



The Lay Of Our Land

A solo journaling game about
the ephemeral things in life and in the world

Based on Lost and Found SRD

The Lay Of Our Land is a solo journaling game about the ephemeral things in life and in the world.

In this game you will play as **the map**, an object that will be changed by geography, politics and people through the actions of different cartographers over time.

To play you will need:

- This file
- Paper
- A pencil or a pen
- A quiet place
- 2 hours

CONTENT WARNING

While playing, due to the nature of the game, you might experience feelings of anxiety, loneliness or depression. Please take care of yourself and take as many breaks as you need. Introspection is required to play this game, so please don't do it if you are not in the mood.

Mentions of violence, fire, sunken boats and drowned crews, war and crime are made throughout the game. Please keep that in mind while playing it.

THE CREATION OF THE MAP

*Take a moment to embrace the idea that from this moment on **you are the map**. Every time the word you appear it will be referring to the map. You and the map are the same thing.*

THE MAPMAKER

This is the person who created you. They felt the need for you to exist, so they made you.

Answer these questions to get to know them better.

1. They were a famous academic. Why were they famous? What discovery did they make that made them the foremost academic among their peers?
2. As often happens to anyone who achieves something of note, they were seen as controversial. By whom? And why? How did this affect their life?
3. What materials have they used to draw you? Which of these materials has a rare or strange origin? Why did they use it?
4. Where were they when they first started drawing on you? Were they commissioned to do it? Did they begin working on you for a personal reason?

TRAITS

Choose 3 to describe you

Blessed	Sardonic
Curious	Mischievous
Peaceful	Loyal
Charming	Sorrowful
Elegant	Nostalgic
Naive	Humid
Soothing	Mean
Brash	Quirky
Introspective	Stubborn
Pragmatic	Unperturbed
Discerning	Wise

DRAWING

You will **draw how you look as the game progresses**, as a consequence of the changes the map experiences. You should consider how the events of each age affect the map - its details, its size, or something else. I recommend using a separate sheet of paper so you can cut it or move it around in a way that will not affect your journaling.

At this moment, you can draw a frame and a starting point for your map - something modest but bold.

THE LOOP

*After your creation, someone became the **first cartographer** who kept you, a person who would change, protect and study you. This will happen until they are no more. Someone else will be up for the task. **And so on.** For each age, you will resolve two cartographers. Once you have solved them, you advance to the next age and repeat the process.*

RESOLVING A CARTOGRAPHER

You will choose a cartographer who will complete certain tasks that will, for good or ill, sooner or later, change you and themselves. Through these tasks, you will tell an exhaustive and thorough story, or draft the important parts of it.

1. **Describe them** with memorable details and give them a **name**. Ask yourself how they came to have you and how they feel about this responsibility that was handed to them.
2. Answer the **cartographer's questions** to get to know them better
3. Describe an **event** you experienced on the cartographer **tables**. If your time with this cartographer was one of growth, discovery, travel and having pleasant experiences, choose from **Expansion**. However, if your time with the cartographer was one of ignorance and exhaustion, choose from **Diminishment**
4. After what you have experienced, you come to know yourself better, something has been revealed, answer one of the **map questions**, considering how you have changed.
5. Think about how the **cartographer** came to **leave** you or how they came to relinquish you

REST

After resolving a cartographer, **take a rest**: choose from the options after each age to learn how much time passes until the next age.

If you rest for long enough you will **change**.

CHANGE

1. Choose a **new trait** that resonates with the new you
2. Resolve an event from the **time** table that expresses things that happened to you while you didn't have a **cartographer** to keep you up to date.
3. Take a moment to **consider the changes** you experienced. **Alter your drawing** in a way that reflects the decisions that were made.

When ready, start a new loop.

All of these **should be recorded**: keep taking notes and telling your story, the story of your world.

ENDING THE GAME

Once you resolve at least **one cartographer from the third age**, end the game.

Optionally, as an **Epilogue**, consider how your time in this world ends, and what happened to you after you lost your last cartographer. Meditate on it, take notes about it if you feel like it and say goodbye.

