

THE

W

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WORLD

ACTION

VIBE

END

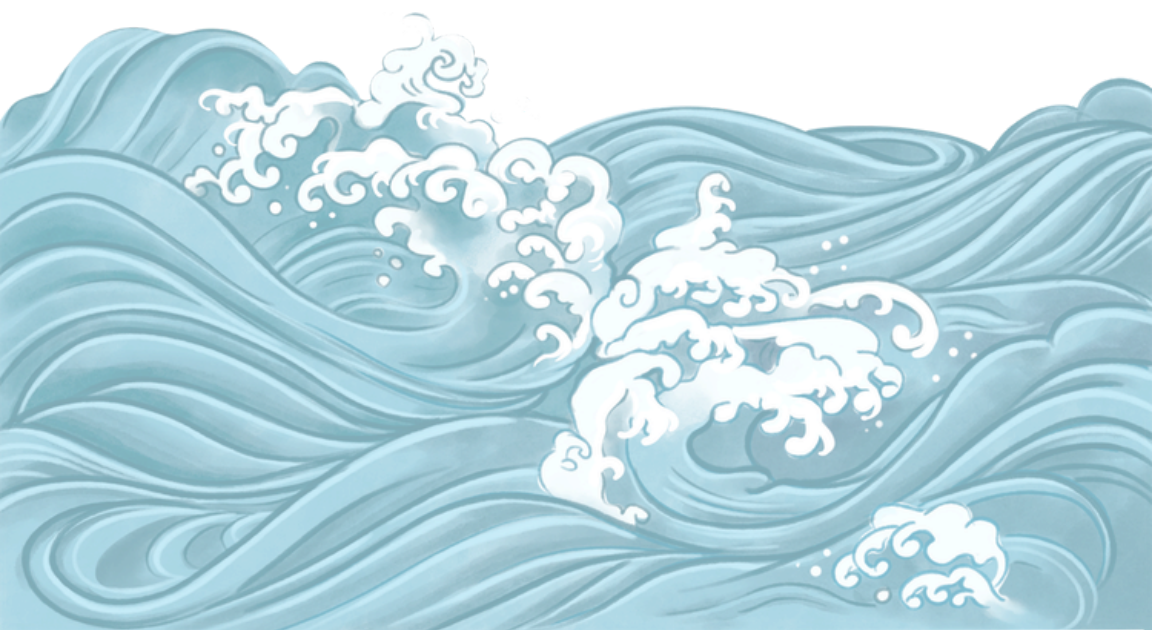


table of contents

You must live in the present, launch yourself on every wave, find your eternity in each moment.

Henry David Thoreau



Well, *it finally happened.*

Through a series of unpredictable circumstances, you find yourself living alone on an island paradise. It's not so bad. Delicious fruits fall off the trees and fearless fish jump onto shore providing all the food you need. A house built of bamboo, coconuts, and hope serves as your home. In fact, you barely miss civilization at all.

**But once in a while,
you get a little bored.**

One day, after a refreshing swim in the warmest, bluest water in the world, as the clouds roll by like marshmallows, you take a moment to stare at the ocean.

The waves lap. Your eyes follow them to the horizon. Something's there.
Something you didn't expect.
Something you didn't know you hoped for.

What is it you see?

Squint hard and focus,
so hard that your eyes are almost closed.

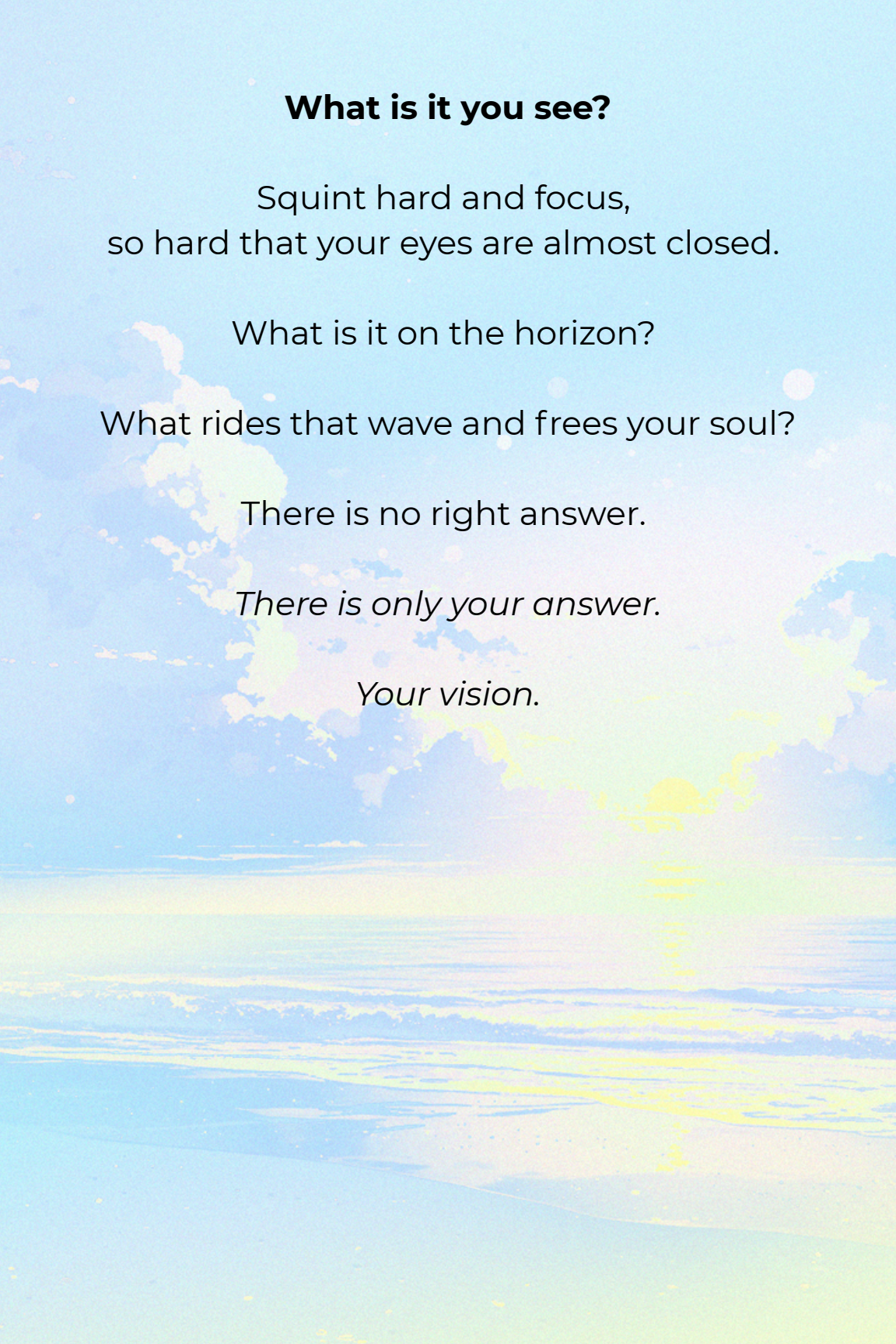
What is it on the horizon?

What rides that wave and frees your soul?

There is no right answer.

There is only your answer.

Your vision.

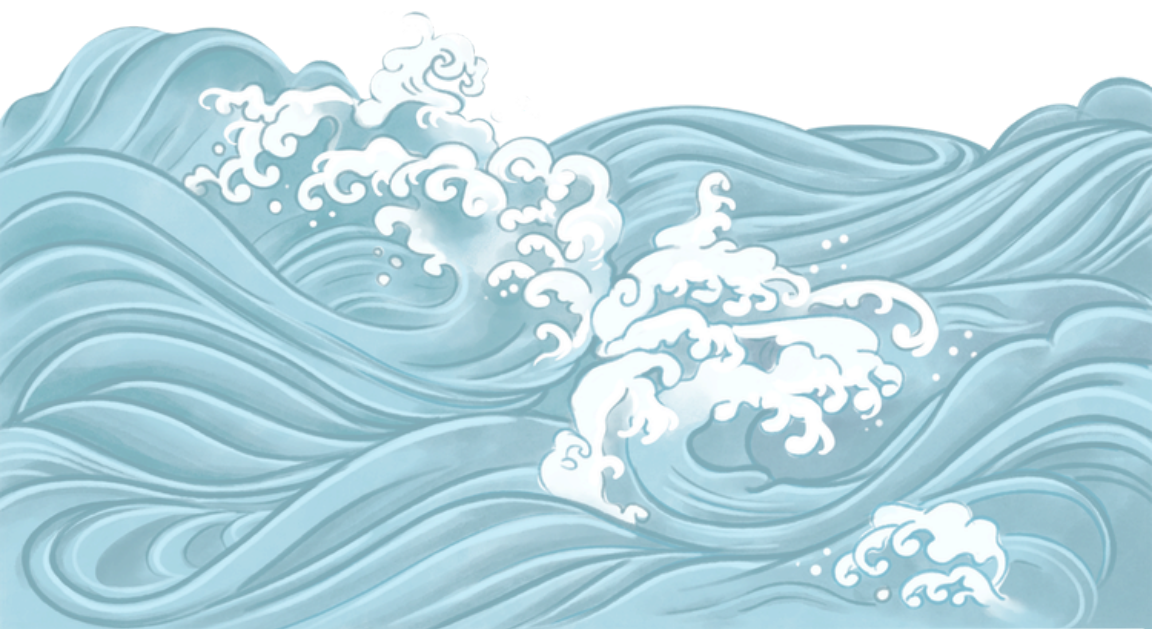


WORLD

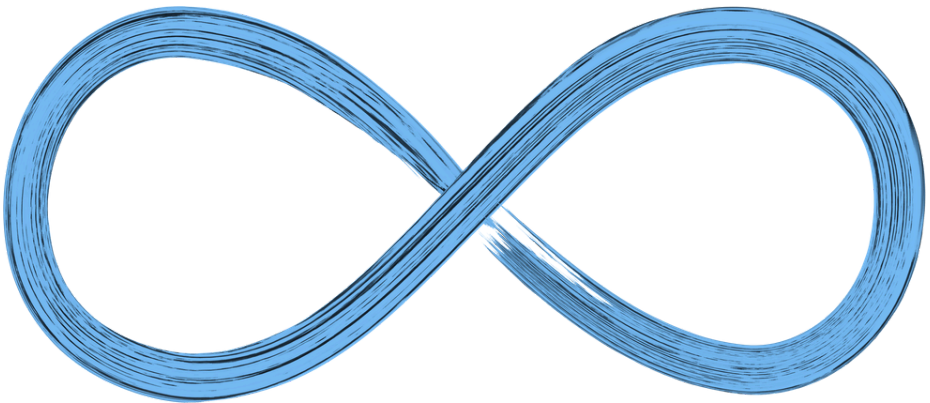
ACTION

WIBE

END



THE VISION **AND** **THE WORLD**



This vision you see on the wave triggers something within you. You've been perfectly safe, comfortable, content even. But this moment has opened you to something beyond your indolent paradise. A new world to play in.

Follow your vision and see where it leads. Then turn to page XXXXXXX.

THE NEW WORLD

This unexpected arrival opens your imagination to new vistas. Place your vision into a category below, then consult the suggested page, to see where it leads you. If your vision fits in more than one category (cooked turkey=food/animal), choose one, but if your vision includes multiple elements (surfing kangaroo) then use *Multiplay*.

<i>Vision Category</i>	<i>Page #</i>
Food	
Person	
Animal	
Object	
Game	
Media (Book, Movie)	
Vehicle	
Electronics	
Multiplay	

FOOD=BODY

On the wave, you find it: deliciousness. Not quite a banquet, but definitely a treat. Somehow, it's been protected from the water and retains its scrumptious textures, yet the salt of the ocean has loaned it a tinge of vitality.

