

歸妹

Returning  
Maiden



歸妹 is pronounced guī mèi.

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歸 is translated with 'return'

妹 stands for 'younger sister' and in this case 'maiden'

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It is the title of the 54. hexagram in I Ching.



歸妹 - Returning Maiden is a Partner-Game for Two, based on the narrative Role-Play Game '五德 - THE FIVE POWERS' and uses the ELEMENT DICE SYSTEM.

This Version of the game is based on the initial Fundraiser game created by Ralf Mayenberger, Sissi Chen & Benjamin Wang © 2019

## About this Game

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This Game is based on 五德 - THE FIVE POWERS and follows the same narrative structure. This means, the stories you tell each other are based on your shared creativity. The worlds you create are supposed to be limitless and are only restricted by your imagination.

In this setting, however, there will be at least some restrictions or better prerequisites to this world. The ancient Chinese legends 歸妹 - Returning Maiden is based on already shape aspects of the world you'll experience together but it leaves enough room to take ownership and make this setting your own.

You can embrace the ancient Chinese setting provided by the legends or you could transport these legends into a modern or even futuristic frame. Your imagination is the only limit!

## What you need to play

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Ideally, you have the 五德 - THE FIVE POWERS rules and the ELEMENT DICE at hand - but you can play 歸妹 - RETURNING MAIDEN without the narrative frame of the rules and with regular d6 dice. You should, however, get yourself familiarised with the ELEMENT DICE SYSTEM and how to INTERPRET the dice rolls.

[www.wuderpg.wordpress.com](http://www.wuderpg.wordpress.com)

If you feel creative, you could create your own Element Dice with some stickers. You could color code them according to the element colours or copy the characters of the elements.

You also need some pen & paper. You want to write down your story for later.

Finally, you need a partner you TRUST for this game. Romance doesn't have to be a part of your story, but it could. Talk about the things you want to avoid while playing and establish LINES and VEILS.

You could also think about using an X-CARD.

## I Ching - Hexagram 54

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Hexagram 54 of the I Ching shows 'Thunder over a Lake'. The two trigrams are ☱ (兌 dui) 'open' representing a (澤) swamp or LAKE and ☳ (震 zhèn) 'shake' standing for (雷) THUNDER.

There are many interpretations of this hexagram and many see this hexagram as a bad omen. We acknowledge these interpretations in the initial setting and move forward focusing on the confucian interpretation of the hexagram and its focus on PROPRIETY. This propriety calls for bilateral actions, one of the driving forces in this PARTNER-GAME.

To resolve the bad omen of the hexagram, the story of the two partners sends them out to create the elements that represent the two trigrams. Following the philosophy of Yin & Yang and the five elements or powers, the lower trigram ☱ shows a swamp or a lake, represented by the element METAL, while the upper trigram ☳ shows the shaking of the thunder and is associated with the element WOOD.

This setting is inspired by the legends of 'HOUYI SHOOTING DOWN THE SUNS' and 'CHANG'E FLYING TO THE MOON'.

## Houyi Shooting down the Suns

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Once, during the ancient years, there were ten suns hanging upon the sky, all of whom were descendants of the emperor of heaven. The ten suns lived by the Sea of the East and often bathed in its water. Near the water, there was a mulberry tree. The suns would often perch on the mulberry tree as ravens to eat its fruit. Nine suns would stay on the lower branches, while the remaining one would sit on the treetop. When the morning light came and dawn drifted away, the sun on the treetop would enter a two-wheel carriage to travel across the sky and illuminate the world. The ten suns would take turns on their duty with orderliness.

Over time, the suns felt the days being tiresome and decided to travel through the sky together. When the next morning dawned, they mounted the carriage and began their journey together. The enormous heat bursting from the ten suns scorched the earth yellow, dried up the lakes, burned the people alive, and the monsters of the waters came to the land for food.

A young hero named Yi was called to the emperor of heaven. The hero received the mission to drive away the suns. Yi climbed ninety-nine mountains, crossed ninety-nine rivers, and finally reached the Sea of the East. Yi pulled the longbow, took the heavy arrow, and aimed at the suns. Nine suns burst into fireballs and fell as three-legged ravens to the ground. The only remaining sun was frightened and had to obey Yi. Since then, the only sun left appears every morning and illuminates the world.



## Chang'e Flying to the Moon

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**T**he archer Yi had a partner, Chang'e, who's beautiful fairness could dim the moon. Chang'e was gracious and often helped others in need. The Queen Mother of the West heard of the virtues of Yi and Chang'e and gifted them the only elixir of immortality. But Yi and Chang'e did not want to leave each other, therefore, they kept the elixir hidden inside a box.