AGE OF STUDY

1. Describe the cartographer and how they came to acquire you.
2. Answer the cartographer's questions.
3. Choose an event from either table: **Expansion** or **Diminishment**.
4. Answer a **map question**.
5. Describe how the cartographer **loses or relinquishes** you.
6. Take a **Rest**.

CARTOGRAPHERS

A priest: *persevering, bitter and proud*

- Describe a vow he kept and a vow he broke.
- How do you help him spread his beliefs? How will this be shown in you?

A nouveau riche: *snobbish, vulgar and invested*

- Describe the change in the world that enabled this person to become wealthy.
- How do you help them become respected by other rich people? How will this be shown in you?

A noble: *traditional, boring and pragmatic*

- Describe how this person rose to power.
- How do you help them secure a beneficial treaty for their country? How will this be shown in you?

A peasant: *curious, raw and uneducated*

- Describe how the last meager harvest affected their behavior.
- How do you help them acquire new materials for their craft? How will this be shown in you?

REST

NOT AT ALL <i>Do not stop. Nothing else changes</i>	A DAY <i>Rest for 5 seconds. Nothing else changes</i>
A WEEK <i>Rest for 20 seconds. Nothing else changes</i>	A MONTH <i>Rest for 40 seconds. Nothing else changes</i>
A YEAR <i>Rest for a minute. Nothing else changes</i>	A DECADE <i>Rest for 2 minutes. Nothing else changes</i>

AGE OF SAIL

1. Describe the cartographer and how they came to acquire you.
2. Answer the cartographer's questions.
3. Choose an event from either table: **Expansion** or **Diminishment**.
4. Answer a **map question**.
5. Describe how the cartographer **loses or relinquishes** you.
6. Take a **Rest**.

CARTOGRAPHERS

A campaigning general: *strict, angry and inspiring*

- Describe the war that caused them to obtain you.
- How do you help them plan a successful strategy? How will this be shown in you?

A corsair: *obsessive, manipulative and charismatic*

- Describe the reason they were granted their letter of marque
- How did you enable them to bring down the age's most notorious piracy operation? How will this be shown in you?

A merchant: *ambitious, mischievous and protective*

- Describe the time this person broke the law while doing business.
- How do you help them identify secret trade routes? How will this be shown in you?

A pompous poet: *eccentric, party-loving and creative*

- Describe the work that made them popular
- How do you reunite them with the person they love? How will this be shown in you?

REST

A MONTH <i>Stop for 40 seconds. Nothing else changes</i>	A YEAR <i>Stop for a minute. Nothing else changes</i>
A DECADE <i>Stop for 2 minutes. Nothing else changes</i>	A CENTURY <i>Stop for 3 minutes. Choose one event from the time table</i>
2 CENTURIES <i>Stop for 4 minutes. Choose one event from the time table</i>	3 CENTURIES <i>Stop for 5 minutes. Choose one event from the time table</i>

AGE OF SOLITUDE

1. Describe the cartographer and how they came to acquire you.
2. Answer the cartographer's questions.
3. Choose an event from either table: **Expansion** or **Diminishment**.
4. Answer a **map question**.
5. Describe how the cartographer **loses or relinquishes you**.
6. Take a **Rest**.

CARTOGRAPHERS

A blind academic: *resentful, sad and righteous*

- Describe how this person became blind.
- How do you help them with their studies? How will this be shown in you?

A forgery artist: *lonely, erratic and methodical*

- Describe their magnum opus.
- Why did they make a forged copy of you? How do the two of you differ? How will this be shown in you?

A secluded widow: *nostalgic, depressed and caring*

- Describe how her spouse died.
- How do you guide them through their grief? How will this be shown in you?

A political refugee; *melancholic, broken and courageous*

- Describe how they ended up so far from home
- How do you help them plan their return? How will this be shown in you?