What can you do but consume it?

Something awakens within you. Your body has been overly rested. The energy from this meal reconnects you with it. Motions, old and new, activate. Skipping, snapping fingers, pushups, tongue rolling. Full-body gestures and tiny wiggles of the toes and eyelashes.

This is the world of the BODY, your playground.



Exemplars - Tag, Charades, Football

PERSON=CONVERSATION

Well, you didn't expect to see them here. And yet, emerging from the ocean wave—like Botticelli's Venus or Patrick Swayze in Point Break—they approach you. Eyes blazing. Presence vibrant.

You needed another.

Under the shade of your tropical trees, you look a human in the eyes. After a moment's awkward hesitation, you speak—forgetting that you've been mute for... how long? At first, words are hard to come by. But soon, they're flowing, like a toddler just home from preschool. And when you speak, you are heard, and responded to. You enter this fresh world of questions and answers, suggestions and jokes, implications and accidental poetry.

**Yours is
the world
of CONVERSATION.**



Exemplars - Taboo, Werewolf, Telephone

ANIMAL=STORY

What would nature bring you but nature? And so here they are. A friend. Not a person, perhaps, but in many ways better.

A companion.

You approach the beach, greeting it as it arrives, stroking its skin and cooing, building an instant rapport. The creature reciprocates, gazing at you with eyes that shine with a love devoid of deep intelligence, and therefore all the purer. You settle in, still alone, but no longer lonely. It cocks its head at you. It's waiting for you to tell it of the world. To make a story. With a little thought, you open your mouth and out come characters, settings and adventures never-seen.



**You live in two places now:
the island and the STORY.**

*Exemplars - "Yes, And," Choose Your Own
Adventure, Round Robin*

OBJECT=TOKENS

Afraid your vision might be lost to the pull of the tides, you wade into the ocean. Water deep, up to your neck, arms outstretched and toes flitting in the sand as it falls away, you reach. By grace, you grab, hold, drag, and—with some effort—get it to shore. You recover enough to admire your treasure. Scars of its journey mark the surface

You reach out proudly, you touch it gently, and it crumbles immediately.

Your heart breaks as it becomes a pile of pieces. Yet the pieces have substance. You hold them. The damage is not universal. Some things are left behind, tokens of your vision. This isn't so bad. Sure, it's pieces. But the world is built in pieces.

With your TOKENS, you will build a new world.



Exemplars - Chess, Go, Backgammon

GAME=CARDS

It comes in a box. A box built for you. The wave places it at your feet. Your mind has numbed on island time. Something about days of three easy meals, sunbathing, and staring at the horizon, has erased the appeal sharpness, of conflict, of play.

Yet here is a reminder, a gift: a game.

You open it, and you play. You play, and you remember. You remember trouble and triumph, winning and losing. You remember what you've been missing. But a single game lasts only so long. You gather the cards from the box, and place them in front of you and ask, what can I do with these?



**The CARDS become
a new world for you,
a sharper world,
a world to visit
when life's just
a little too easy.**

Exemplars - Poker, Uno, Magic: The Gathering

MEDIA=PEN AND PAPER

You almost forgot, but the wave brings you a memory of the world beyond the ocean. It's not that world, but a reflection of it. Before you can even experience the vision it ignites a lightning storm across your neurons.

You remember the worlds within worlds you've left behind.

As you handle the object, you find tucked inside: paper and a pen. This is the place where humans create culture. You look at the vision and take from it its most valuable quality: inspiration.

You set it aside, you pick up the PEN, and you enter the world of PAPER.



Exemplars - Hangman, Pictionary, Madlibs

VEHICLE=MAP

It comes in on the wave as if self-propelled. It's made to move, to explore, to discover. The mood is contagious. As if on it's own volition, it takes you for a ride.

Everything is accelerated.

Life moves faster. You see more of everything. You want to see more of everything. After that first ride you imagine the places you'd go, if there were place to go. Running your hand across the body, like petting a dog, you feel an unexpected bump. A quick tug, unveils a map. A destination. A world in miniature viewed from a distance.

**The world of the MAP
is beyond and bigger
than your island,
yet held within
a simple
folded
page.**



Exemplars - Monopoly, Scrabble, Risk

ELECTRONICS=DIGITAL

It rides in on the wave. You recognize it and realize: the world is coming to you. It lands at your feet, improbably functional.

You contemplate returning to a bigger, messier world or throwing it back into the ocean.

You let it sit for a while, and then curiosity seizes you. You use it, and you remember that the digital world is not the real world, sometimes connected, perhaps adjacent, but different. The problem with the digital world is its size. You've grown accustomed to your little circle of perfection, and here is infinite imperfection bumping into itself. You're safe here, so maybe you can reach out, explore, create a space for yourself. And then, when it's too much, retreat back to your island.



**Welcome to
the infinite expanse
of the DIGITAL world.**

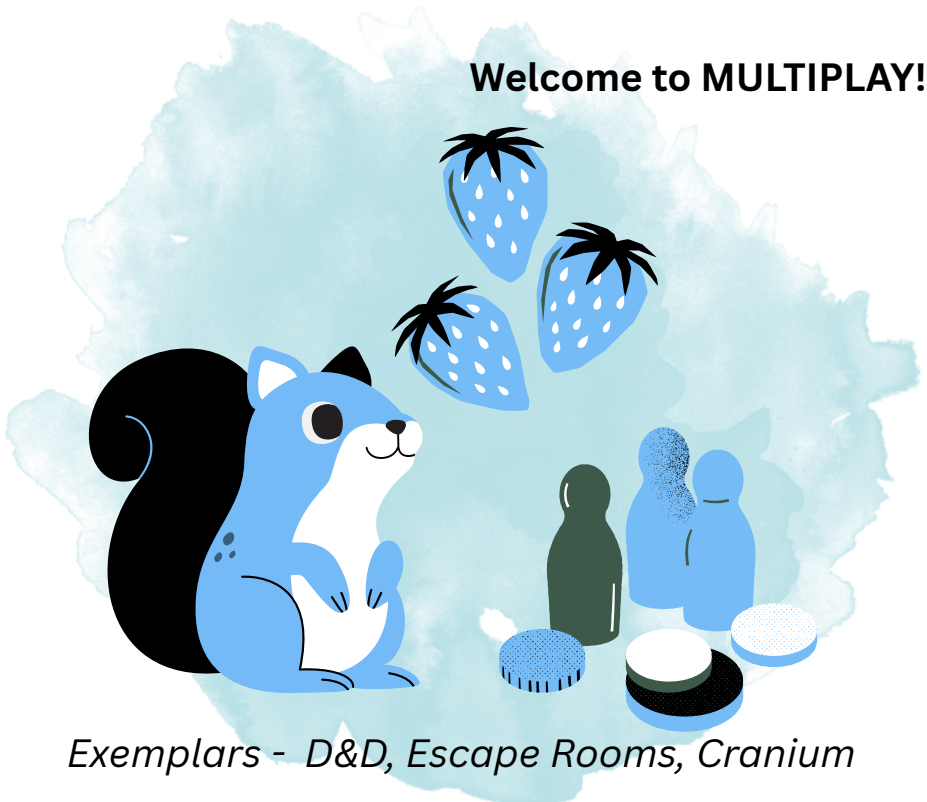
Exemplars - Super Mario Bros, Tetris, Minecraft

HYBRID=MULTIPLAY

It's an embarrassment of riches. The generous ocean brings a bounty. Return to the pages that correspond with each element of your vision and see how your day has gone.

Honor your gifts.

Elements may combine, but often compete. Accept no more than three visions. For a person with too many conflicting visions cannot see at all. Make use of all you've been given, lest the wave reclaim it.



Exemplars - D&D, Escape Rooms, Cranium

NOTHING=NOTHING

You thought your eye caught something on the horizon—a hint, an idea of what lies beyond. But as the wave settles, the vision disappears. There's nothing for you out there. And maybe that's for the best. You are content to live as you please, in a place of your own, with food and shelter and all the time you could want.

And so, while you sometimes reminisce on that moment of recognition, you're satisfied and content to be alone with yourself.



*Exemplars - Meditation, Rest,
Watching Grass Grow*



EXPLORATION

The Wave helps those who help themselves. Now that you know what your **vision** has wrought. You'll need to take a few steps to save your new **World**. First get a piece of paper, then:

1. Whatever **vision** has appeared to you—this is the working title of your game. Whether it be *Surfboard*, *Treasure Chest*, *Mr. Snugglekings*, or *Super Mario Bros*, use this to refer to your project for the rest of this session. Write it with a flourish on the top of your paper.
2. Write down the **World** or **Worlds** in which you will be playing.
3. Procure your items.
 - a. **BODY** - You have one.
 - b. **CONVERSATION**- Partner helpful.
 - c. **STORY**- Use that paper or computer.
 - d. **TOKENS** - Any physical objects; any mix.
 - e. **CARDS** - Blank or printed.
 - f. **PEN AND PAPER** - Couldn't be clearer.
 - g. **MAP** - Any printed image or make one.
 - h. **DIGITAL** - An electronic device.
 - i. **MULTIPLAY** - See above.
 - j. **NOTHING** - Take a nap.
4. Prepare mind, body and soul for **ACTION!**

THE PAST WAVES

PART ONE

You are not the first to live on this island. Before you a shipwrecked captain, known as Jonas Grumby to the crabs, walked these shores and slept in your bed. His traces can be found here and there: a skipper's cap, a closet full of blue polos, and a few letters to lost friends.

You didn't find out until much later, but the wave came to him as well. This is what it brought and what he did with it.

JONAS GRUMBY'S WORLD

Vision: His old touring vessel, the S.S. Minnow.

Game's Working title: *The Minnow*

Game Type: MAP (vehicle = map)

Gathered Materials: An unlabeled map

Little Buddy,

You won't believe what turned up on the island. Right there on the beach sat our old boat, the Minnow! She almost tempted me back to the big world... but I know there's nothing for me back there. But there was something stranger: wedged between the spokes of the wheel was a map, the strangest doggone one I've ever seen. No bearings, no proper marks, just the image of land stretching out to four corners. I'm embarrassed to admit, I cried looking at it.

I can't stop thinking about that imaginary world—what I could do there, who I'd get to be, what new adventures I might find. I finally swear of civilization, accept my tropical hideout and now I'm daydreaming about an imaginary land.

-Jonas

Just take your time - wave comes. Let
the other guys go, catch another one.

Duke Kahanamoku



Days and nights on your island continue much as they did before, except now you have something special: *an escape*.

Your encounter with the Wave has changed the way you interact with the world by giving you a second one. No longer trapped, everyday you find time to be in your new world. To have a fresh experience. To explore.

But escaping and exploring can only take you so far. To truly free yourself from the monotony of perfection, you're going to need something stronger.

