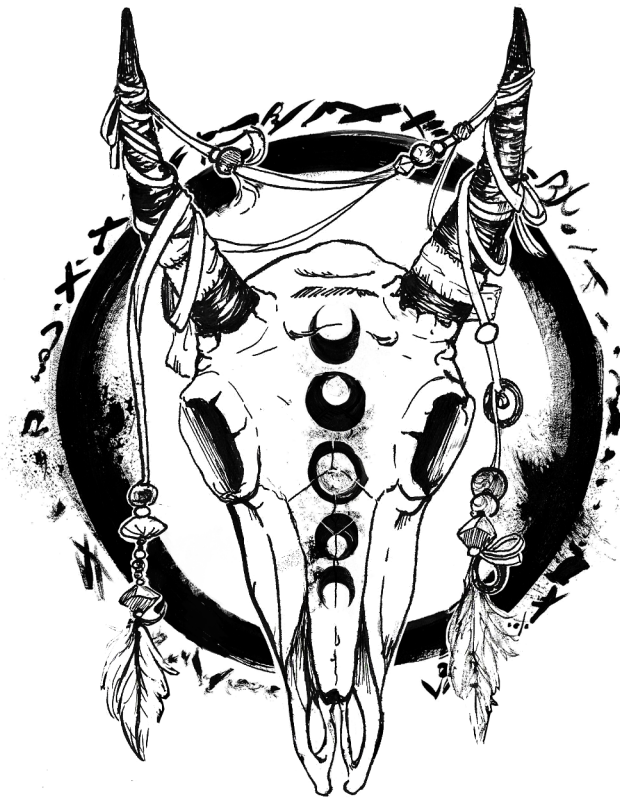




Superstition

SUPERSTITION



You are an oracle, a greenseer, and a fraud. You do not believe in rituals, but you do believe in giving hope.

Does your community believe in you?

Dedicated to B and E, who I know believe in me.

Safety

“Superstition” is a solo journaling rpg with light game elements where you create rituals for your community and answer questions about the rituals and the community’s reaction to them.

Trigger warnings for potential death, violence, illness, animal death, abuse (non-sexual).

If you are ever uncomfortable writing or thinking about the situations the game presents, please remember there is no obligation to keep playing or finishing it.

Please look after yourself and your mental, physical and spiritual health. That is far more important than one more card flip or one extra paragraph.

This game is about an oracle attempting to take care of a community. I ask that you, as the oracle, remember to take care of yourself.

With thanks to: Alex Wilcox, Alfred Valley, Amy, Joana Solà, Kenna May, Ron and the entire #ttrpg community on Twitter.

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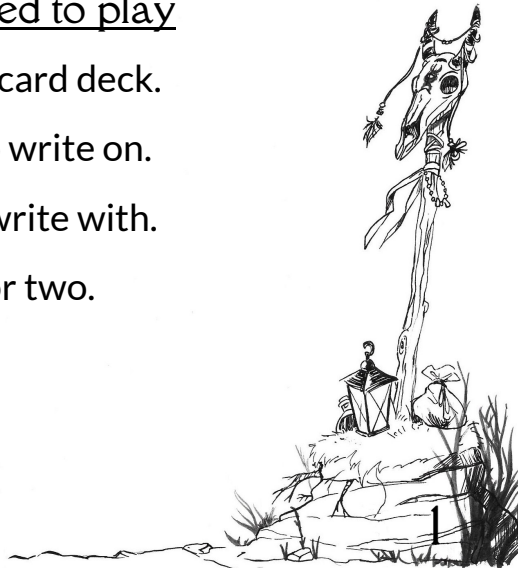
What you need to play

A standard 52-card deck.

Somewhere to write on.

Something to write with.

An hour or two.



Terminology

Years: The game lasts three rounds; each round represents a year you spend in your settlement. Each year, you add a different Component to the ritual for each season.

Rituals: One for each Season. Rituals are considered complete when they have all three components, but they are rituals (and they are performed) before that point too.

Seasons: The four aces represent the seasons of the year:
Diamonds - Spring, Hearts - Summer, Clubs - Autumn, Spades - Winter.

Components: Divided into six different types - Sacrifice, Location, Ceremony, Preparations, Participants, and Catalyst.

The Deck: Cards from 2 to 7 of each suit. You draw both Components and Fates from this deck - the difference is in when you draw them. Fates are explained in the next section.

Oracles, Chieftains and Communities: Choose one of each before starting a game.



- **Oracle:** The character you interpret.
- **Chieftain:** The leader of your community.
- **Community:** The people you perform rituals for.

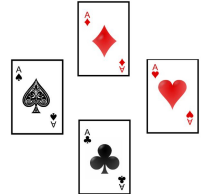
Calamities: Cards 8-9-10 of each suit, face down and shuffled. These have gameplay and narrative consequences.

How to Play

Set-up

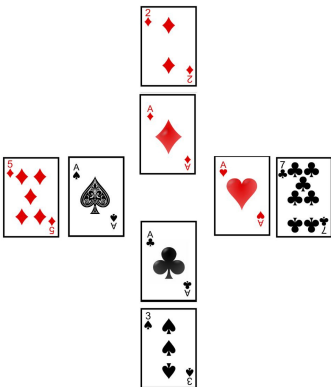
In which you prepare all that is necessary

- Choose an **Oracle** (pg. 8-9), a **Chieftain** (pg.10-11) and a **Community** (pg.12-13). Give the **Chieftain** and the **Community** (or village) a name.
- Choose three **Component** Types, and the order you'll add them to your rituals (one type per year). Pick them from the Component Tables (pg. 7)
- Place the aces in a diamond shape (example right).
- Shuffle all cards 2 to 7 together: this is **The Deck**. Draw ten cards from it: these, which can change through the game, are **The Hand**. Disregard suits in **The Hand** - only the value matters.
- Make a deck with all Figure cards. These are **Boons**.
- Make a deck with all Eights, Nines and Tens. These are **Calamities**.



