

*Under the weight of history Magic has died
In it's place stands The Tower, old and forgotten.*



You all play The Tower

***To play the Tower, I am giving you these rules as suggestions and prompts.
Mold them to your needs or make your own.***

How to play:

- Start with one Token and share it among you.
- Take turns describing the Visitors actions within you.
- Pass the turn whenever you make a move.
- The game ends if the Visitors decide to move in or leave you behind.
- Or when you feel like it has to.
- Play safely. Check in on each other, Make room for each of you to give and withdraw consent.
- Answer these questions to discuss which story you are comfortable to explore.

Magic has died and will not return. Choose one that you once were and might never be again

strangely beloved, a source of power, a beacon to the restless, a heaven of safety, a well of wisdom, the beginning of a journey

Magic has died, but the world went on. Choose one that has changed and one that hasn't

You stand surrounded by trees, You are the tallest structure around, The voices of wildlife echo through you, Natures wrath only ever touches you gently, You stand next to a body of clear water, The stars shine brightly in the sky

Over time some of history died under it's own weight, too. Choose two such corpses to be found inside and around you

a successful revolution, a vulnerable culture, a disastrous war, a doomed technology, a powerful authority, a widespread religion

And still, history went on. Choose a living force, that might one day swallow you whole.

An ongoing revolution, a shifting culture, an eternal war, a spreading technology, an expanding authority, a dominant religion

Take a token whenever a move results in the force swallowing a part of the visitors or you

Visitors have come to explore you. Who are they?

Runaway Kids – Take a token whenever a move gives the Visitors freedom they did not have

Someone Homeless – Take a token whenever a move gives the Visitor safety they did not have

Two Exiles – Take a token whenever a move gives the Visitors assurance they did not have

The Hunted – Take a token whenever a move gives the Visitors comfort they did not have



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Mystical Moves [Spend 4 Tokens]

- Give the Visitors what they will never understand
- Blur the line between you and the visitors
- Give the Visitors space to mourn
- Let the Visitors make demands

Friendly Moves [Spend 2 Tokens]

- Open a path to what appeared unreachable
- Give a glimpse into what was preserved
- Lead them to something useful

Hostile Moves [Gain 1 Token]

- Block the Visitors way through you
- Confront the Visitors with dead histories tragedy
- Expose the Visitors ignorance

Haunted Moves [Gain 2 Tokens]

- Bring the Visitors in danger
- Confront the Visitors with cursed magic
- Deny the Visitors connection to you
- Make demand of the Visitors

After everyone took a turn, vote:

- the Visitors continue to explore
- the Visitors move into you
- the Visitors leave you behind

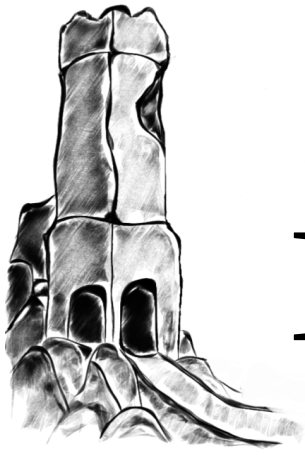
End the Game, if everyone voted for the Visitors to leave or move in. If you didn't, the visitors continue to explore and night comes.

Answer one of the following questions

- [Spend 2 Token] What small wonder do the Visitors think they saw, before sleep took them?
- What have the Visitors brought from the outside world to endure the night?
- What about you do the Visitors change to be able to sleep?
- [Gain 1 Token] What strange occurrence disturbs the Visitors sleep?

Before you take another round of turns, you might want to:

- Make a short pause
- Check in on each others comfort with the story you are telling
- Speak about where you would want the story to go



You will End the Game

If the Visitors leave you behind, answer at least one question each:

- How will your shadow follow them?
- When they look back to you, what do they see?
- Does one of the Visitors return? When?
- What did they take with them? Do they preserve it?
- What stories will the Visitors tell about you, years later?

If the Visitors moved into you, answer at least one question each:

- What shadow will always linger, throughout their daily life?
- How do the Visitors deal with the living force?
- Do they stay forever? Who leaves and when?
- One day new Visitors arrive. How are they treated?
- Which part of you will they never find?

Thank you for playing