



LOST IN THE GREY

A GAME FROM THE WORLD OF MNEMONIC

DEE PENNYWAY

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BY DEE PENNYWAY

Lost in the Grey is a single-player game in which you—a lone wanderer—find yourself on a winding path through the mists. Where are you? How did you get here? How long have you been lost? Answers lie on the path before you.

The object of the game is to fill out your map, and to learn about yourself along the way. Expect the game to last about an hour, but you can leave your map and pick it up again later if you need to take breaks.

To play, you will need the following tools:

- A six-sided die (referred to as the die)
- A sheet of graph paper (referred to as the map)
- A pencil, pen, or other writing implement

On the map, mark your starting position.

You may begin anywhere on this sheet of paper. Decide on a direction to begin your wandering down the first corridor.

When you enter a new corridor, roll the die.

Draw a straight corridor, one square wide, outward from your starting position a number of squares equal to your roll.

If a new corridor would collide with the wall of an existing room or corridor, it becomes a hidden door through that wall.

When you reach the end of a corridor, roll the die.

On the map, at the end of the corridor, draw the feature described by your roll.

- 1: An open door leading to 1 new path
- 2: An intersection leading to 2 new paths
- 3: An intersection leading to 3 new paths
- 4: A key, followed by 1 new path
- 5: A locked door leading to 1 new path
- 6: A secret, followed by 1 new path

When you find a new path, you may choose the direction of that path.

If you find multiple new paths, choose which path to explore first. You may leave other paths unexplored, and come back to them later.

A **locked door** can only be opened with a key.

A **key** can unlock any locked door, but can only be used once.

When you find a secret, roll the die.

On the map, draw a symbol to represent the secret described by your roll.

- 1: You find treasure, an item of value you thought you had lost. How did it get here?
- 2: You face a familiar foe, whose victory or defeat brings you great sorrow. Who are they?
- 3: You find remnants of someone you once knew. Where have they gone?
- 4: You find dangerous things, a trap laid for you by someone you knew. Why do they hate you so?
- 5: You find what's left of a price that has not yet been paid. Was it all worth it?
- 6: You find...nothing. A box, once full of riches, now empty. Is this all that's left?

When you explore a new path, roll the die.

On the map, draw the room or corridor described by your roll.

- 1-3: corridor (roll the die to determine its length)
- 4: room (3x3)
- 5: room (5x5)
- 6: room (1x1)

The path always enters a new room from the middle of its nearest wall. If the room collides with an existing room, exclude the overlapping area from the new room, but leave the walls of the existing room intact.

A **room** contains one **secret** for each square of length or width (so a 3x3 room has 3 secret, a 5x5 room has 5 secrets, and a 1x1 room has 1 secret).

When you explore a room, roll the die.

On the map, draw additional doors in the middle of the walls of the room as described by your roll.

- 1-2: 1 new path
- 3-4: 2 new paths
- 5: 3 new paths
- 6: no new paths

Continue play until all paths have been connected or until no new paths can be created.

Return to your starting position.

Find a new map.

Roll the die.