Components Phase

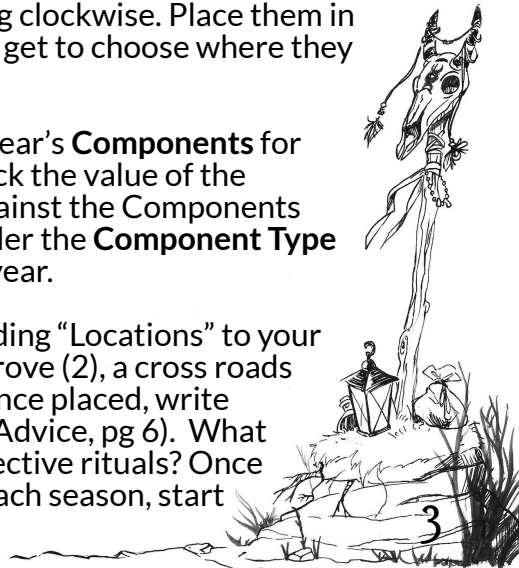
In which you write about your Components and rituals



This is the beginning of the year/round. Place the first four cards from **The Hand** face up around the centre; one next to each Season, starting from Spring and going clockwise. Place them in order; you don't get to choose where they go.

These are this year's **Components** for each ritual. Check the value of the Components against the Components table (pg. 7), under the **Component Type** chosen for this year.

In the example to the left, if you were adding "Locations" to your **Rituals** that year, you would add a tree grove (2), a cross roads (7), a cave (3) and a mountain peak (5). Once placed, write about each of these in turn (see **Writing Advice**, pg 6). What is their significance and use in their respective rituals? Once you have described the component for each season, start the **Fates Phase**.



Fates Phase

In which you write about the events of each season

Fates represent how your community and chieftain react to your ritual, as well as what the season brings.

Unlike with **Components**, you can choose where to place **Fates**, and your goal is to match or beat the value of the **Component**. Matching is better than beating (it means your components and ritual precisely predicted how the Season would go, and thus is more convincing).

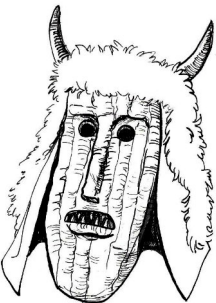


Draw, look at and place a card at a time from **The Hand** until you've placed one on each **Component**. You can choose where to place **Fates**, but cannot change their position once you've placed them (your final decision is forced).

There will be two cards left in **The Hand** at the end. Don't look at them.

After placing all four **Fates**, go around in **Season** order and for each **Season**:

- **If the Fate is higher than the Component:** The chieftain and the community are pleased with the ritual. Pick any prompt from your chosen **Oracle**, **Chieftain** or **Community** and answer it in that **Season's** section. If this is the first year, pick the underlined prompt.
- **If Fate is lower than the Component:** a terrible event happened this season, and the village struggles to believe your ritual. Turn the corresponding **Season** 90° clockwise, draw cards from the **Calamity** deck until you reveal one with the same suit as that **Season** and refer to the **Calamities** table (pg. 14-15). Pick a prompt relative to that value/**Season** combination (there are two) and answer it. If this is the first year, pick the underlined prompt. Then remove the card from the game.



- **If the Fate matches the Component:** The community and chieftain are awed by how well your ritual predicted the **Season's** events. Draw cards from the **Boon** deck until you reveal one with the same suit as the **Season**, and refer to the **Boons** table (pg.16-17). Pick a prompt relative to that value/**Season** combination (there are two) and answer it. If this is the first year, pick the underlined prompt. Then remove the card from the game.

Be Warned

If a **Season** turns upside down, the **Calamity** that causes it ends your time as village oracle. Proceed as normal, but when writing about that **Calamity**, include how the chieftain and community exile you.

Once you've written about a **Boon**, if the season it happened in is turned, you can straighten it. If it isn't turned, place the **Boon** next to it instead of discarding the **Boon**. If a **Calamity** happens in that season in following years, write about it as normal but do *not* turn the **Season**, and discard the **Boon**. The **Calamity** still happens, but it doesn't affect the community's belief in you.



End of Year Phase

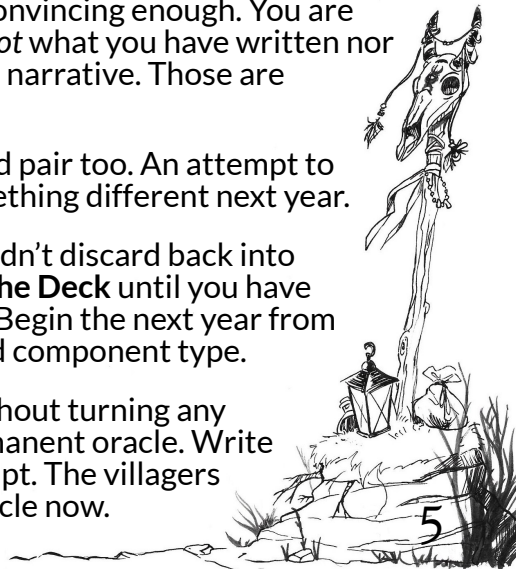
In which you prepare for the following year

For any **Season** that turned, discard the two cards next to it. Something about this ritual just wasn't convincing enough. You are discarding the cards for the game-play, *not* what you have written nor the **Component** you've described for the narrative. Those are permanent.

