

NOW

Players first agree on the moment which will be the pivot of the story, a slice of about 5 minutes on a precise date: 10:20 AM, August 5th, 1932, 9:30 PM in the year 3024... or simply the moment when the game begins.

They also choose the common thread of their story, which will be featured in each scene: a specific object, a pet, a smell or even a narrative element like a memory or a feeling. They write it on a piece of paper and prepare other pieces (twice the number of players) which remain blank for now. Finally, they each take three tokens.

The first player makes a short description of a real place of their choice and says what is happening there during the chosen moment. They can do so in a few sentences or stretch their description as long as they want, within reason. They can make details up and invent fictional characters as long as it remains believable and realistic.

Each then talks in turn. During a turn, each player describes the same moment, in any other place they want. During a description, the common thread must be explicitly mentioned, even if it needn't be at the center of a turn. Descriptions must remain believable and realistic and can't go beyond the moment defined by the players.

During a turn, any player except the one speaking can decide an element is worthy of becoming a new common thread: they then take one of the blank pieces of paper and writes the element on it. Then they put one of their tokens at the center of the table and decides if the new common thread replaces the previous one or enters play in addition to it. On a further turn, a player can now mention one or several of these common threads. They can also choose to remove one from play (as long as there is at least one remaining at all times) by spending one of their tokens.

When all the tokens are at the center of the table, the story ends. It can conclude earlier if needed: a player who wants to end the story puts all their tokens at the center of the table; the story ends if they are followed by the others. The player who started the first turn then describes what is happening in the first place described in the story, at the moment the game ends in reality.

HERE

Players first agree on a place or part of a real place where the story will unfold: the bedroom of the apartment they're in, the counter of their favorite bar, in front of a historical monument...

They also prepare 6 pieces of paper, big enough to write several lines on them, and put on each piece of paper as many tokens as there are players.

The first player makes a short description of the place as it is now and what is currently happening there. They can make details up and invent fictional characters as long as their description remains believable and realistic.

Each player then talks in turn. During a turn, a player may describe the place at another moment, whenever they want: 5 minutes after the previous description or billions of years before, anything's possible. If they do so, they write on one of the blank pieces of paper the moment

they just described. They may also revisit a moment that was previously described: in this case, they take one of the tokens on the corresponding piece of paper and writes down her piece of narration, whether it is about what comes next in this story or about its past premises. When a paper has no tokens left, its narrative cannot be further explored.

As in the first scene, descriptions should remain believable (not necessarily realistic if they take place in the remote future) and can't go beyond the place defined by the players. Each scene must be linked—esthetically, narratively, thematically, symbolically...—with a previous scene (whether the scene further develops a previously described moment or establishes a new one).

When there are no tokens left, the story ends. It can conclude earlier if needed: a player who wants to end the story puts all their tokens at the center of the table; if they are followed by the others, the story ends. The player who started the first turn then describes the place as it is in the current time, in reality.

- HERE & NOW -

Players prepare the game by choosing a place, a moment and a common thread. They take 9 pieces of paper and put on each piece as many tokens as there are players; finally, they each take three tokens.

The first player can either begin by describing a moment of their choice in the starting place that was just chosen, or a place of their choice in the starting moment that was just chosen. This choice represents a pivot of place or of time. Their description must include the common thread chosen as a group.

During their turn, each player must follow the previous one: if the previous turn included a pivot of place, they must describe another moment in this place, and if it included a pivot of time, they must describe another place at the same moment.

To go from one pivot to another (for instance, to continue describing the same place but at a different time when all previous descriptions were about the same moment), a player must spend one of the tokens in front of them by putting them at the center of the table.

Every description must include the common thread chosen as a group; it can be changed or other common threads can be added by taking one of the pieces of paper, and the tokens associated with it. These same pieces of paper can also be used to expand on a time period: the player taking one writes down the current moment, which will now be able to be developed (including its causes and consequences) if a player puts a token on it.

Tokens can only be taken from blank pieces of paper.

When all the players have no more tokens in front of them, the story ends. It can conclude earlier if needed: a player who wants to end the story puts all the tokens they have left at the center of the table; if they are followed by the others, the story ends. The player who started the story then briefly described the place where the players are gathered, at the current time in reality, by including the common thread(s) present in the game.

**TWO MINI-RPGS BY CÔME
MARTIN, TO BE PLAYED
TOGETHER OR SEPARATELY**