



# Starguide

## *In the name of Astarte, bind the ways of the lost!*

- 1.** Minimum three people are needed. More players mean higher difficulty, but more fun.
- 2.** Pick two locations. They may be close to each other, like Baghdad and New York, or faraway, like room number 103 and room number 208.
- 3.** For each of those locations, choose one person that lives there. Someone mundane. Ponder about his or hers everyday life, goals and dreams.
- 4.** These two people are the Wanderers. You are the Stars, who must guide them to their meeting. Six coins represent Fate, that wishes to separate them forever.
- 5.** The story begins with an unusual event in the lives of the Wanderers, which forces them to depart. Think – what did they encounter? It can be something small, like losing a home, or something terrible, like boarding the wrong train.
- 6.** The first Star chooses one of the Wanderers, and asks Fate what happens next by flipping six coins. For each heads, this Star describes one Step, made by the Traveler during his journey.

If all coins show tails, they must be flipped again.

- 7.** A Step may be an adversity, a chance, meeting, person or an item – anything. Each Step leaves a memory, and must bring the Travelers closer to each other.
- 8.** Each Star, that finishes its story, must choose another Star. That Star does the same – it chooses a Traveler, and asks Fate by flipping six coins. She must also encompass all Steps described by the previous Stars. Each Star may speak only one time.
- 9.** A Memory doesn't need to be exact. A detail or a small fragment of the story is enough to prove, that the Star knows the path it has chosen. For each Step that the Star has forgotten, the next Star must describe one extra step, to straighten out the paths, which became tangled.
- 10.** The last Star must end the story. The Travelers must meet exactly after the last Step. If it's not possible – the Stars have failed. If it happens – the Travelers lives will never be the same. Ponder, what it will mean to them.

Goodnight

Łukasz *Skavenloft* Kołodziej

Michał *vonMansfeld* Przygodzki

Szymon *Noobirus* Piecha

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