You may choose to discard any other card pair too. An attempt to change in your destiny. You will add something different next year.

Put all the **Components** and **Fates** you didn't discard back into **The Hand** (face down). Add cards from **The Deck** until you have ten in **The Hand** again and shuffle them. Begin the next year from the **Components** phase with your second component type.

If you get to the end of the third year without turning any season twice, you are accepted as a permanent oracle. Write about the celebrations in your final prompt. The villagers and chieftain trust you - you are *their* oracle now.



Writing Advice + Game Flowchart

You can't affect nature but you can give your village hope, the illusion of control in a cruel world.

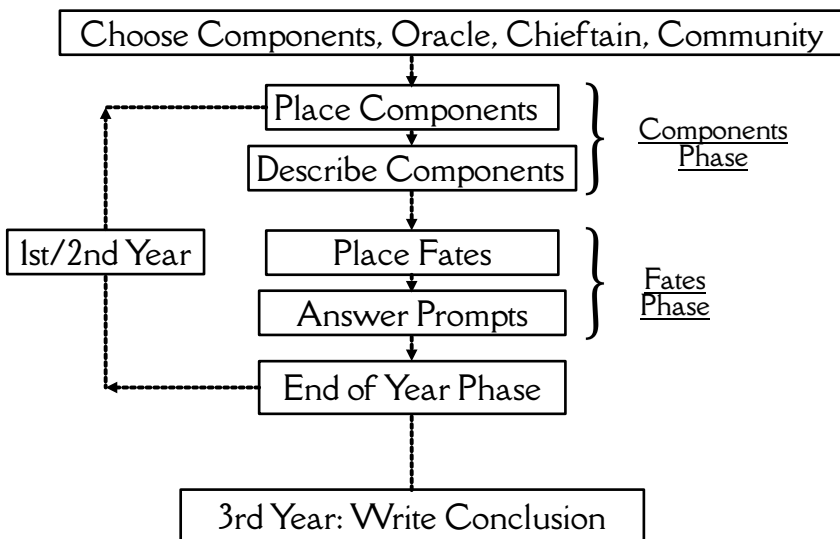
Mix and match **Components**, **Oracles**, **Chieftains** and **Communities**. Experiment with chieftains and oracles of different genders and backgrounds. There is so much variety in the world.

Components: Write about their significance and how you will use them in the *complete* ritual. In the first or second year, you are using them in a 'generic' ritual, building their importance for the community. You are still performing a ritual, but only the **Components** you described stand out.

In the third year, all Season's rituals come together as four masterpieces. Read back what you wrote for the three **Components**: this is what your complete rituals looks like.

Prompts: Some prompts will seem contradictory, but life is strange. It's up to you to create a narrative that makes sense of these events. Or don't - you can be an unreliable narrator.

This Ritual/Next Ritual: When a prompt refers to **this** ritual, it means the one for the season you are currently writing in. When a prompt refers to the **next** ritual, it means next year's ritual in the same season (next Summer, for example). If the prompt asks you to change something in the next ritual, but this is the final year of play, change **this** ritual instead.



Component Types

The Sacrifice

- 2 - Something loved
- 3 - A precious object
- 4 - Something natural
- 5 - A work of art
- 6 - An heirloom
- 7 - Something ancient

The Preparations

- 2 - Fasting
- 3 - Segregation
- 4 - Prayer
- 5 - Decoration
- 6 - Artistry
- 7 - Destruction

The Location

- 2 - A tree grove
- 3 - A cave
- 4 - A cliff edge
- 5 - A mountain peak
- 6 - A riverbed
- 7 - A crossroads

The Ceremony

- 2 - Singing
- 3 - Dancing
- 4 - A Sermon
- 5 - Burning
- 6 - A Parade
- 7 - An Exchange

The Focus

- 2 - A dagger
- 3 - A prism
- 4 - A skull
- 5 - A gem
- 6 - A carved rock
- 7 - A tapestry

The Participants

- 2 - The youngest
- 3 - The oldest
- 4 - A chosen one
- 5 - An outsider
- 6 - A sinner
- 7 - A group of people



Oracles

The Outcast

You lost your last chieftain's confidence, and spent a long time in the wilderness. Eventually, you impress a new community enough for them to take you as their oracle. Why were you exiled? How did you convince this community to take you as their oracle?

What effect did your time in the wilderness have on you? Who were you before and how have you changed?

How did your previous community view you, and how did they react when the chieftain exiled you? If your rituals are different now, how have they changed?

Did you leave anyone important behind in your last village? Any budding friendships or relationships cut short? Write about them and what you miss.