**Y**i had many apprentices, among them Feng-Meng. Feng-Meng desired the elixir of immortality and was moved by evil thoughts. On the fifteenth day of the 9th month, Yi and the apprentices went out, while Feng-Meng stayed behind pretending to be sick. As the curtain of night fell, Feng-Meng broke into Yi's house, armed with a sword and forced Chang'e to hand over the elixir. When Chang'e didn't give up the elixir, Feng-Meng searched all around the house for the box. Just as Feng-Meng almost found it, Chang'e drank the elixir to prevent it from getting into the wrong hands.

Chang'e started to fly and floated into the sky. At last, Chang'e landed on the moon. After Yi returned home, Chang'e was already gone. Yi ran out anxiously, looked up and saw a bright moon shining in the sky. Chang'e was standing next to the palace of the moon with a rabbit jumping under a cassia tree. Chang'e looked down affectionately. Yi tried to reach for the moon, but it retreated. Since this fateful night, Yi and Chang'e never met again.

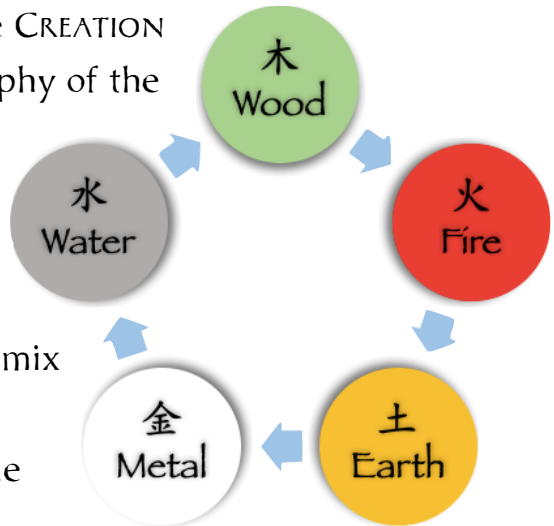


## Gameplay:

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In this game for two, the players take on the roles of Chang'e on the moon and the archer Yi back on earth. The partners take turns in telling each other the story how both found the elements needed to create the elements of METAL and WOOD which allowed them to be reunited.

This idea is based on the CREATION CYCLE within the philosophy of the 5 Powers. To create the magical effect needed, we use the creation cycle, combine it with the ideas of Yin & Yang, mix in the Elements from the Hexagram 54 and sprinkle in some creativity:



To bring Chang'e back from the lonely palace on the moon, each player needs find 8 elements to create Metal and Wood, the elements from the Hexagram.

To create METAL, Chang'e and Yi both need Water, Wood, Fire and Earth - as seen in the creation cycle. But Chang'e needs to assemble these elements in Yin, while Yi needs to assemble them in Yang.

To create WOOD, they need Fire, Earth, Metal and Water. This time Chang'e needs to collect these elements in Yang while Yi collects them in Yin.

#### CHANG'E:

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- ◆ create a YIN Metal and a YANG Wood.
- ◆ Yin Metal requires the Yin elements:  
Water, Wood, Fire and Earth.
- ◆ Yang Wood requires the Yang elements:  
Fire, Earth, Metal and Water.

#### YI:

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- ◆ create YANG Metal and YIN Wood.
- ◆ Yang Metal requires the Yang elements:  
Water, Wood, Fire and Earth.
- ◆ Yi Wood requires the Yin elements:  
Fire, Earth, Metal and Water.

## Collecting Elements - Telling the Story

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The game is build on the ELEMENT DICE SYSTEM. To collect these elements, the players need to STORE them from their roles preventing the elements from effecting the scene the players are rolling the dice. Storing an element means you will take an element out of your roll so you can use it later. This will influence the rolls and with this the story.

The stories the players tell each other are memories of their quests to find back together. They tell about the dangers they have overcome and the wonders they have witnessed. The players take turns in retelling their story. After one player collected an element in their story, the other partner continues their side of the story. The story goes back and forth until both have collected all elements needed.

To facilitate this shared narrative in this partner-game, an additional mechanic is introduced into the ELEMENT DICE SYSTEM: On their quest to collect the elements, the players will interpret each others rolls. In each story, the player in focus will interpret the Yin elements and with that the negative aspects and obstacles of their story; their partner will interpret the Yin elements and with that the positive aspects. But don't forget to play together and make sure that both agree on these story elements.

#### CHANG'E'S STORY:

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- ◆ Yi interprets positive Yang elements
- ◆ Chang'e interprets negative Yin elements.

#### YI'S STORY:

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- ◆ Chang'e interprets positive Yang elements
- ◆ Yi interprets negative Yin elements

#### BOTH:

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You will always look for agreements and work together to create a magical story!