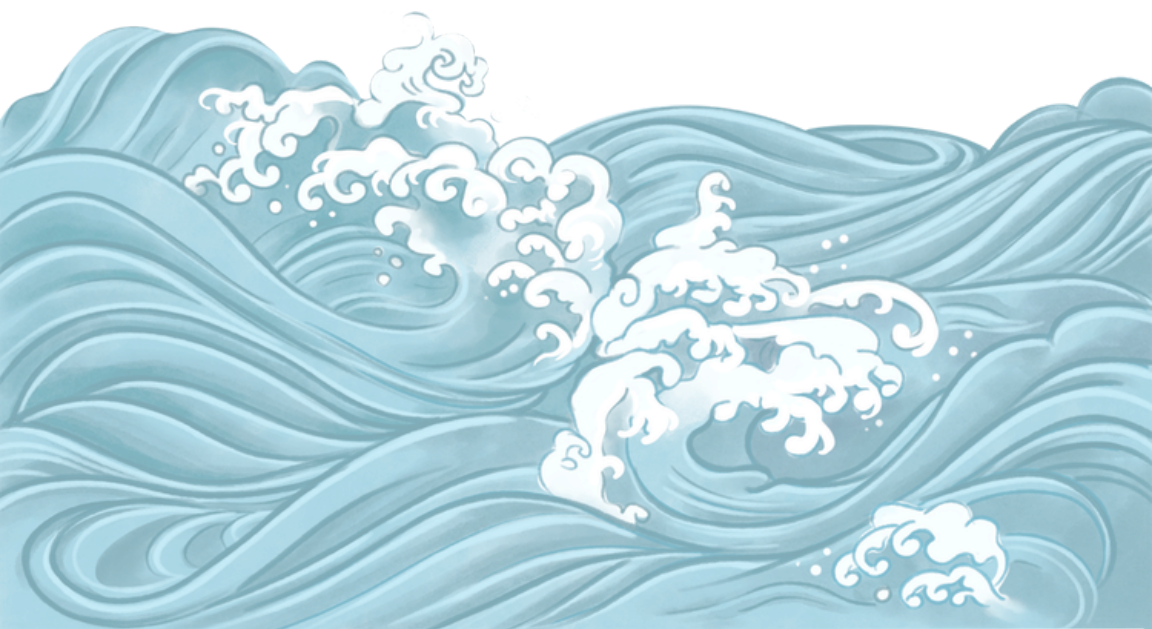
You're going to need to play.

WORLD

ACTION

WIBE

END



ACTION

To play is to be unburdened by purpose. Enter your new world and consider what can be done there. Do not limit your thinking. Do not ask what is fun, or helpful, or wise.

Ask what is possible.

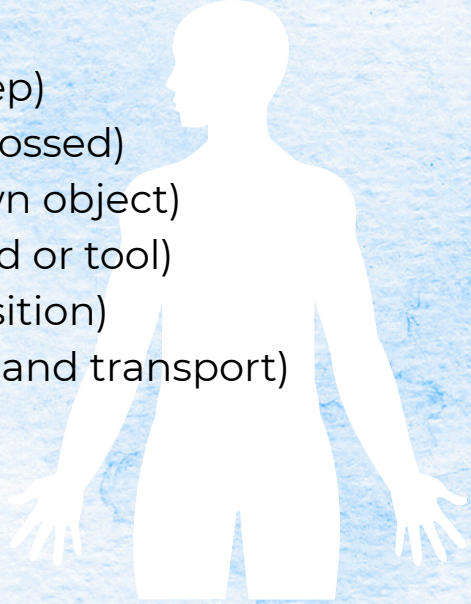
Importantly, you must engage in true play.

- Don't think what you can do with your body. Move your body and see what happens.
- Don't imagine what you can do on a map. Damage that map.
- Don't picture a conversation in your head. Have one!
- And so forth.

As you play remember *or* record your actions. A short list has been provided on the following pages to help you get started. Use a timer to stay on task.

BODY (Sports, Movement, etc.)

1. Move (walk, run, step)
2. Throw (any object tossed)
3. Catch (stop a thrown object)
4. Hit (strike with hand or tool)
5. Balance (hold a position)
6. Lift / Carry (pick up and transport)



BODY AND CONVERSATION



CONVERSATION

1. Ask (pose a question)
2. Answer (respond to a question)
3. Declare (state something outright)
4. Persuade (try to convince)
5. Describe (explain or depict)
6. React (agree, disagree, laugh, gasp)

STORY (Narrative actions, imagination-based)

1. Introduce (add a character, place, or object)
2. Change (transform the situation or stakes)
3. Reveal (uncover information)
4. Obstacle (add a problem or complication)
5. Resolve (solve a problem, close a loop)
6. Advance (push the plot timeline forward)

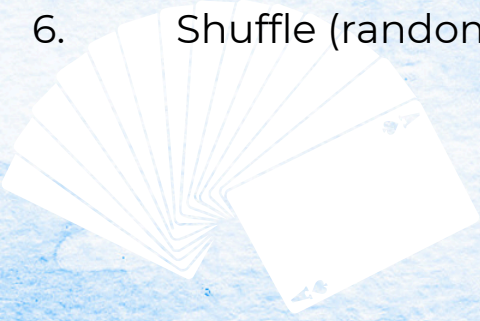
STORY AND TOKENS

TOKENS (Checkers, meeples, pawns, abstract pieces)

1. Place (put a token onto the board)
2. Move (shift a token already in play)
3. Remove (take a token off the board)
4. Swap (exchange positions with another)
5. Stack (combine tokens or group them)
6. Flip (turn over to reveal a different state)

CARDS

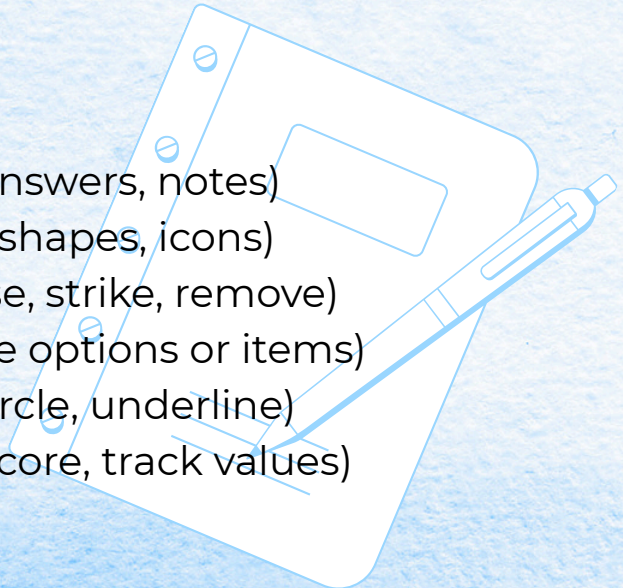
1. Draw (take a card from a deck)
2. Play (put a card down to take effect)
3. Discard (remove a card from hand)
4. Reveal (turn a hidden card face-up)
5. Trade (exchange with another player)
6. Shuffle (randomize the deck or hand)



CARDS AND PAPER

PAPER & PEN

1. Write (words, answers, notes)
2. Draw (images, shapes, icons)
3. Cross Out (erase, strike, remove)
4. List (enumerate options or items)
5. Mark (check, circle, underline)
6. Record (keep score, track values)

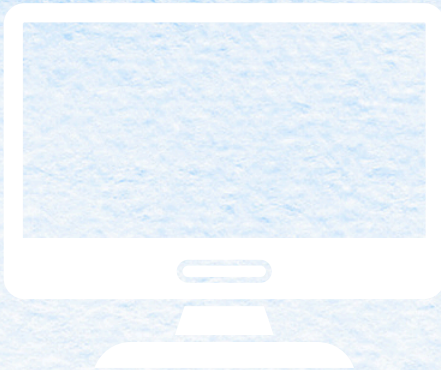


MAPS / BOARDS

1. Navigate (move across a space)
2. Explore (reveal unknown areas)
3. Occupy (claim or hold positions)
4. Block (restrict movement)
5. Connect (link locations or paths)
6. Measure (count spaces, ranges, distances)



MAP AND DIGITAL



DIGITAL SPACE

1. Select (choose an item or option)
2. Click / Tap (trigger an action)
3. Drag (move elements around)
4. Switch (toggle modes or views)
5. Input (type, speak, or gesture data)
6. Spawn (create objects or entities)

MULTIPLAY

Use the above examples that correspond with your Worlds, but don't stop there. What combinations are possible only because these two (or three) Worlds have come together? What can you do with a Map and a Token? A Body and a Conversation? A Story and Cards?

MENU

Now that you have this menu of choices, select one, two, or three—your discretion—to make the center point of your World. Because they're fun, because they're challenging, because they're new... your reasons are your own. But the **ACTION** will be shared as part of the game. Write your list of Actions under the Working Title/World on your sheet.

THE PAST WAVES

PART TWO

Jonas spent more and more time staring at his empty map. The possibilities overwhelmed him, so he took them one at a time. Looking was one action he could take, but what else? Folding, drawing, placing pebbles on the image. He tried dozens until he had an extensive list of options.

He was overcome again. So he narrowed it down to three.

JONAS GRUMBY'S ACTIONS

Folding: Bending the paper creates new shapes and new locations.

Drawing: To craft a mountain is the job of gods or time, but now Jonas can do it.

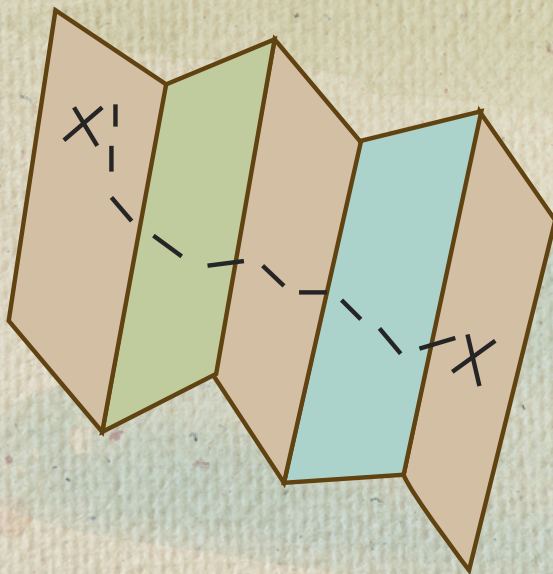
Naming: To name and claim are man's first skills, in this world and in the new one.

Little Buddy,

I had to find out more about this map. It doesn't seem special in any way, but my mind won't let it go. How crazy is it that when you put all your attention on a simple object it explodes with meaning and opportunity?

I've found about a thousand ways to use ... no, let's be honest, to play with it. But then I was lost again. So now I'm keeping it simple. Naming, drawing, and folding. With these three magic words, I'll conjure a new reality. Do I sound crazy? Why do I suddenly feel so sane?

-Jonas



You and I are all as much continuous
with the physical universe as a wave is
continuous with the ocean.