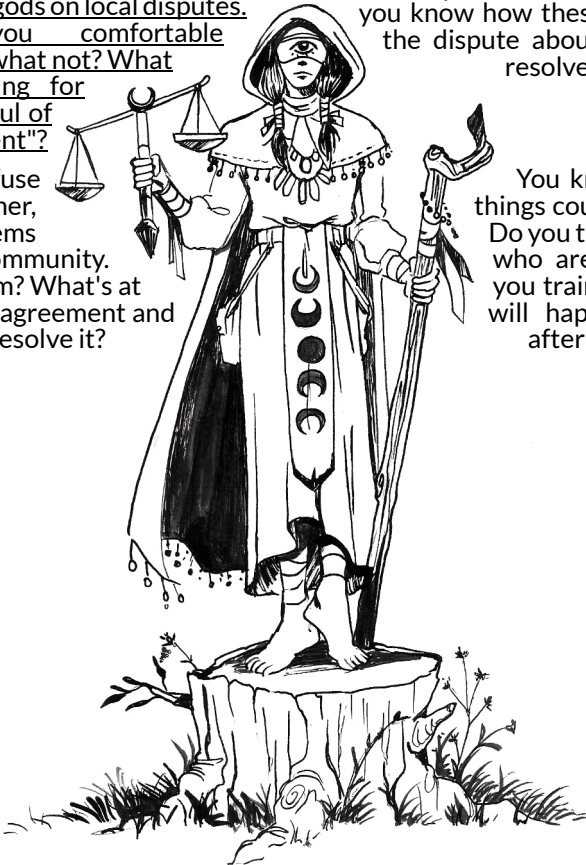
The Mediator

You are chosen to communicate the judgement of the gods on local disputes. What are you comfortable adjudicating and what not? What is your sentencing for those who "fall foul of the gods' judgement"?

Two villagers refuse to talk to each other, leading to problems for the wider community. Why is it a problem? What's at the root of the disagreement and how do you resolve it?

A land dispute starts between neighbours; you know how these things go. What's the dispute about, and how do you resolve it? What precedent does this set?

You know that if you die, things could spiral into chaos. Do you train a follower? If so, who are they and how do you train them? If not, what will happen to the village after your departure?



Oracles

The Medic

Your training is grounded in the physical world and medicine. How did you become an oracle? What happened and, if you could go back, would you change anything?

Do you integrate your medical skills into your rituals? How so? What are some, if any, of the lessons you try to teach your community?

Someone is sick, but they refuse medicine. They want more rituals, believing them to be the only cure. Who are they, what disease do they have and how do you help them?

A villager comes to you with symptoms you can't make sense of. It might be nothing, but you simply don't know. What are the symptoms and what do you tell them?

The Druid

You can't affect nature, of course, but you were trained to read it. There are plenty of signs. How did you learn this skill? What was the first piece of wisdom given to you?

The villagers are obsessed with a particular fruit - they harvest it to the point of near extinction, and some make a living from it. You know this is not sustainable. How do you tell them? Do they listen?

You know you won't live forever - do you train a protégé to follow in your footsteps? If so, how do you pick them and who are they? If not what do you intend to leave as your legacy?

The villagers are impressed with your knowledge of nature. "Teach us," they ask. What, if anything, do you teach them about the world around them? Do you explain it to them via the divine, or the terrestrial?

The Fugitive

Before becoming an oracle, you were a criminal. Something terrible happened and your life changed, but not all loose ends are tied up. You are hiding. What did you do? Why are people looking for you?

You hid something precious, long ago; that something is still hidden and could land you into trouble if discovered. What was it, and why is it dangerous to you?

Someone is out to get you, and you fear word of your rituals traveling too far. How do you avoid this? Who is looking for you, and what would they do if they found you?

Welcome relief: News reaches you that those who wanted to find you are no longer. What happened to them? What do you do now that you are free from their threat?



Chieftains

The True Believer

The chieftain fully believes in rituals: they exert human agency on nature the same way hammers do on nails. He tells you a story that proves this and asks for your comment on it. What is the story and what do you say?

The chieftain asks to change your next ritual. They do not like how this one went and believe they have a better idea for it. What didn't they like and what are they proposing? If you don't change it, write about the chieftain's reaction in the next ritual

The chieftain was visited by the gods in their sleep. "They told me you had the key to the dream". They proceed to describe it and ask you to interpret it. What did they dream, and what do you tell them it means?

The chieftain toys with the idea that the more extreme the ritual, the more control it can exert on nature. What are they asking for, and how do you respond?



The Monarch's Servant

Upon the death of the previous chieftain, the monarch sent their own servant to rule the village. The new chieftain now holds an audience with you: what do you discover about them? How did they win the monarch's favour?

The community asks "Why were our traditions violated? Why did the monarch send this chieftain?" The chieftain has told you, but asked you to keep the secret. What did he tell you, and what do you tell the locals?

For years, a family has evaded part of the monarch's tithes. The family ask for your help to avoid the chieftain's watchful gaze. Whose side do you take, and why?

The chieftain, favoured by the monarch, lives a lavish lifestyle. They share some of this wealth with you. Do you accept it, or live like the locals? How do you explain your choice to those who ask?

Chieftains

The Heir

This chieftain inherited the title upon the death of their father, according to ancient laws, but they are not trusted by the community. Why not? What proof does the community give you of the chieftain's incompetence?

The chieftain asks you to change next season's ritual to paint them in a positive light. You notice they seem well intentioned, and desperate for approval. How do you change the ritual, if at all?

Attempting to impress the community, the chieftain nearly ruins this ritual. You salvage proceedings, but the villagers are not impressed. What did the chieftain do, and how did you manage to recover the ritual?

Part of the community seeks to overthrow the chieftain. Both rebels and chieftain believe you to be on their side: why do they think this? Whose side do you take? If that of the rebels, change your Chieftain archetype.

The Bloodthirsty

"If violence doesn't solve the problem, you're not using enough of it," is the chieftain's motto. They rule through fear and respect earned through acts of bravery. What exploits are they famous for?

The chieftain believes they have been "cursed" and start a witchhunt against those responsible. You are not a suspect. Who do they target and why? What is the "curse" and do you take any part in this?

A villager breaks a local law, and the chieftain wants to punish them with a whipping. You have seen how brutal these can be. What did the villager do? Do you attempt to change the chieftain's mind?