# The Elements and their Aspects

1	木	WOOD	Spring - growing, vitality - idealism, spontaneity, curiosity - anger - kindness, benevolence - crushing - thunder, wind - tiger
2	火	FIRE	Summer - flowering, swelling, brimming with energy - passion, intensity - hate, shame - honor, awe, joy, wisdom - pounding - fire - monkey
3	土	EARTH	Late Summer - moderation, leveling, fruition - agreeableness, honesty - worry, anxiety - faith, integrity - crossing - mountain, field - bear
4	金	METAL	Autumn - harvesting, collecting - intuition, rationality, mind - sadness, grief - bravery, righteousness - splitting - heaven, lake - crane
5	水	WATER	Winter - retreat, stillness, storage - wit, erudition, resourcefulness - fear - passion, propriety - drilling - water - deer
6	气	QI	Qi is not an element. It is the omnipotent energy that creates everything. Qi creates Yin & Yang and the 5 Powers. If you roll Qi, something extraordinary happens. Make it magical!

Use the numbers in the table for rolling with a regular d6.

# The Characters

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Characters in 五德 - THE FIVE POWERS are based on one of the five elements. These elements, or better aspects of these elements will guide you in role-playing your character. Chose the element from the table you want to explore further in your game:

## Yi

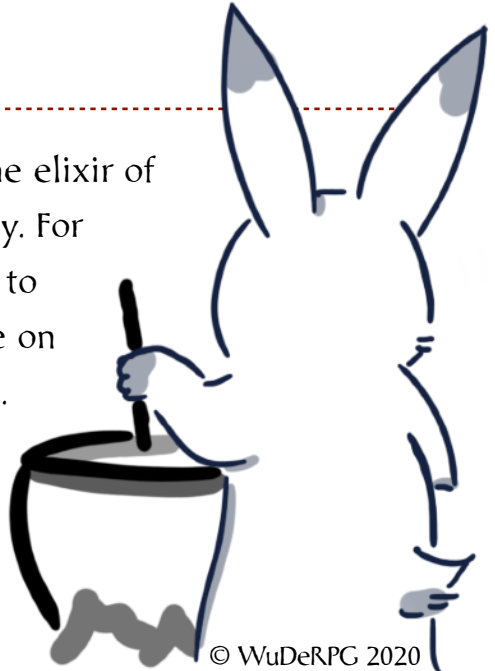
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Yi's character is based on a military background as archer. When referring to Yi's talents, this could be the main consideration.

## Chang'E

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CHANG'E has consumed the elixir of life and gained immortality. For this, Chang'e transcended to live in a palace of solitude on the dark side of the moon.



## Where your Stories will begin

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In the of your stories, Chang'e has been transcended to the moon, out of reach for Yi. Chang'e wanders the moon and finally reaches a palace. There, Chang'e finds YUTU, the Jade Rabbit, brewing medicine for the gods. Yutu was given immortality for offering itself as food to a goddess disguised as an old beggar. Yutu tells Chang'e about the elements needed to reconnect with Yi.

Change'e is faced with a world of wonders on the dark side of the moon. This is an opportunity for you to discover a whole new unseen world.

Another immortal on the moon is WU GANG, who is doomed to chop down an immortal ever-growing Osmanthus tree. Wu Gang was send to the moon for giving up on three tasks: healing, Chinese chess and the method of eternal life. Wu Gang might be Chang'e's best bet at obtaining the elements needed.

Yi back on earth finds help in a MAGPIE that heard of the separation of Chang'e and Yi. The magpie offers to help and tells Yi about the elements needed to reconnect with Chang'e.

Yi is faced with our own world, but you should take this opportunity to add mysteries into this world, after all, this is a world in which animals talk, goddesses roam the earth, and elixirs of life are reality.

The worlds you create on the Moon and back on Earth are part of the game. You can add to them as you go, but you should stay true to the facts you established along the way.

# Your stories start here

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We don't want to stand in the way of your stories, so here are just a few reminders:

- ◆ You are back together on Earth
- ◆ You tell each other the story how you found back together - this is the game
- ◆ If you stumble on a topic you feel uncomfortable with and would like to avoid, tell your partner and both of you can rewind the story a bit and chose a different path - SAFETY FIRST!
- ◆ Don't get hung up on dice rolls! You only roll your dice when YOU feel you should!
- ◆ Be creative and enjoy a unique and intimate game experience together!

Read the Intro together and then start playing your story.

## 歸妹 - Returning Maiden - Intro

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**A**s you assemble the elements a light starts to glow, each element glowing in their color. The assembled elements slowly lifting from the ground soon hovering and swirling around you dancing to the eternal melody of the universe. The glow of the elements intensifies when suddenly a bright light engulfs you. You see the swirling elements as they shift through the circle of creation:

Metal, found in the Earth created by Fire from  
Wood nourished by Water

&

Wood, nourished by Water collected by Metal  
found in the Earth created from Fire.

**Y**ou hover amidst the newly created elements, you reach out and grasp them. As you hold them tight, a beam of bright light shoots into the air, connecting MOON and EARTH - Chang'e and Yi. You smile as you float up, knowing that you will be reunited again:

Chang'e returning home, Yi patiently welcoming!