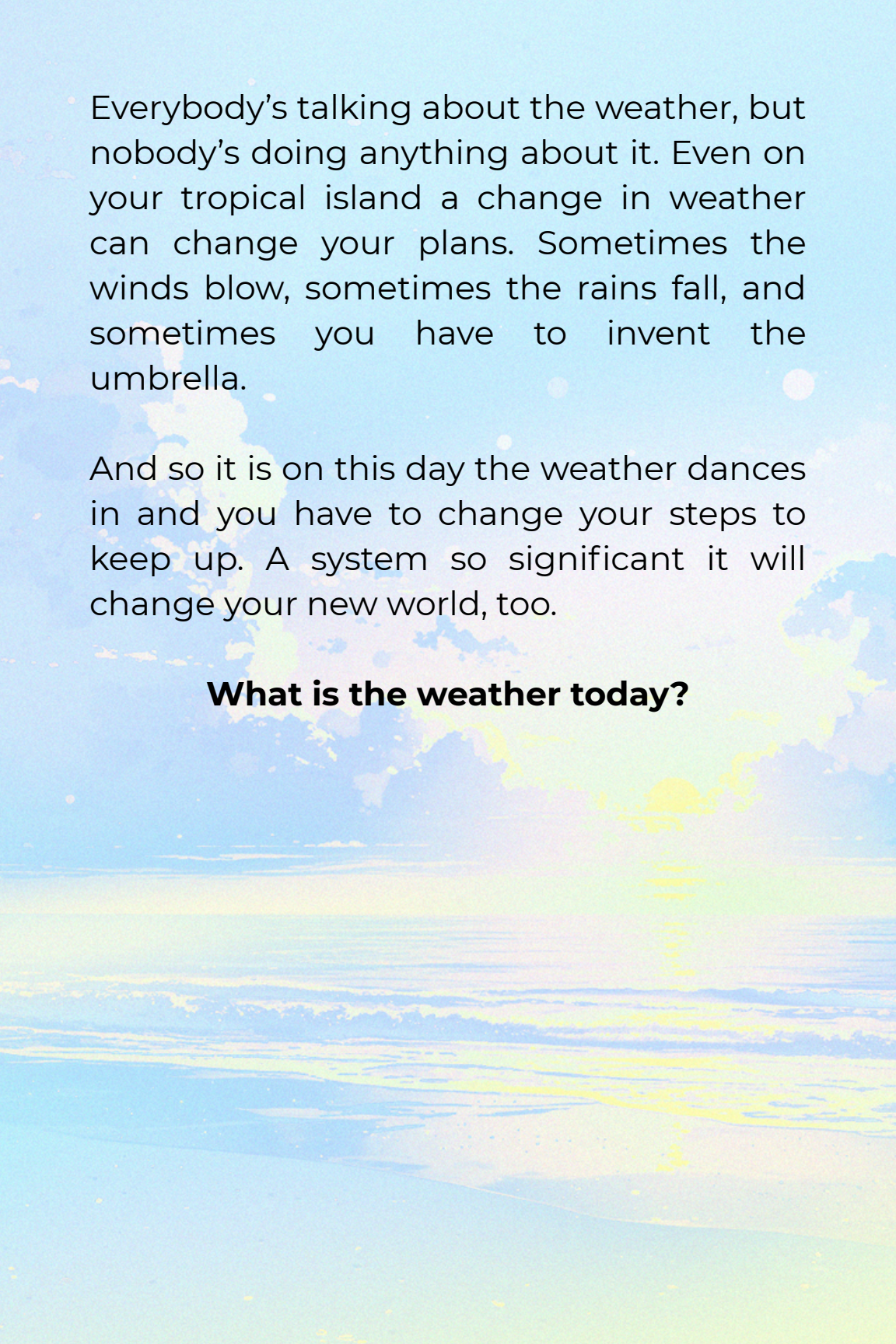
Alan Watts



Everybody's talking about the weather, but nobody's doing anything about it. Even on your tropical island a change in weather can change your plans. Sometimes the winds blow, sometimes the rains fall, and sometimes you have to invent the umbrella.

And so it is on this day the weather dances in and you have to change your steps to keep up. A system so significant it will change your new world, too.

What is the weather today?

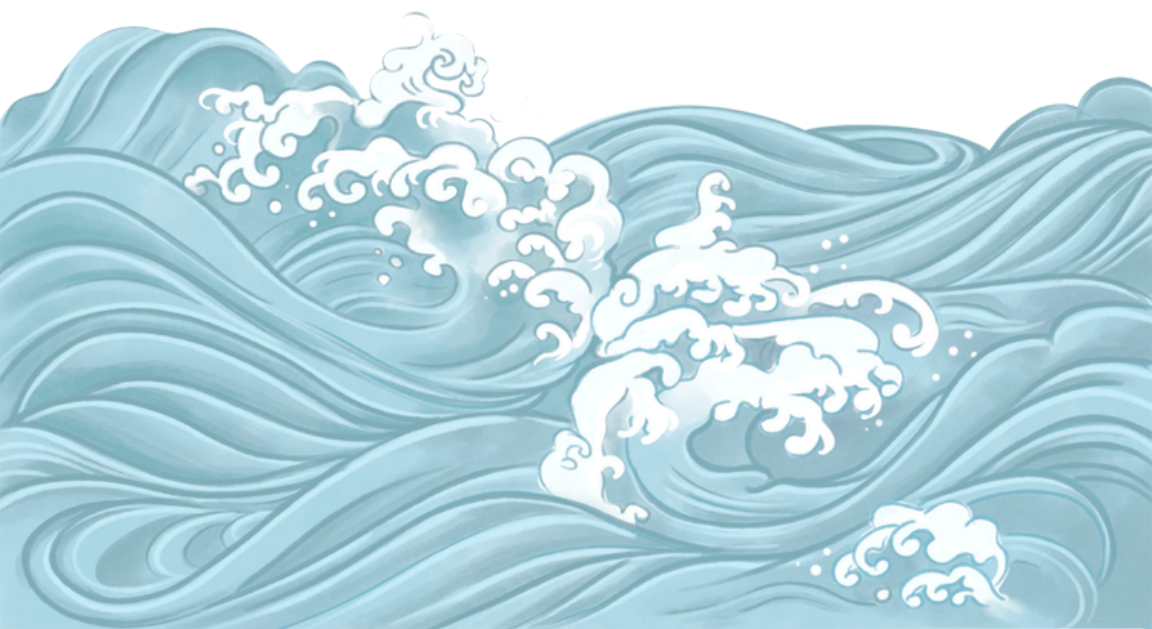


WORLD

ACTION

VIBE

END



THE WIND **AND** **THE WATER**



The Wave is made of Wind and Water.
Weather is made of Wind and Water.
You are made of Wind and Water.

When the weather changes,
it's you it's changing.

Consider the weather
in your real world
right now.

WIND

On a six point scale of Calm to Tempest,
how is the wind right now?

- 1.Calm
- 2.Breeze
- 3.Gust
- 4.Gale
- 5.Squall
- 6.Tempest

Note your answer.



WATER

On a six point scale from Fair to Deluge
what is the precipitation right now?

1. Fair
2. Dew
3. Mist
4. Falling
5. Surging
6. Deluge

Note your answer.

Cross-reference your Wind Speed
with your Humidity.

The word at their intersection is your VIBE.

WATER □ WIND □	Fair	Dew	Mist	Falling	Surging	Deluge
Calm	Gentle	Cozy	Joyous	Somber	Mystic	Harsh
Breeze	Cozy	Joyous	Gentle	Mystic	Harsh	Somber
Gust	Joyous	Gentle	Cozy	Harsh	Somber	Mystic
Gale	Awkward	Cheeky	Tense	Dramatic	Heroic	Mythic
Squall	Cheeky	Tense	Awkward	Heroic	Mythic	Dramatic
Tempest	Tense	Awkward	Cheeky	Mythic	Dramatic	Heroic

If you are satisfied, the word you chose becomes the VIBE of your world/game.

The VIBE is like the weather. It sets a tone that controls some elements, but anything can be done in any weather, some tasks are just easier/quicker in some weather. Adventures tend to happen in adverse weather.

If you are not satisfied with your VIBE continue to the next page. If you are satisfied then continue to page XXX.

Once you have established the VIBE of your World, it is your job to make sure it is present in all future decisions. The VIBE is a feeling and only people can control feelings, even if they can't control the weather.



So, you want to control the weather.

It's not as easy as that. The weather is set for you and so is your VIBE. But you can bring something of yourself to it. The weather can change you, but you can control how you respond.

Your energy is like the wind. Always moving but sometimes subtly. Your intention is like water: sometimes a lazy river, sometimes a tsunami.



ENERGY FIRST

On a six point scale of Calm to Rowdy, how is your energy right now?

1. Calm
2. Easy-going
3. Lively
4. Spirited
5. Wired
6. Rowdy

INTENTION FIRST

On a six point scale of Chill to Serious, what is your intention right now?

1. Chill
2. Casual
3. Focused
4. Decisive
5. Serious
6. Resolute



Cross-reference your Energy with your Intention.

The word at their intersection is your
personal VIBE.

INTENT □ ENERGY □	Chill	Casual	Focused	Decisive	Serious	Resolute
Calm	Gentle	Cozy	Joyous	Somber	Mystic	Harsh
Easy-Going	Cozy	Joyous	Gentle	Mystic	Harsh	Somber
Lively	Joyous	Gentle	Cozy	Harsh	Somber	Mystic
Spirited	Awkward	Cheeky	Tense	Dramatic	Heroic	Mythic
Wired	Cheeky	Tense	Awkward	Heroic	Mythic	Dramatic
Rowdy	Tense	Awkward	Cheeky	Mythic	Dramatic	Heroic

Now you have two weather systems colliding in your world. The external, which comes from your environment and the internal, which comes from your personality.

Find where the two VIBES collide on the chart on the next four pages. This is your new VIBE. If it's helpful you may keep both your initial VIBES and your new one, since they describe each other.

For example, your external weather may be Harsh, but your internal weather is Joyous. The two intersect on page XXX and give you Brash.

*In this example, your vibe would be
Harsh+Joyous=Brash.*

VIBE	Gentle	Cozy	Joyous
Gentle	–	Homely	Warmheart
Cozy	Homely	–	Cheerful
Joyous	Warmhearted	Cheerful	–
Somber	Mournful	Nostalgic	Bittersweet
Mystic	Reverent	Enchanted	Wondrous
Harsh	Stern	Spartan	Brash
Awkward	Bashful	Clumsy	Ditzy
Cheeky	Teasing	Frisky	Sprightly
Tense	Fragile	Ambivalent	Nervy
Dramatic	Tender	Storybook	Exuberant
Heroic	Chivalrous	Sehnsucht	Triumphant
Mythic	Sacred	Folkloric	Radiant



VIBE	Somber	Mystic	Harsh
Gentle	Mournful	Reverent	Stern
Cozy	Nostalgic	Enchanted	Spartan
Joyous	Bittersweet	Wondrous	Brash
Somber	-	Haunting	Grim
Mystic	Haunting	-	Ominous
Harsh	Grim	Ominous	-
Awkward	Rueful	Uncanny	Abrasive
Cheeky	Wry	Feyish	Saucy
Tense	Brooding	Foreboding	Severe
Dramatic	Tragic	Arcane	Fierce
Heroic	Solemn	Visionary	Valiant
Mythic	Oracular	Numinal	Titanic

VIBE	Awkward	Cheeky	Tense
Gentle	Bashful	Teasing	Fragile
Cozy	Clumsy	Frisky	Abivalent
Joyous	Ditzy	Sprightly	Nervy
Somber	Rueful	Wry	Brooding
Mystic	Uncanny	Feyish	Foreboding
Harsh	Abrasive	Saucy	Severe
Awkward	–	Impish	Fraught
Cheeky	Impish	–	Provocative
Tense	Fraught	Provocative	–
Dramatic	Overwrought	Flamboyant	Intense
Heroic	Gawky	Daring	Resolute
Mythic	Weirding	Trickster	Thunderous

VIBE	Dramatic	Heroic	Mythic
Gentle	Tender	Chivalrous	Sacred
Cozy	Storybook	Sehnsucht	Folkloric
Joyous	Exuberant	Triumphant	Radiant
Somber	Tragic	Solemn	Oracular
Mystic	Arcane	Visionary	Numinal
Harsh	Fierce	Valiant	Titanic
Awkward	Overwrought	Gawky	Weirding
Cheeky	Flamboyant	Daring	Trickster
Tense	Intense	Resolute	Thunderous
Dramatic	–	Majestic	Epic
Heroic	Majestic	–	Legendary
Mythic	Epic	Legendary	–

DANCING IN THE RAIN

As you play in your World, employ your VIBE as much as possible. No one can do this for you or check your work. The VIBE comes from you alone. Write it under your ACTIONS. Then ask how might these be affected by the VIBE?

THE PAST WAVES

PART THREE

Jonas ducked under a mountainous overhang, map in hand, as a tropical storm battered the island. Though the rain drenched his polo, Jonas's spirits remained detached. He unfolded the map.

His choices had changed the world, but they were thoughtless. They lacked a communal quality. Even the surging squall battering the island knew it's job. Undaunted, Jonas, with serious spirit, resumed his explorations.