After another bout of senseless violence, you can no longer stand idly by and rage at the chieftain. They are cowed, and the community silently grateful. What did you tell them? Do you fear repercussions?

The Paranoid

The chieftain sees signs of conspiracy and danger everywhere. This is both their strength and weakness. How did this paranoia help the chieftain rise to power, and what is it they are most afraid of? How do you know?

The chieftain falls in love with someone they shouldn't. They're fearful of the consequences should someone find out, but ask you for a ritual to help their love flourish. What scares them so? Who is the love interest and do you perform a ritual?

"Why do you plot against me?" asks the chieftain. It takes some time to understand what they mean. What signs of the plot did they supposedly see? How do you convince them you're not plotting anything? Are you?

The chieftain's paranoia turns out to be right for once, and it saves the village from tragedy. What happened and what did the chieftain do to avoid fate?



Communities



Extrovert

The village doesn't have a "centre": dispersed among the hills, the sense of community comes from common traditions and history. The yearly festival brings everyone together. What does it celebrate? You are asked to perform a ritual at the beginning of it: describe it.

A marriage is planned between a local and someone from another village. You meet with the other community's oracle to discuss mixing their wedding traditions with yours. How do they differ and what does the final ceremony look like?

The symbols of success (besides money) change every year. What is this year's sign that a person has "made it"? People come to you asking for advice on how to have more of this - what do you tell them?

In society's reach outwards and upwards, some people are left behind. Who are they and why are they "left behind"? How is that judged, and how do you help them (if at all)?

Introvert

The community will help those within it, but it is not outward facing. When a request for water comes from a neighbouring village, the community responds negatively. Do you try to convince them otherwise and how? If not, why not?

A new family arrives in the village; the locals are wary of them simply because they are outsiders. How are the family different, if at all, and how do you help the family's integration in the community?

The monarch suggests erecting a monastery near the village, for the glory of the gods. The community is torn between those who see the benefit and those who don't want outsiders. The decision ultimately falls to you: what do you tell the monarch, and why?

A shortage of some resource means the community is forced to look outside to get it. Some would rather not: "we can manage without," they say. What is the resource and what's it used for? What do you recommend they do?

Communities

Traditional

It's the ten-year anniversary of the death of a local hero. Who were they? The community asks you to add a component in this ritual - if you agree, pick an additional component from the component list for the next ritual.

A law passed by the monarch effectively makes a local practice illegal. The villagers keep doing it, but in secret. What is the practice, and why is it illegal now? Do you report their behaviour, or keep their secret?

The community decides to establish a "discipline council" to judge what is good and bad behaviour. They ask for your help: "what can be judged by humans, and what is better left to the gods?" What do you tell them? Do you support the creation of the council, and if so, why?

Someone important dies, and you are asked to officiate the burial. Funeral traditions are complex in the village: describe who the person was and what the burial consists of.

Religious

A deeply religious community, this village has a cosmology which explains the birth of the world. Describe it and how you intend to include it in your rituals (if at all).

There is a strong faith in the village, but not everyone follows it. How does the community handle those who believe something else, or the skeptics? How do you advise they be treated?

A prophecy says next year will be terrible. Describe the prophecy. How did the villagers come to know of it? What do you do to give them hope in the face of foretold doom?

A new faith is spreading through the land. How does it differ from the pre-existing one in the village? How do you react when some converts question the validity of your rituals?

Mercantile

The village has a mercantile mindset: agriculture is difficult, but thanks to other resources commerce is booming. What are the resources? Who do they belong to, and how are they shared?

Commerce and industry may have improved the lot of some families, but it's beginning to take its toll on the environment. How is the environment damaged by the community, and how do you explain it to the locals?

A dam is built on land that belongs to one family. Water is suddenly scarce for everyone else while the family profits. Villagers complain and demand a solution from you. How do you handle the situation?

Who are tithes paid to? The monarch, the chieftain or some intermediary institution? How do the villagers feel about this?





Spring

Calamities



Summer

8 - A Local Tragedy

A villager is killed by wolves. The family is angry at you for not protecting the community with your rituals. They also want to exterminate the wolves. What do you do to calm them down?

A memorial is washed away by the spring floods. What was it for? The community asks you to design a new one; what does it look like?

The chieftain dies. Pick a new chieftain archetype. What changes with the new chieftain? Some think this ritual foreshadowed the death. Does that view suit you, and if not how do you convince them otherwise?

A flock of sheep is lost when it walks off a cliff, the reason unknown. "We knew this would happen," say some villagers, referencing an event last year. What was it and what signs do they think they saw?

9 - Natural Disaster

This year's harvest is diseased, a foul smell permeating the fields. You know not the cause, but the villagers demand one. What do you tell them?

With the spring thaw, a dam bursts and ruins a family's crops. What sacrifices will the family need to make and how will you comfort them?

Wildfire approaches, smoke and flames on the horizon. The community asks you for an additional ritual to "kill off the fire demons". Do you perform an extra ritual? Do you advise the community do something to stop the fires too?

Drought: a total lack of water means sickness and filth spread. The community thinks they have wronged the gods, but you know the real cause. What do they think happened, and what is actually going on?

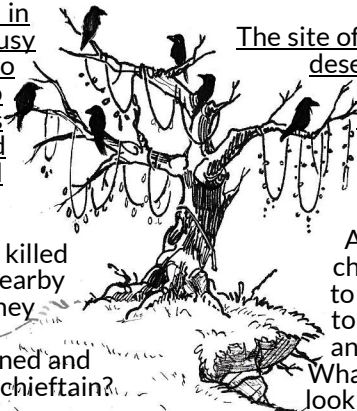
10 - Conflict

A spat between lovers in the village causes jealousy and violence, and leads to an untimely death. Who dies, and how? What was the final straw? Could you have helped avoid this?

