Survivors reach the FONT. Each describes it with a single sense.

- If you still have your BOON, share what hope the FONT represents to you.
- If you sacrificed your BOON, acknowledge what even the FONT cannot change.

All survivors roll 1D6 and describe the outcome:

- If ROLL ≤ VISION: the FONT changes the dying world.
- Otherwise, the FONT changes you.

All survivors roll again:

- If ROLL ≤ RESOLVE: reveal a great secret
- Otherwise, bury a secret forever

VII. CLOSING

All describe how you escape the FISSURE or why you stay.

YOU LEFT A DYING WORLD FOR THE PERILOUS FISSURE, FROM WHICH FEW RETURN.
YOU SEEK THE FONT, WHICH WILL CHANGE EVERYTHING.

You come from a prison colony, on the edge of a crumbling empire.

I. DESCRIBE AN IMAGE OF LIFE IN THIS WORLD.

Ask the other players about the images they describe. Discuss what these images say about the world you live in. Share ideas about what the **FISSURE** may look like and how your group might enter it.

II. CREATE YOUR CHARACTER

- Come up with a **TITLE** for your character. Names are forbidden in the **FISSURE**.
- In secret, choose a number from 2 to 4, representing your **VISION**. A low number represents an inward vision, self-awareness. A high number represents an outward vision, perception.
- Your **RESOLVE** is 6 minus your **VISION**. A low number represents flexibility, a high number represents a strong will.
- Come up with a **BOON** your character brings with them into the **FONT**. A character's **BOON** is something deeply precious to them, that no one else would have. It may be part of their job or function on the team, but it also holds a personal meaning.

TITLE

VISION | **RESOLVE**

BOON

MARKS

- ❑ **HAUNTED** -1 **VISION**
- ❑ **AFRAID** -1 **RESOLVE**
- ❑ **BROKEN**
  You may never enter the ***FONT***
- ❑ **DEAD**
  Haunt the survivors. Interject frequently to remind them of their sacrifices and portend their doom

Marks can be chosen in any order.

III. INTRODUCTIONS

Take turns sharing your **TITLE** and your **BOON**. Describe your character's appearance, personality, and habits. Your **VISION** and **RESOLVE** are known only to you. Ask the other players about their character, how they earned their title, and the significance of their boons.

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The next (clockwise) player describes what must be done to overcome the **TEST**—deciding which of the approaches below best matches the group's methods. This will determine the die result needed to succeed.

Each player rolls a die to see if they make it past the **TEST** unscathed.

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If you fail, choose a new **MARK** from the list and describe how it manifests.

IF YOU MUST:

find or identify: **ROLL ≤ VISION**

empathize with or withstand: **ROLL ≥ VISION**

challenge or destroy: **ROLL ≤ RESOLVE**

evade or dissemble: **ROLL ≥ RESOLVE**

When the **TEST** has been resolved, check it off the list. Proceed clockwise, choosing **TESTS** until all are resolved.

BOONS

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VI. REACHING THE FONT

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- If you still have your **BOON**, share what hope the **FONT** represents to you.
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All survivors roll 1D6 and describe the outcome:

- If **ROLL ≤ VISION**: the **FONT** changes the dying world.
- Otherwise, the **FONT** changes you.

All survivors roll again:

- If **ROLL ≤ RESOLVE**: reveal a great secret
- Otherwise, bury a secret forever

VII. CLOSING

All describe how you escape the **FISSURE** or why you stay.

YOU LEFT A DYING WORLD FOR THE PERILOUS FISSURE, FROM WHICH FEW RETURN.
YOU SEEK THE FONT, WHICH WILL CHANGE EVERYTHING.

You come from

I. DESCRIBE AN IMAGE OF LIFE IN THIS WORLD.

Ask the other players about the images they describe. Discuss what these images say about the world you live in. Share ideas about what the FISSURE may look like and how your group might enter it.

II. CREATE YOUR CHARACTER

- Come up with a TITLE for your character. Names are forbidden in the FISSURE.
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- Come up with a BOON your character brings with them into the FONT. A character's BOON is something deeply precious to them, that no one else would have. It may be part of their job or function on the team, but it also holds a personal meaning.

TITLE	
VISION	RESOLVE
BOON	

MARKS

- ❑ **HAUNTED** -1 VISION
- ❑ **AFRAID** -1 RESOLVE
- ❑ **BROKEN**
  You may never enter the FONT
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  Haunt the survivors. Interject frequently to remind them of their sacrifices and portend their doom

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All survivors roll 1D6 and describe the outcome:

- If ROLL ≤ VISION: the FONT changes the dying world.
- Otherwise, the FONT changes you.

All survivors roll again:

- If ROLL ≤ RESOLVE: reveal a great secret
- Otherwise, bury a secret forever

VII. CLOSING

All describe how you escape the FISSURE or why you stay.

FONT

FONT is a story game of hope and loss for 2 to 4 players. Each session is a stand-alone story, unfolding over 1 to 3 hours. Players take on the role of travelers crossing a perilous landscape called the **FISSURE**. These travelers seek a powerful place called the **FONT**, which can change their dying world. The characters in each game of **FONT** may be wildly different, but they are always driven by a shared purpose: a hope that their world could be saved.

To play, each player will need a copy of this booklet and a single six-sided die. As a group, select one of the setting prompts from the booklet and follow the steps from there.

Michael Dunn-O'Connor
core game design, writing, development

Eric Swanson
graphic design, development

Front cover illustration
"Drawing, Sketch for a Fountain in Park, 1740"
by Carlo Marchionni

FONT uses the typefaces Minion Pro and Axell

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