JONAS GRUMBLY'S VIBE

Weather: Wind = *Squall*; Water = *Surging*
Squall + *Surging* = **Mythic**

Personality: Energy = *Spirited*; Intent = *Serious*
Spirited + *Serious* = **Heroic**

Vibe: External (**Mythic**) + Internal (**Heroic**) =

Legendary

Little Buddy,

The weather has been horrible. Even the paradise of a private island can be spoiled by nature. Of course, I have my map. Something in the rain told me this miniature world is one of great import, and when I put myself into it, I knew that it would be a world of heroes as well. I've found the land of legends.

When the storm passed I'd lost the Minnow to the tide. This map is my new Minnow. But I have a feeling, and it's all about feelings now, that it's up to me to sculpt this impression into my miniature world. That no one can help me if I stray or remind me if I get lost. As if this new Minnow could be carried away on the wind or washed out by the rain, like it's namesake, if I fail to be diligent.

So I pledge it to you, and myself. This world will be Legendary, for I will make it so.

-Jonas

I called to the other men that the sky was clearing, and then a moment later I realized that what I had seen was not a rift in the clouds but the white crest of an enormous wave.

Ernest Shackleton



There's a new feeling in the air, working itself into everything on the island. But a feeling isn't a purpose, and it can't supplant your survival instinct. So you continue your weekly routine.

- On Mondays, you explore the island, always looking for some forgotten cove, or interesting flora.
- On Tuesdays, you try out new recipes and rearrange your bamboo house.
- On Wednesdays, you write letters to throw in the ocean.
- On Thursdays, you exercise, using the island as a makeshift gym.
- On Fridays, you make plans for if you are found. To be rescued or not to be rescued?
- On Saturdays, you wander aimlessly and let what happens happen.
- On Sundays, you reflect on your week and what it all meant.

Then it starts all over again. However, since
your vision, you have the new World to
visit. And you do. Every day.

The island seems without purpose,
without desire, without goal, and maybe
that's what paradise is.

But you wonder, could there be purpose in
the new World?

Is that where meaning can be found?

Then,
one day,
you find it.

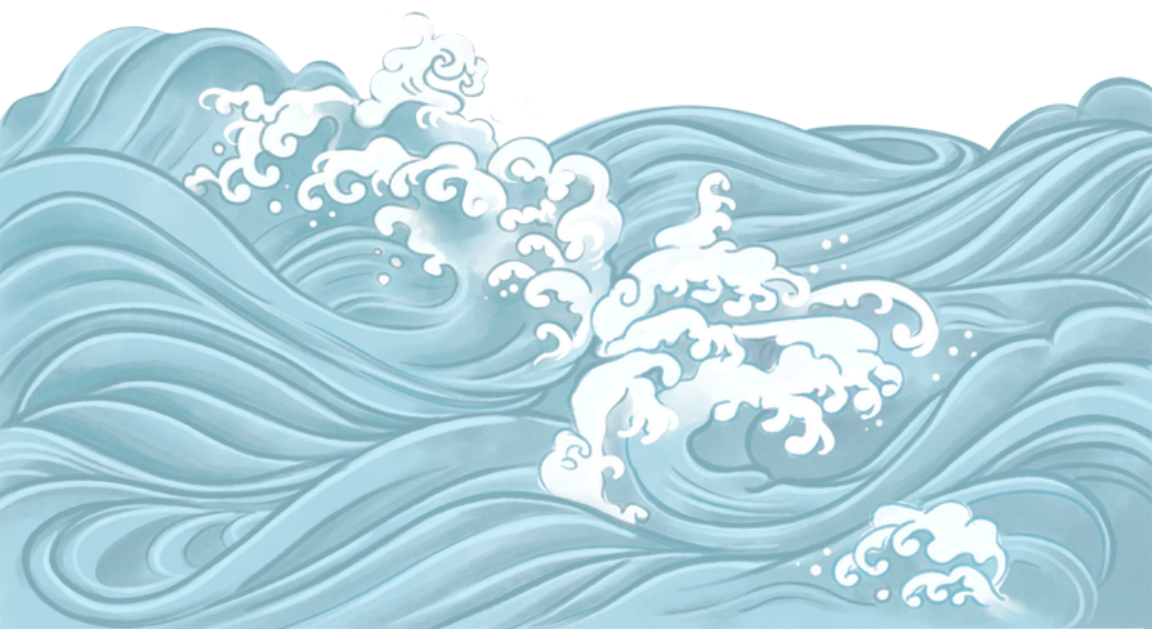
What day is it?

WORLD

ACTION

WIBE

END



Not to get all teleological on you, but an End is not just what happens before nothing else.

An End can also be a purpose, the reason for which an endeavor was launched in the first place, or the reward for all that hard work.

Scientists have had such a hard time finding the End of the universe, that they simply declared it random. And maybe it is. But your new World isn't random.

Your new World is an island on one of the Seven C's.

Curiosity
Creativity
Connection
Challenge
Control
Chaos
&
Closure

The End of your World is not the purpose of the people who play there. Oh, what a simple and dull World that would be. No, the End of your World is the purpose of the World itself.

What does it exist *for*?

Why even go there?

What does it want from us?

What is the End of your New World?

What day is it?

Day	End	Page #
Monday	Curiosity	
Tuesday	Creativity	
Wednesday	Connection	
Thursday	Challenge	
Friday	Control	
Saturday	Chaos	
Sunday	Closure	

CURIOSITY

MONDAY

The game pushes players to explore, discover, or uncover new information, spaces, or systems.

How Curiosity works

Curiosity-oriented games thrive on the unknown. The system consistently rewards players for interacting with mysteries, revealing spaces, testing boundaries, or exposing hidden patterns. Progress comes from turning the unfamiliar into the familiar.

What Curiosity wants

Fulfillment occurs whenever players transform the unknown into the known.

- revealing a new room, area, or card
- discovering hidden information
- uncovering how a system works
- encountering something unexpected

Fulfillment is ongoing and repeatable; each discovery satisfies what the game is built to generate.

Curiosity is active in games that

- revolve around exploration
- rely on hidden or unknown elements
- reward discovery as a form of progress
- create momentum through uncovering something new

Examples of Games Driven by Curiosity

- **Myst** — uncover how strange mechanical worlds work.
- **The Legend of Zelda** — explore the map and discover hidden locations and secrets.
- **Clue** — deduce the hidden solution from partial information.
- **Betrayal at House on the Hill** — reveal a mysterious house and discover the scenario within it.



CREATIVITY

TUESDAY

The game pushes players to generate, express, perform, or build something that did not previously exist.

How Creativity works

Creativity-oriented games progress because players make things—drawings, stories, structures, characters, interpretations. The system relies on player output to move forward and thrives when imagination becomes the fuel.

What Creativity wants

Fulfillment occurs whenever players create or express something new.

- drawing an image
- inventing or describing an idea
- building or customizing an object
- performing or embodying a character

Each creative act satisfies the game's internal purpose.

Creativity is active in games that:

- require invention/building to progress
- reward expressive interpretation
- rely on players' imagination to produce content
- turn player output into the structure of play

Examples of Games Driven by Creativity

- **Charades** — players perform physical interpretations of ideas or phrases.
- **Once Upon a Time (card game)** — players invent a shared fairy tale through storytelling.
- **Minecraft** — players build structures and worlds from simple blocks.
- **Pictionary** — players generate drawings for others to interpret.



CONNECTION

WEDNESDAY

The game pushes players toward emotional, interpersonal, or narrative relationships between characters or participants.

How Connection Works

This End emphasizes interaction—conversation, empathy, bonding, storytelling, negotiation. The system progresses by encouraging players to relate to one another or to the characters within the fiction.

What Connection Wants

Fulfillment occurs whenever players forge, deepen, or express a relationship.

sharing personal or character-driven information

- collaborating or negotiating
- forming alliances or emotional beats
- building scenes that tie characters together

Each moment of connection feeds what the game is designed to build.

Connection Is Active in Games that:

- rely on social interaction
- create emotional or relational arcs
- emphasize cooperation or negotiation
- treat relationships as the primary engine of play

Examples of Games Driven by Connection

- **Mafia / Werewolf** — players accuse, defend, and persuade to determine who is lying.
- **Among Us** — players negotiate suspicion, trust, and deception in discussion rounds.
- **Truth or Dare** — players reveal personal information and social vulnerability.



CHALLENGE



THURSDAY

The game pushes players to overcome obstacles, puzzles, or tests of skill, knowledge, or endurance.

How Challenge works

Challenge-oriented games structure progress through adversity. The system asks players to confront difficulty and engage with obstacles as the core method of propulsion.

What Challenge wants

Fulfillment occurs whenever players meaningfully face or overcome difficulty.

- solving a puzzle
- surviving a threat
- beating a task or obstacle
- performing under pressure

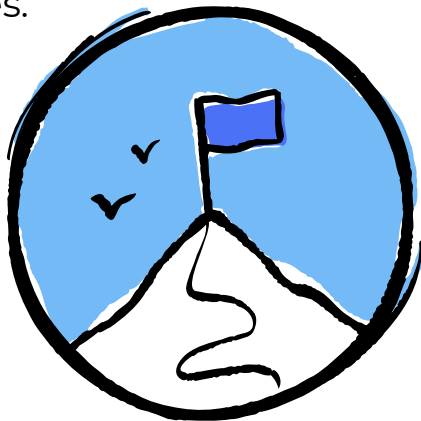
Each completed challenge is another step toward what the game wants to generate.

Challenge is active in games that:

- emphasize difficulty as core structure
- reward mastery, precision, or problem-solving
- create momentum by presenting escalating tasks
- treat obstacles as the main way forward

Examples of games driven by Challenge

- **Tetris** — players manage increasing speed and complexity to keep the board clear.
- **Chess** — players outmaneuver an opponent through strategic problem solving.
- **Escape Room Games** — players solve layered puzzles under time pressure.
- **Ninja Warrior / Obstacle Course games** — players attempt to physically conquer difficult challenges.



CONTROL

FRIDAY

The game pushes players to stabilize, optimize, or manage complex systems to bring them to a desired state.

How Control works

Control-oriented games are built on mastery. Players work to shape a system into something predictable, efficient, or aligned with their intentions. The system progresses through refinement and optimization.

What Control wants

Fulfillment occurs whenever players bring order or mastery to a system.

- constructing stable engines
- optimizing resources
- solving for efficiency
- reducing chaos through strategic planning

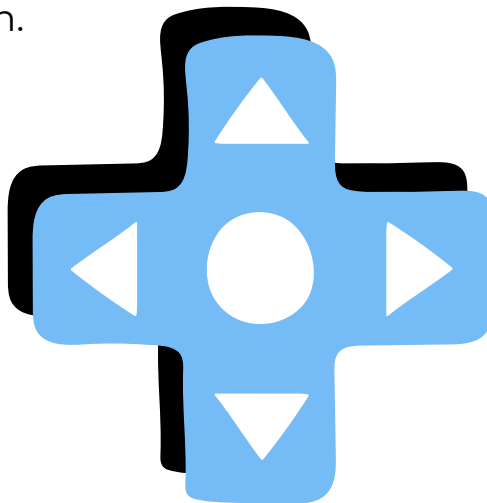
Each step toward mastery fulfills the game's internal drive toward order.

Control is active in games that:

- focus on resource management
- reward long-term planning
- depend on systemic stability
- encourage refinement and efficiency

Examples of games driven by Control

- **Civilization** — players manage resources, cities, and technology to build an empire.
- **Settlers of Catan** — players optimize resource production and trade networks.
- **The Sims** — players track needs, schedules, and relationships to keep life functioning.
- **Monopoly** — players oversee property networks and cash flow to stabilize their position.