Two of your hunters are killed by people from a nearby village, who believe they were provoked. War is in the air. What happened and what do you advise your chieftain?

The site of your previous ritual has been desecrated. You know not by who. How was it desecrated, and whom do you suspect? What do you tell the rest of the community?

A young warrior in the village challenges the chieftain to a duel to the death. Both ask for rituals to aid them. Who is this upstart, and whose side do you take? What does the additional ritual look like? You may change your chieftain archetype.





Autumn

Calamities



Winter

Rot destroys the village hall. "It was clearly caused by your ritual," you are told. What parts of this ritual make the villagers think this and why? How do you make amends, if at all?

An elder wanders off in a blizzard and is never seen again. Who were they? The family asks you to add something to commemorate them in the next ritual - how do you do this?

In an accident, a local artist loses the ability to work at their craft. What did they do and what happened to the artist? Will you use their work in a future ritual?

A local resource runs out: the village overexploited it. They blame you and your failed ritual, which also used the resource. What was the resource and what do you say to calm them?

Strong winds level swathes of the forest. "Punishment from the gods" the elders say. They ask you to apologise to the gods in the next ritual. What do they think the punishment is for and how (if at all) do you 'apologise'?

A disease is killing livestock and spoiling food stores. The community begs for a ritual to stop this, but there is little you can do. What do you tell them and how do you advise they face the crisis?

A landslide changes the course of a river that ran close to the village. What was the river called? How does the community use the riverbed and what do they think went wrong with your ritual to cause this?

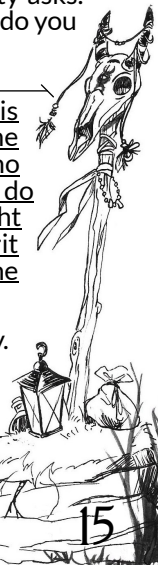
Heavy snowfall covers the land. Many freeze to death, others die when their homes collapse. "How could you not foresee this?" the community asks. "Will it happen again?" How do you respond?

The chieftain returns from a regional council - their, and thus your, honour was besmirched by two other leaders. What happened and how will you help restore the chieftain's honour?

The village food supply is sabotaged. You ask the chieftain and the people who might have done it. What do they tell you? What might motivate the possible culprit and how do you resolve the situation?

Your village is one of the spoils of war - you have a new monarch, far beyond the hills. What do you know about them and what do you tell your villagers? How does your chieftain react?

War sweeps the country. Soldiers come to the village and demand those capable take up arms. What is the cause, and will you be encouraging your community to fight for it?





Spring

Boons



Summer

J - Help from Without

A stranger with healing knowledge arrives. How do you help them integrate into the community? What stories do they tell you when asked about their past?

The monarch is passing by and decides to spend the night in the settlement. The locals believe it was thanks to you. The monarch is intrigued by your sway over the community. How do you explain it?

A doe gives birth just outside the village. The community is ecstatic at the good omen. "What does it mean?" they ask you, "What will it bring?" What do you tell them?

A mountain pass collapses, re-routing regional trade and bringing wealth to the village. A rich family, believing you to be responsible, want to pay you for personalised rituals. What are they asking for and do you satisfy the request?

Q - Nature's Bounty

Lightning strikes an object near you during the ritual; the villagers are awed. "The gods approve of you" they say. What object did the lightning strike? What do you tell the villagers when they ask for the meaning of the event?

In a cave within the village's hunting grounds, a fresh water well is found. Droughts will never be an issue again. Should the village keep this a secret from other villages? How should they use this water boon?

A field thought to be cursed is blooming with flowers this spring. The villagers say this ritual foretold it. What was the story behind the curse and which part of the ritual do your villagers think lifted it?

The last of a rare ointment is brought to you. "The gods will appreciate this," the bearer tells you, asking you to use it in your next ritual. But you know someone in need of it in a different village. What do you do?

K - A Victory

A dispute between the chieftain and a rival was resolved, with the chieftain coming out on top. What was the victory and how was it resolved. Do you see any consequences to this?

The chieftain inherits a great swathe of fertile land and forest. They gift you many acres, crediting your ritual for the boon. Do you take it? What will you do with it?

A lost treasure, sung about by bards, is found by your villagers. "We saw the crucial clue in your ritual!" they say. What was this clue, and what is the treasure? What do you advise they do with it?

Inspired by this ritual, a group of locals threaten hunters from another community and now control their hunting grounds. They offer you food in thanks. What do you tell them? What do you tell your chieftain?



Autumn

Boons



Winter

A merchant wants to buy all supplies of a herb only found near your village. The locals sell it to them and make money hand over fist. What is the herb used for? Will you advise the locals to keep selling, or to keep it in the community?

A ruler from a far away land comes; they believe a previous ritual of yours turned their fate, and shower you in riches. What ritual are they referring to and how do they think it changed their life? How did they hear of it?

A white eagle graces this ritual as it ends. "A manifestation of the gods," the community says, praising you. The revelry lasts for days. What speech do you give at the end?

A city can be seen floating in the sky. The villagers ask you about it: "Who lives there? What is it famous for? Can you make it appear again?" What do you answer?

You discover that a variation on a local remedy can cure a disease many in the village suffer from. How do you explain the discovery? "Have you been speaking to the gods for us?" the sick ask. What do you tell them?