REST

<p>A YEAR</p> <p><i>Stop for a minute. Nothing else changes</i></p>	<p>A DECADE</p> <p><i>Stop for 2 minutes. Nothing else changes</i></p>
<p>A CENTURY</p> <p><i>Stop for 3 minutes. Choose one event from the time table</i></p>	<p>3 CENTURIES</p> <p><i>Stop for 4 minutes. Choose one event from the time table</i></p>
<p>500 YEARS</p> <p><i>Stop for 5 minutes. Choose one event from the time table</i></p>	<p>A MILLENNIUM</p> <p><i>Stop for 8 minutes. Choose three events from the time table</i></p>

EXPANSION

growth, new places, new knowledge

- Your cartographer wins an argument. What was the argument about? And how were you relevant to it?
- Some soldiers of your cartographer's nation become stranded on an island. How does your cartographer find out? How do you help?
- You secretly hold an unknown historical fact. How does your cartographer divulge this information? And how does it affect you?
- A new country is founded. How does your cartographer become part of this process? And how will they be remembered?
- A great cartographer arrives to admire you. What do they notice? And how does your cartographer feel about the admiration they profess to you?
- Your cartographer goes on a journey and takes you with them. Where do you go? And how does that affect you?

DIMINISHMENT

accidents happen, mistakes are made

- You are stolen from your cartographer. How do you feel about this situation? How do they recover you?
- You are misused by your cartographer. How? And what are your feelings, and theirs, about this?
- During a meeting, someone spills a glass of wine on you. How does your cartographer attempt to repair you? And what irreparable change do you suffer?
- War is imminent, and something goes wrong as your cartographer escapes danger. What is it? And why does it happen?
- Your cartographer is ambushed while traveling. Who ambushed them? Were you able to escape?
- Your cartographer is bedridden and can't move. What happened to them? What happens to you?

MAP QUESTIONS

- You are referenced in numerous academic papers. What are you called in these papers?
- Over time, you became considered a Historical Treasure. Was it through a decree or through a contest? Who opposed this outcome?
- What thoughts do you have about your cartographers? Are they honest people, mischievous, apathetic, overprotective? Do they respect your integrity and function? Is that acceptable to you?
- Since you can't perceive death as a threat, what is the most strange preoccupation from your cartographers?
- You have a favorite place in the world. When were you first there? And why doesn't it appear on you?
- Once, you were used by your cartographer in an argument that they won, but they did so incorrectly or inappropriately. What happened? And why?
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TIME

- A huge change in the geography of the world makes you obsolete. Was this change natural, political or economical? Are you updated?
- A child got their hands over you. They love you but treat you roughly. What part of you changes forever? How does it makes you feel?
- Someone displays you. Where? Were you in the main hall? Were you in a forgotten corner?
- A university restores you. Which important aspect of you is faithfully restored? Which is not?
- You were archived in a gigantic place where you were almost lost. What is that place? How did you survive?
- You were cut into halves. A piece of you is lost. How did this come to happen? What was there that you miss?
- You are on a sinking ship. Who rescues you? What changes in you?
- Some kind of magic is imbued in you. With what objective? By whom and how do they do it?
- You are in a completely silent place and don't even know if anyone is out there. What is that place? Do you find this calming? Or are you upset?
- Some kind of living organism has made their home on you. What is their effect? And how do you feel about it?
- A seller who don't know your significance has come to own you. Who is this person? And what is your fate?
- A natural disaster strikes the area where you are kept. What kind of disaster is it? Are you saved?

CREDITS AND THANKS

This game was designed by Armanda Haller (<https://armandah.itch.io/>), based on the Lost & Found SRD (<https://lostandfound.games>).

I want to thank to Jack Harrison (<https://mouseholepress.itch.io/>) for putting in motion the Lost & Found Jam (<https://itch.io/jam/lost-and-found>), the reason I made this game, and for creating such wonderful games I've learnt to love through this experience.

Also I want to thank Misha Panarin (<https://mishapanarin.itch.io/>) who proofread my game, corrected my use of the English language and showed me how these things work (jams, SRDs, the Lost and Found system, Affinity Publisher, and so on).