CHAOS

SATURDAY

The game pushes players into unpredictable events, swings, reversals, or instability that reshape the state of play.

How Chaos works

Chaos-oriented games use volatility as their engine. The system introduces surprises, randomness, shifts in power, or sudden changes that disrupt stability and generate motion.

What Chaos wants

Fulfillment occurs whenever the system becomes unstable or unpredictable.

- sudden rule changes
- unexpected card effects
- reversals of fortune
- surprising events that reshape play

Each moment of turbulence satisfies the game's purpose.

Chaos is active in games that:

- rely on randomness or surprise
- thrive on dramatic swings
- produce emergent chaos
- use instability as forward momentum

Examples of games driven by Chaos

- **UNO** — action cards constantly reverse turn order and disrupt play.
- **Mario Kart** — random items dramatically shift the race outcome.
- **Fluxx** — the rules themselves constantly change during play.
- **Snakes and Ladders** — players abruptly jump forward or fall backward due to chance.



CLOSURE

SUNDAY

The game pushes players toward narrative, emotional, structural, or thematic finality—an emergent sense of “this arc is complete.”

How Closure works

Closure-oriented games create momentum through story beats, revelations, emotional turning points, or cumulative outcomes. The system isn't about finishing the game—it's about completing a meaningful arc within it.

What Closure wants

Fulfillment occurs whenever players hit moments of resolution or turning points.

- concluding a story beat
- resolving a conflict
- completing a character arc
- reaching an emotional or thematic moment

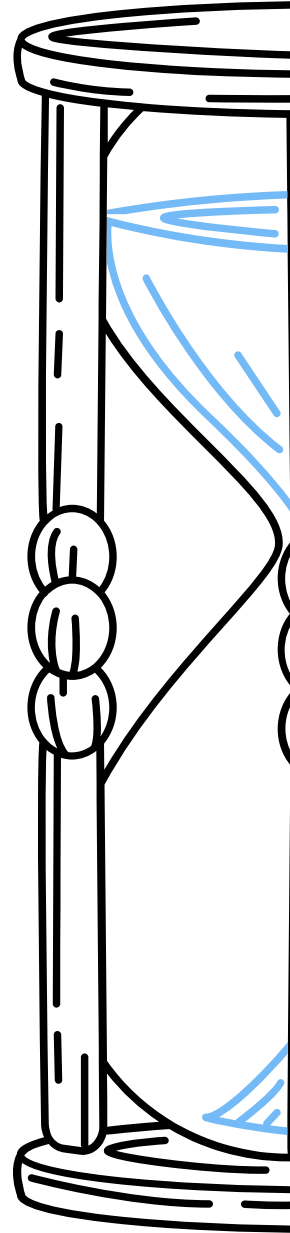
Each resolved moment satisfies the game's internal push toward meaning.

Closure is active in games that:

- rely on narrative structure
- emphasize emotional or dramatic movement
- produce arcs or acts
- value meaningful turning points

Examples of games driven by Closure

- **LEGO** — players follow instructions toward a finished creation.
- **Dungeons & Dragons** — players pursue adventure and survival while the story gradually resolves into completed quests and character arcs.
- **The Game of Life** — players make choices along the way while the system carries them toward the completion of a life journey.
- **Red Dead Redemption** — players complete missions and explore while the narrative builds toward the resolution of the protagonist's story.



PLAYING WITH **PURPOSE**

Now that you know the END, write it down just after the VIBE.

Ask yourself:

With this VIBE and these ACTIONS in this WORLD, how could this END be achieved?

Be open!

You may need:

Aesthetics

Equipment

Players

To add/change WORLDS

To add/change ACTIONS

To tweak the VIBE

Try to ride the WAVE as much as possible,
but jot down any fun idea.

intentionally blank

THE PAST WAVES

PART FOUR

By the time the rain stopped it was Thursday, according to Jonas's hash mark system. He decided to skip his regular workout. The map called to him, *the Legendary Minnow*. He drew mountains and rivers, cities and towns, roads and aqueducts. He named them in good order. He folded up the map and felt incomplete.

Godlike power over the outcome made the effort a drudgery. The map bit back. "You are not in charge. I challenge you."

JONAS GRIMBY'S END

Day: Thursday

Game's End: Challenge

Manifestation: The player must draw on the folds themselves and write names across them that get divided when unfolded. Then the player must draw and write across this new plane and make it coherent.

Little Buddy,

Living on the island is easy. Too easy. Coconuts fall from the trees, the rivers run with cool fresh water, nothing challenges me, except the map.

At first, I bored of the world on my map. The island paradise infected it with leisure. It too became easy. Easy to draw, easy to name, but ease is the enemy.

I remember what my father used to yell at me. You can do it the easy way or the hard way. It was a threat then, now it's an opportunity. I don't have to take the effortless path.

The road less taken, the one with the brambles, the brush and the hidden dangers, that's the one for me.

-Jonas

Through loyalty to the past, our mind refuses to realize that tomorrow's joy is possible only if today's makes way for it; that each wave owes the beauty of its line only to the withdrawal of the preceding one.

Andre Gide



You get lost in your new WORLD.
You hardly return to the island.
In your WORLD, there is purpose.

But as the tide rises, so must it fall.
You feel a tug, an undertow.
Something is pulling you back.

And you are there, on the beach, staring at
the waves as they return to the ocean.

You remember how the WAVE came. How
it brought you your VISION.
Your WORLD.

You glance at the horizon.
Is that your VISION?
You squint, but the setting sun blinds.
The sun merges with its reflection.
Twilight arrives.

You realize a WORLD is like a WAVE;
it comes and it goes.

But wait!

Every stick has two ENDS.

A VIBE can Echo.

ACTION has its equal opposite.

A WORLD has a day and a night.

As the tide falls, so must it rise.

There is more to explore in your WORLD!

But do you have enough energy?

How many meals have you eaten today?



WORLD

ACTION

WIBE

END



THE

OTHER

END

**How many meals
have you eaten
today?**

*Refer to the chart
on the next page. >*

Zero - Choose one
of the ENDS
closest to your
WORLD'S END.

Three - Choose
one of the ENDS
four away your
WORLD'S END.

One - Choose one
of the ENDS two
away from your
WORLD'S END.

Four - Choose one
of the ENDS five
away from your
WORLD'S END.

Two - Choose one
of the ENDS three
away
from your
WORLD'S END.

More than Four -
Choose one of the
ENDS six away
from your
WORLD'S END.

Find your WORLD'S
END (it will appear
thrice):

^

Curiosity
Creativity
Connection
Challenge
Control
Chaos
Closure
Curiosity
Creativity
Connection
Challenge
Control
Chaos
Closure
Curiosity
Creativity
Connection
Challenge
Control
Chaos
Closure
V

End	Page
Curiosity	
Creativity	
Connection	
Challenge	
Control	
Chaos	
Closure	



Does this all seem like Déjà vu?
A wave of memory crashing back on you?
In short, didn't we do this already?

There are two ENDS.
The first was the WORLD'S END:
What the world wanted to achieve.
The next is the PLAYER'S END:
What the player wants to achieve.
*Only in the simplest games are these
identical.*
A game is rarely the shortest distance
between two points.

The PLAYER'S END is a takeaway. When it's
reached the game is over.
Each corresponds with a WORLD'S END,
but are expressed differently.

Curiosity = Discovery
Creativity = Creation
Connection = Relationship
Challenge = The Win
Control = Success
Chaos = A Moment
Closure = An Answer

DISCOVERY

CURIOSITY

Players seek to uncover something hidden. Like the curious cat, they can't stop until they know.

How Discovery Works

Curiosity-oriented players thrive on the unknown. Progress comes from turning the unfamiliar into the familiar. The final reward for players comes after interacting with mysteries, revealing spaces, testing boundaries, or exposing hidden patterns. Fulfillment occurs whenever players transform the unknown into the known.

Games that end in a Discovery:

- **Mastermind** — players discover a hidden code through iterative guesses.
- **Battleship** — players discover the locations of their opponent's ships.
- **20 Questions** — players ask narrowing questions to discover the hidden object.

CREATION

CREATIVITY

Players want to generate, express, perform, or build something.

How Creation Works

Creativity-oriented players make things—drawings, stories, structures, characters, interpretations. Imagination is the fuel.

Fulfillment occurs whenever players create or express something new.

Games that end with a Creation:

- **Exquisite Corpse** — players collaboratively create a surreal drawing or text one hidden section at a time.
- **Mad Libs** — players generate a ridiculous story by filling prompts with unexpected words.
- **Rory's Story Cubes** — players roll icons and create an original story from them.
- **Telestrations** — players create a chain of drawings and interpretations that becomes the final artifact.

RELATIONSHIP

CONNECTION

Players want emotional, interpersonal, or narrative relationships between characters or participants.

How Relationships Work

This End emphasizes interaction—conversation, empathy, bonding, storytelling, negotiation. The system progresses by encouraging players to relate to one another or to the characters within the fiction. Fulfillment occurs whenever players forge, deepen, or express a relationship.

Games that end with a Relationship:

- **Truth or Dare** — players reveal personal information and vulnerability through social interaction.
- **Dungeons & Dragons** — players build friendships, rivalries, and alliances between characters through shared adventure.

THE WIN

CHALLENGE

Players overcome obstacles, puzzles, or tests of skill, knowledge, or endurance.

How Success works

Challenge-oriented players progress through adversity. They confront difficulty and engage with obstacles as the core method of propulsion. Fulfillment occurs whenever players meaningfully face or overcome difficulty.

Games that end with a Win:

- **Trivial Pursuit** — players try to answer questions correctly and collect wedges to win the game.
- **Scrabble** — players try to score the most points by forming high-value words.
- **Apples to Apples** — players try to win rounds by choosing the card most likely to match the judge's preference.

SUCCESS

CONTROL

Players stabilize, optimize, or manage complex systems to bring them to a desired state.

How It Works

Control-oriented players crave mastery. Players work to shape a system into something predictable, efficient, or aligned with their intentions. The system progresses through refinement and optimization. Fulfillment occurs whenever players bring order or mastery to a system.

Games that end with Success:

- **Pokémon** — players try to control and assemble a powerful team of creatures.
- **Risk** — players aim to control territories and dominate the world map.
- **SimCity** — players attempt to control the development and functioning of a city.

A MOMENT

CHAOS

Players push into unpredictable events, swings, reversals, or instability that reshape the state of play.

How A Moment works

Chaos-oriented players use volatility as their engine. They introduces surprises, randomness, shifts in power, or sudden changes that disrupt stability and generate motion. Fulfillment occurs whenever the system becomes unstable or unpredictable in a memorable moment.

Games that end with A Moment:

- **Jenga** — players keep pulling blocks until the tower finally collapses.
- **Mario Party** — players aim to trigger dramatic reversals through bonus stars, mini-games, and chance events.
- **Spin the Bottle** — players spin specifically to create the unpredictable social moment where it lands.

AN ANSWER

CLOSURE

Players seek narrative, emotional, structural, or thematic finality—an emergent sense of “this arc is complete.”

How An Answer Works

Closure-oriented players crave momentum through story beats, revelations, emotional turning points, or cumulative outcomes. The system isn't about finishing the game—it's about completing a meaningful arc within it. Fulfillment occurs whenever players hit moments of resolution or turning points.

Games that end with An Answer:

- **Guess Who?** — players eliminate possibilities until the identity is found.
- **Balderdash** — players determine the correct definition among false ones.
- **A murder mystery dinner game** — players investigate clues until the culprit and motive are revealed.

CROSS

PURPOSES

What do you do with two ENDS?

Is one the carrot and one the stick?

Are they the poles of a magnet exerting constant force against each other?

Are they flint and stone to spark together?