For the first time ever, salmon swim upstream in the river nearest the village. Food is bountiful this season, and the villagers thank you. What does local legend say about the river? What do you add to its lore?

The aurora borealis lasts for days. It's never lasted this long. The villagers, awed, ask you to read what they call "the writing of the gods". What do you tell them you see?

Soon after an earthquake, hot water springs form just outside the village. Locals will have a cozy winter. The community wants a reason for this "gift" from the gods. What do you tell them?

Talk of your rituals reaches far and wide and believers from nearby villages come to see them. Do you welcome these visitors? What about your rituals has attracted this attention?

The chieftain marries into great wealth. How do you convince them, whether through ritual or conversation, that it's best to use this for the community? Who is the spouse? How do they respond?

Gold is found. Some wish to keep it a secret, others believe spreading the news will bring more prosperity. Both sides request your support in front of the chieftain. Do you pick a side? What do you tell the chieftain?

A local artist is now famous. Some villagers ask you to add a winter ritual to attract visitors (and money). Others think this is insulting fate. What do you do?

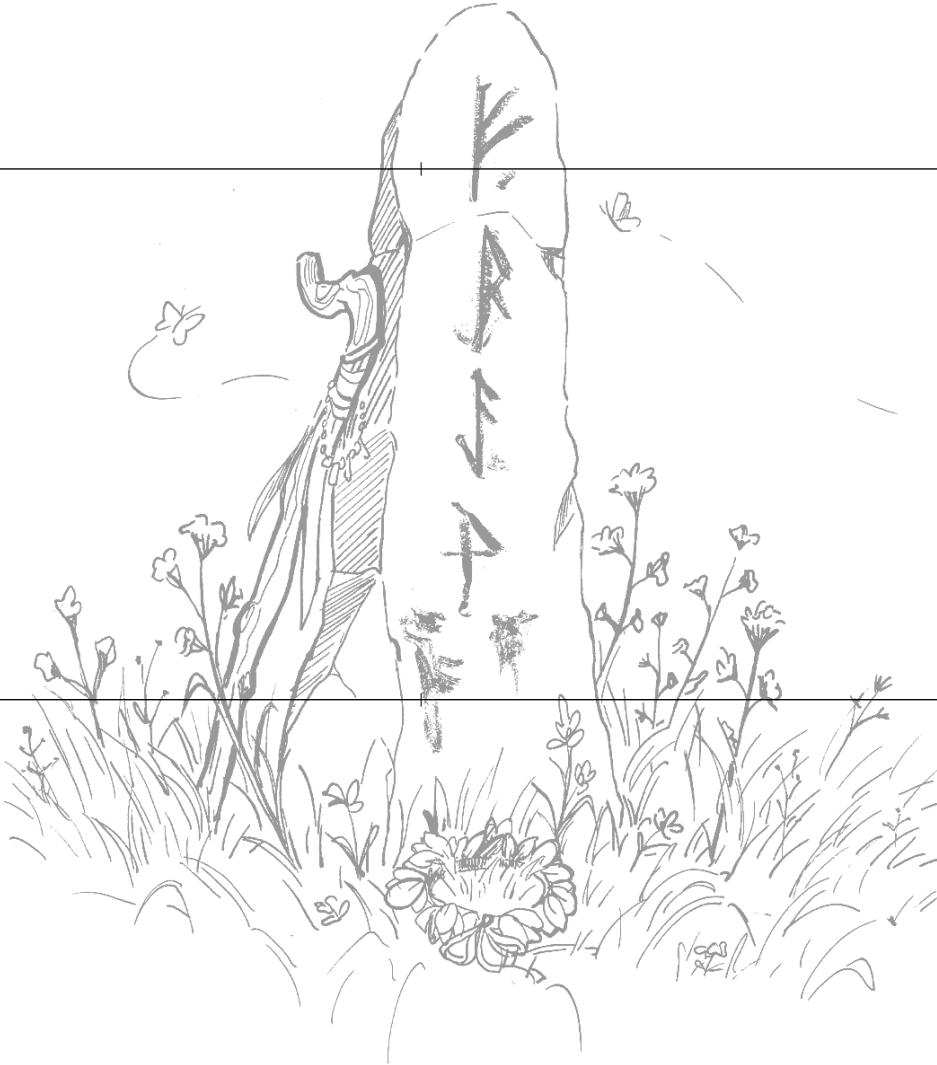


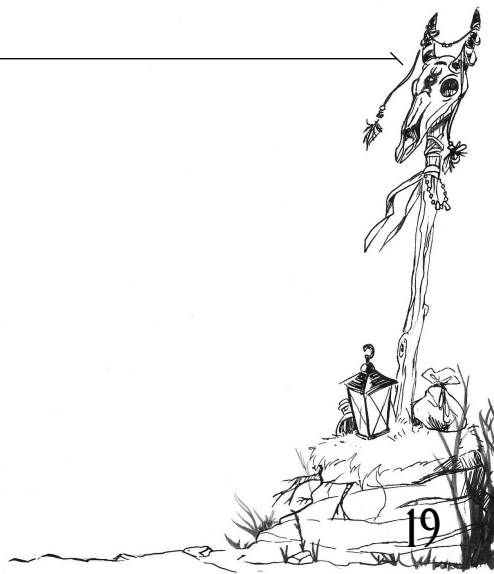
Spring

First Year

Second Year

Third Year



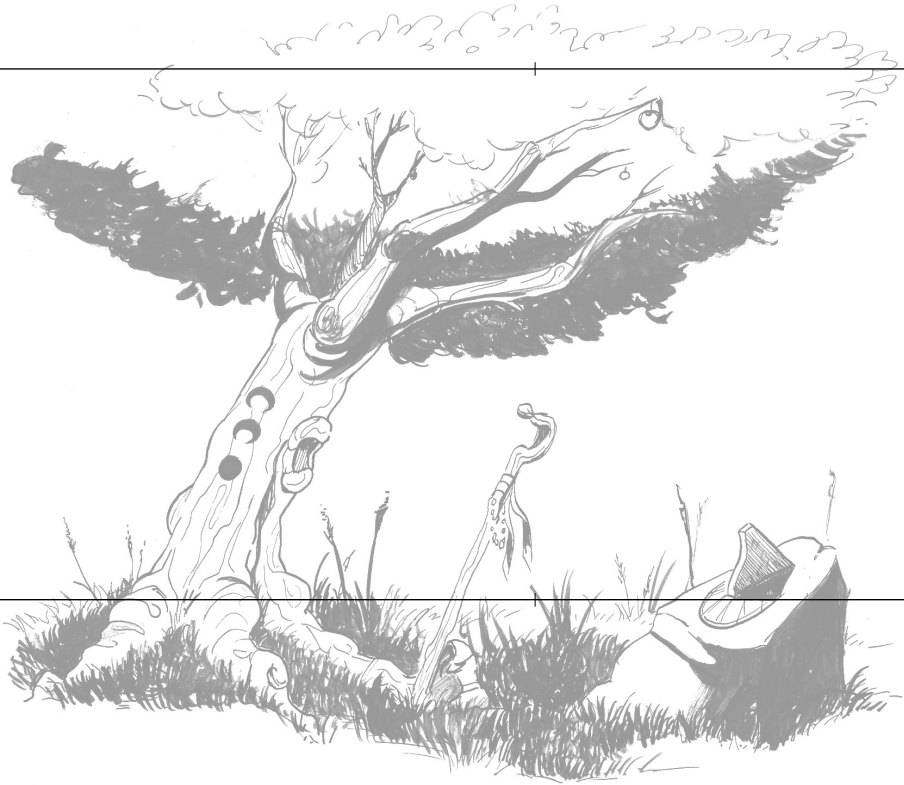


Summer

First Year

Second Year

Third Year





Autumn

First Year

Second Year

Third Year



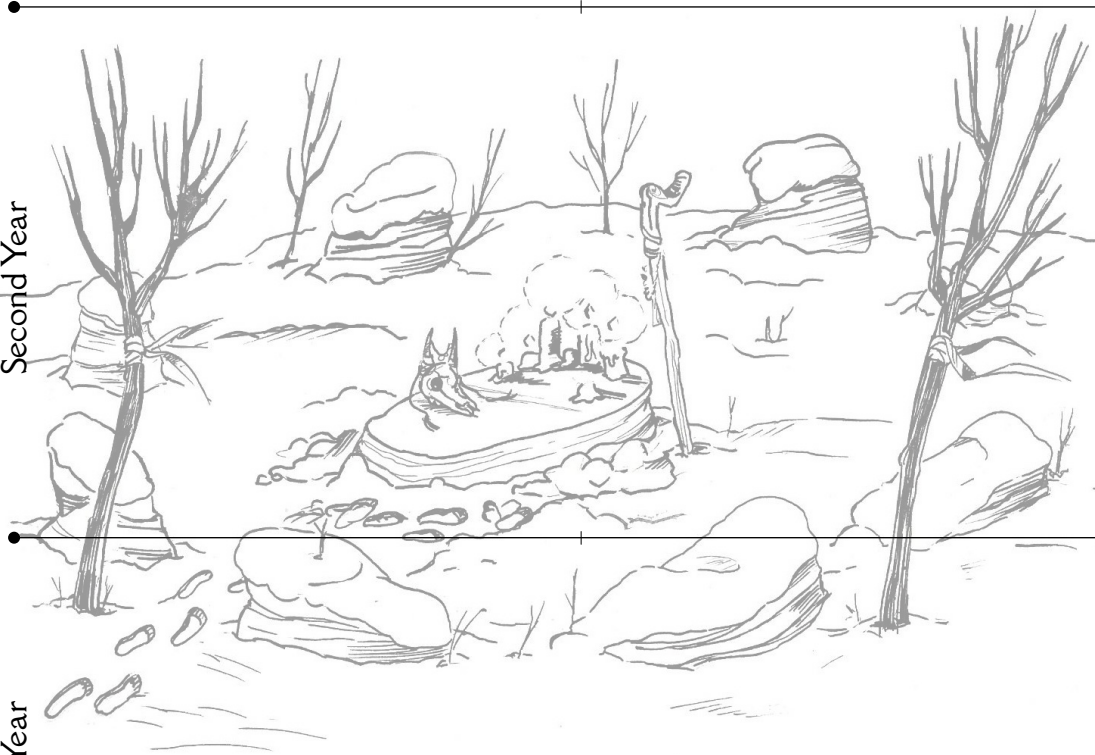


Winter

First Year

Second Year

Third Year





About

Albi is an Italian game designer and translator. He likes making games that hopefully inspire some kind of meaningful thought. That's the goal anyway. You can find more of his stuff on albi13.itch.io

Illustrator: Joana is an illustrator from Barcelona, Spain. She mostly draws digitally, but loves trying out new media every now and then, like the ink illustrations in this zine. She loves drawing spooky and uncanny aesthetic stuff, but her range and styles are varied. She says "I Hope you enjoy my work!" Which you can find on Twitter and Instagram with the handle [@sisalik](https://twitter.com/sisalik).



[Albi3.itch.io](https://albi3.itch.io)