YES!

Take what you've done so far and add this new element, the PLAYER'S END.

Give them something to reach for, but know that it doesn't have to match exactly what they are doing.

Simple games where both ENDS are the same, like *Truth or Dare* or *Monopoly*, are powerful, but also limited.

What can you discover between two ENDS?

THE PAST WAVES

PART FIVE

Jonas felt the rumble in his stomach. He'd ignored his body for too long. He'd had only one meal today. But the map called to him.

The challenge had engaged him further, but now he wanted something more. Something for himself. He wanted to create like he had before. This was his purpose with the map, and he'd almost forgot it in the challenge. He could do both. He had to do both.

JONAS GRUMBY'S PLAYER'S END

Number of Meals: One,
therefore two ENDS away on the ENDS chart.

END Options : Creativity or Chaos, chooses
Creativity.

Creativity = Creation

PLAYER'S GOAL: Make a beautiful map dense with
meaning.

Little Buddy,

That damn map! It almost got me. You can become as enamored of challenge as you can of a woman. It can take you away, turn you into something new, and you love every minute of it. Then you wake up and you've forgotten yourself.

But I'm back in charge. I know what I want, to create something beautiful and new. To populate the paper with a world undiscovered. To play with possibility, but also with beauty. And the best part is the challenge is a part of it. The challenge of the folds and the beauty of the creation have become one. I'm truly having the best time.

-Jonas

Just as the wave cannot exist for itself,
but is ever a part of the heaving surface
of the ocean, so must I never live my
life for itself, but always in the
experience which is going on around
me.

Albert Schweitzer



The wave is receding.
What has come will depart.
Gather your meaning as you may.

The new WORLD is almost complete. It
has ends and means and opportunity.

But all these elements are abstract.

Forgettable.

It's not grounded in anything.
A soul without a body.

How is a body formed?

What is it made of?

Where do you find one?

You stare into the clouds and ponder.
And there, **you see it.**



WORLD

ACTION

WIBE

END

OCEAN IN THE SKY

Find a cloud.

Cloud /klaʊd/
noun: an unbounded mass
made whole by the mind.

Clouds can often be found in the sky, but don't be afraid to look elsewhere.

- **A textured pattern on a wall**
- **an abstract work of art**
- **a galactic nebula.**

If you find yourself short of vapor—water, plasma, or paint—scribble with a fat marker with eyes closed.

What you have made is a cloud.

Any cloud can reveal your VIBE'S echo, your WORLD'S THEME.

Cloud Gazing

1. Review your experiences up to this point. Recall:
 - a. The World you found.
 - b. The Actions one takes.
 - c. The Vibe you feel.
 - d. The End of the Game.
 - e. The End of the Player(s).
2. Hold the whole idea in your head.
3. Forget it.
4. Stare into the Cloud.
5. What do you see?
 - a. Be open-minded, like a cloud drifting in the wind, changing as it blows.
 - b. Write down everything you find into a new cloud: A cloud of words and concepts.
 - c. Be on the lookout for ...



Cloud Gazing

1. Objects (Nouns)
 - a. Persons
 - b. Places
 - c. Things
2. Situations (Verbs)
 - a. Actions
 - b. Reactions
 - c. Conflicts
3. Aesthetics (Adjectives)
 - a. Sensory Descriptions
 - i. look
 - ii. sound
 - iii. smell
 - iv. taste
 - v. feel
 - b. Emotional Descriptions
 - c. Abstract Descriptions
4. Surprises

PRECIPITATION

Your cloud is productive.

Remember your World.

Take your word cloud and gather a thematic statement that connects, to or resonates with, your World.

Aesthetic – **Object** – **Situation**

Examples

Clue: suspicious partygoers deduce a hidden murderer.

Monopoly: greedy tycoons drive rivals into bankruptcy.

Chess: monochrome medieval kingdoms capture kings.

Battleship: invisible fleets hunt each other.

Candyland: rainbow travelers follow a path.

CONDENSATION

As you consider your statement, keep an eye toward the clouds. See how they flow and adapt. How subtle changes lead to new images.

Refine your statement as necessary to bring it inline with the mechanics of your world, but beware of exerting too much control. The clouds have minds of their own.

Write down your final version.

This is your **WORLD'S THEME**.

THE PAST WAVES

PART SIX

Look to the sky. It's the sailors motto. When the sea gets rough the tranquil sky can soothe the soul.

Jonas thought he had it all figured. His second world, the world of the map, had actions and emotions, and ends aplenty. But who was he when he made the map? Not Jonas. He was something else. But who or what? He looked to the cloud and a vision came clear.

JONAS GRUMBLY'S THEME

Cloud: The actual clouds.

Word Cloud: Sextant, crab, dodo, bow and arrow, dancing, stretched, fire-breathing, shooting a bow and arrow, opening a portal, chewing, mother and child embracing, hand reaching out, mushrooms sprouting, piloting a boat.

Theme: Pilot cartographers (from sextant) opening a portal.

Little Buddy,

In my new world, I'm a different person. Some things are the same, always a Skipper, but other's are new. I'm a cartographer too. And when I draw these new worlds I'm not just drawing them. I'm opening portals to worlds that exist beyond ours. It's a fantasy, of course. A metaphor. A little playacting to give energy to the game.


But beyond the play there is a truth. We are what we pretend to be. You said that to me once, Little Buddy, and I never forgot it. And the maps are portals to imaginary worlds, but our world also exists in the imagination. Who's to say what's real.

-Jonas

Every wave, regardless of how high and forceful it crests, must eventually collapse within itself.

Stefan Zweig





You walk the beach as the tide
recedes.

The driftwood and kelp is joined by
debris. Some not unlike the vision
that started your world.

You wade into the waning waves.
Picking up an item and dropping it
with a disinterested splash.

Your passion has dimmed for such
detritus.

As the splash clears, your eyes are
drawn to something else in the water:
a **reflection**.



WORLD

ACTION

WIBE

STOP!

Find the nearest reflection.

Who or what is REFLECTED?

- yourself\----->
- another person\----->
- many people\----->
- the environment\----->

What kind of REFLECTION is it?

- Clear and mirror-like\----->
- Distorted and curved\----->
- Liquid or shifting\----->
- Dark or partially obscured\----->
- Fragmented or multiple\----->
- Colored or brightened\----->
- Obscured or barely seen\----->

NOW!

Consult the information below.

Who or what REACTS?

- <-----/the player reacts
- <-----/another player reacts
- <-/the table, audience or anyone react
- <-----/the game or rules react

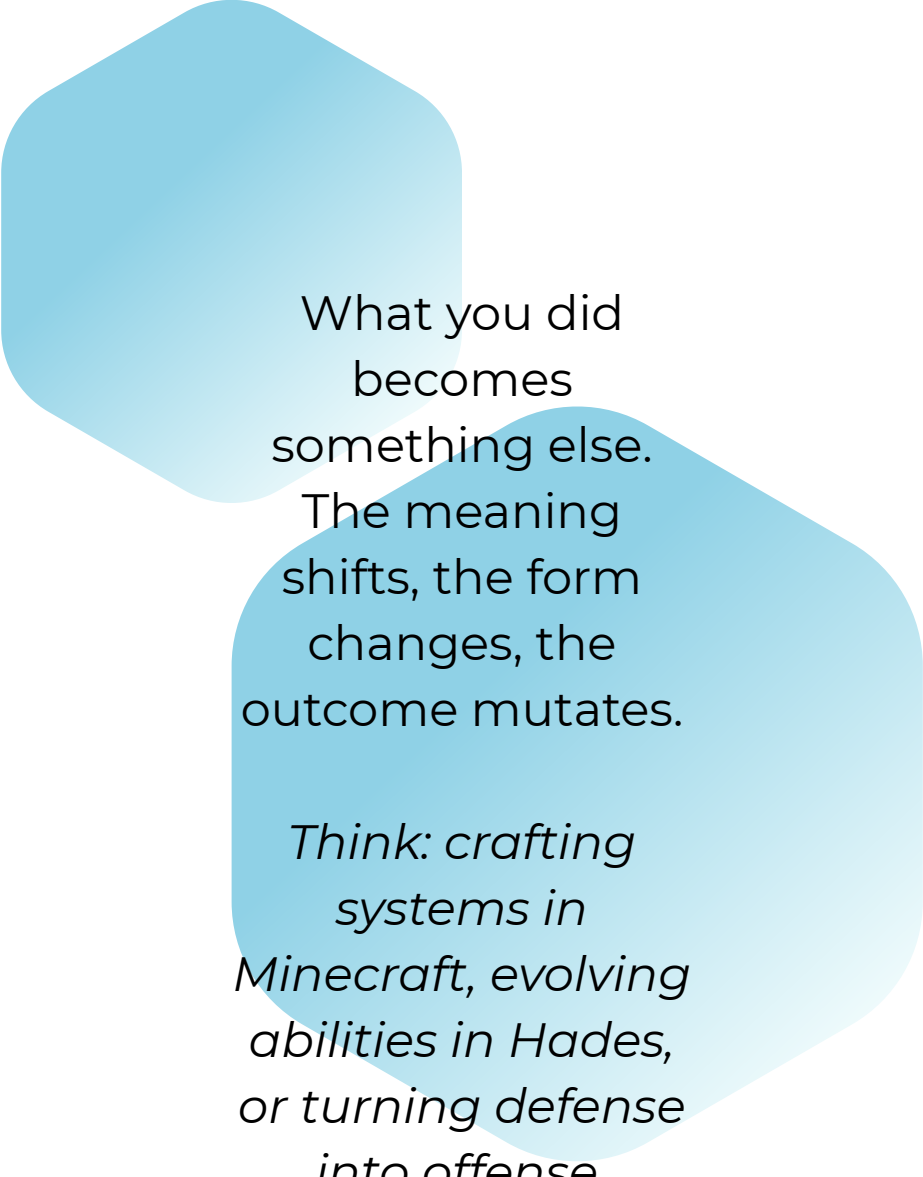
What kind of REACTION is it?

- <-----/Echo
- <-----/Transform
- <-----/Redirect
- <-----/Reveal
- <-----/Oppose
- <-----/Amplify
- <-----/Reset

The action repeats.
It mirrors, copies,
or reverberates—
what happened
once happens
again.

*Think: copying
spells in Magic,
mimic moves in
Pokémon, or call-
and-response in
rhythm games.*

ECHO

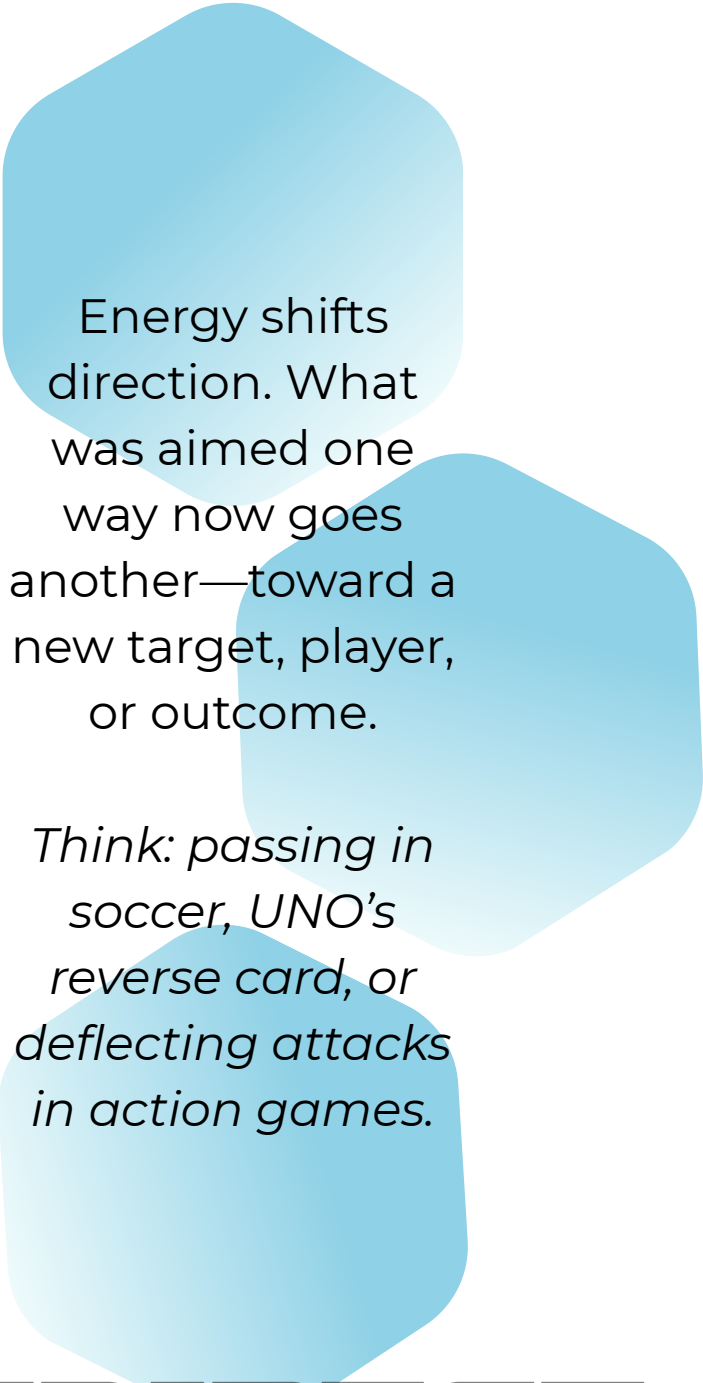


What you did
becomes
something else.

The meaning
shifts, the form
changes, the
outcome mutates.

*Think: crafting
systems in
Minecraft, evolving
abilities in Hades,
or turning defense
into offense.*

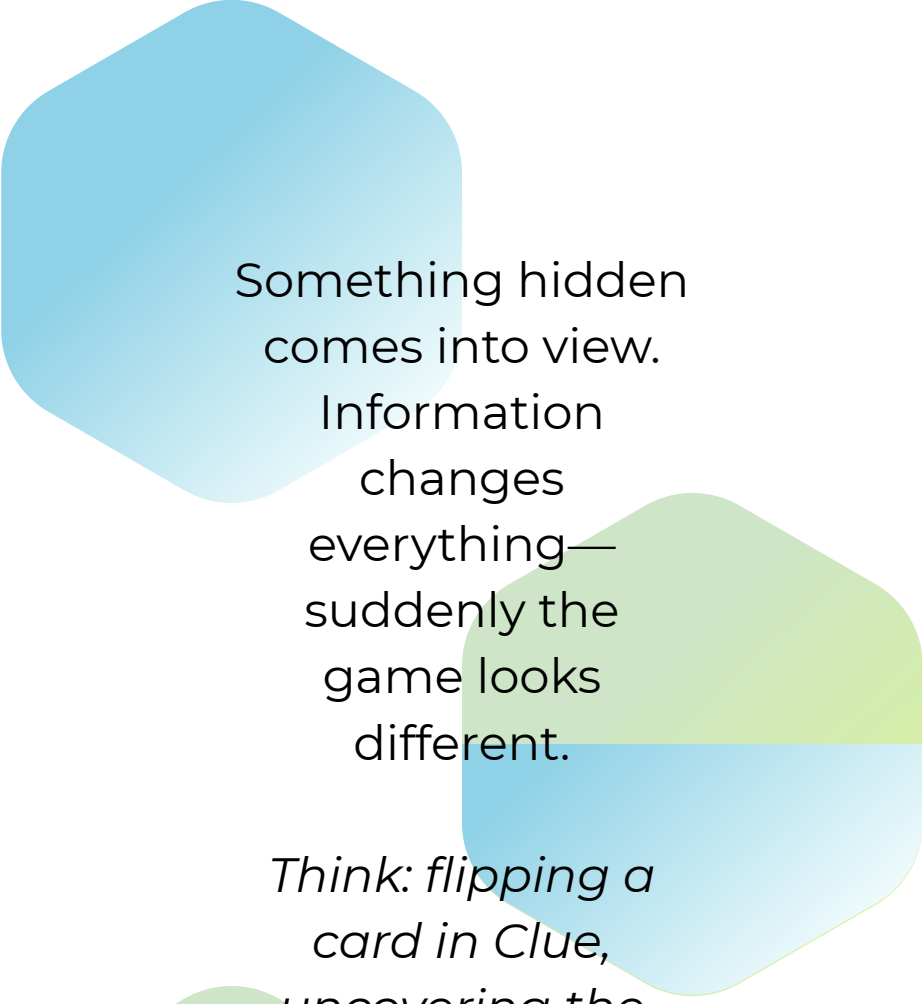
TRANSFORM



Energy shifts direction. What was aimed one way now goes another—toward a new target, player, or outcome.

Think: passing in soccer, UNO's reverse card, or deflecting attacks in action games.

REDIRECT



Something hidden
comes into view.
Information
changes
everything—
suddenly the
game looks
different.

*Think: flipping a
card in Clue,
uncovering the
map in Zelda, or a
plot twist in a story
game.*

REVEAL

Something pushes
back. Resistance
appears. Your
action meets
friction—an
opponent blocks, a
force denies, a
system says no.

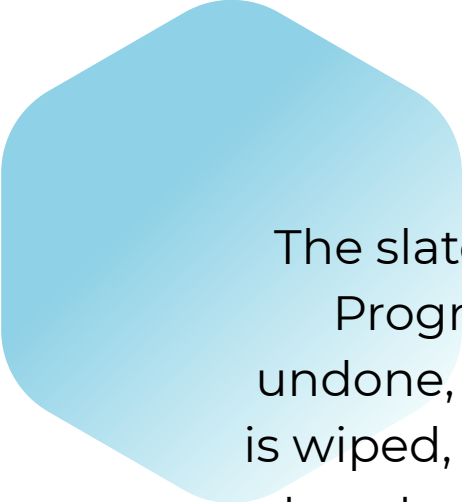
*Think: a tackle in
football, a
counterspell in
Magic: The
Gathering, a block
in Street Fighter.*

OPPOSE

Your action grows.
It gets louder,
faster, stronger, or
more meaningful.
Momentum builds
and spills over.

*Think: combo
chains in fighting
games, assists in
basketball, “Yes,
and...” in improv.*

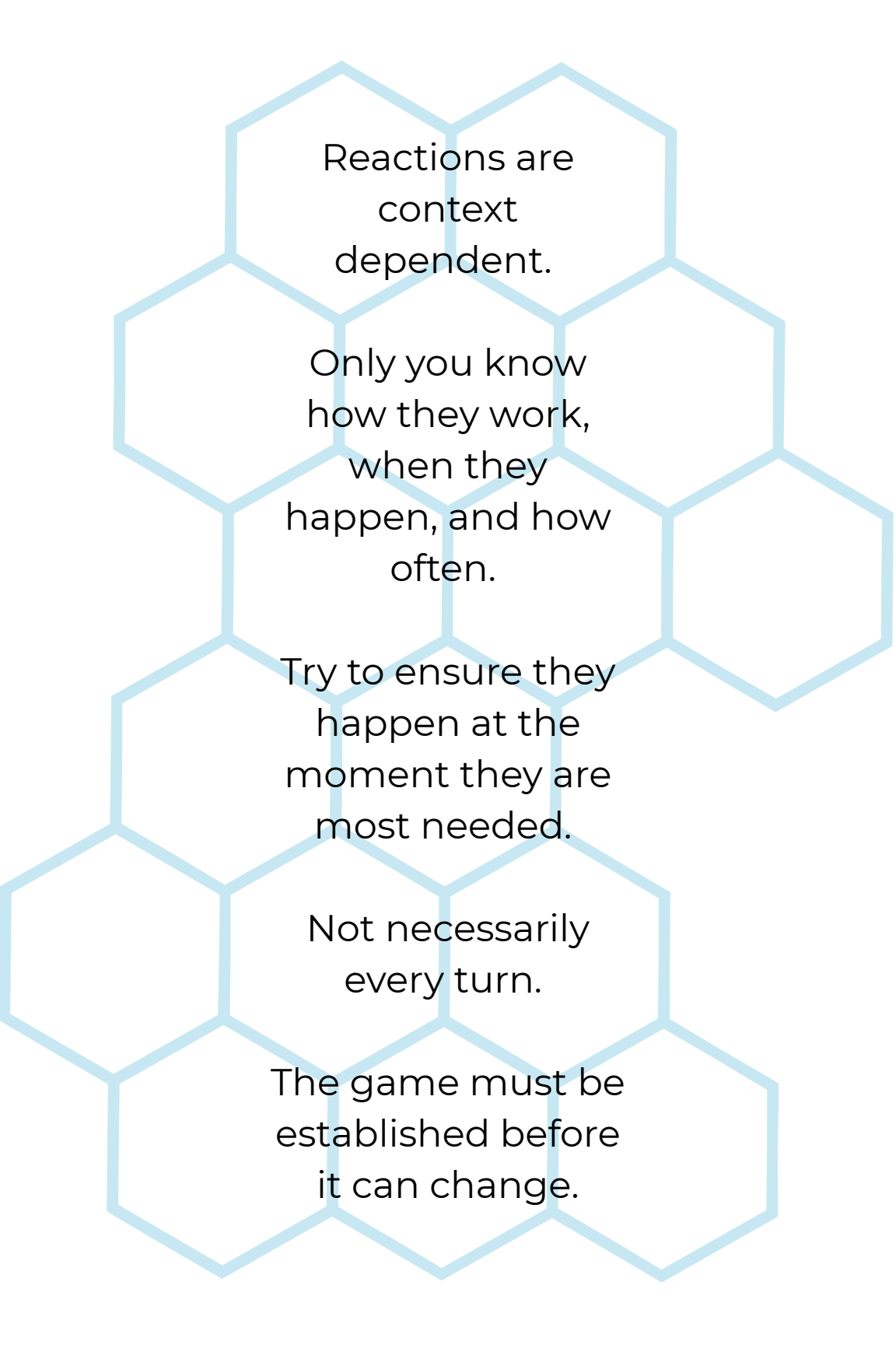
AMPLIFY



The slate clears.
Progress is
undone, the field
is wiped, or things
return to a starting
point. A second
chance—or a
setback.

*Think: respawning
in Mario, a board
wipe in
Hearthstone, or a
do-over in
playground
games.*

RESET



Reactions are
context
dependent.

Only you know
how they work,
when they
happen, and how
often.

Try to ensure they
happen at the
moment they are
most needed.

Not necessarily
every turn.

The game must be
established before
it can change.

THE PAST WAVES

PART SEVEN

The wind blew in a new direction. Jonas sensed the end of his time coming. His world neared completion, but the only constant is change.

While doodling furiously in the corner of yet another map, a reflection caught his eye. The island looked back at him through the dulled mirror of the Minnow's hull. Lost in thought for a moment, he returned to find his world, once again, changed.

JONAS GRUMBY'S REACTIONS

Reflection: The island (the environment) in the hull (a dull reflection).

Result: The game or rules react by revealing.

Reaction mechanics: When a map is finished, refold and poke a hole that goes through at least two layers. This is the portal that connects one world to another. Refine the map to show how the world adapts to this intrusion—defenses, cities, natural phenomena, etc.

Little Buddy,

The game got me again. I thought it was done with me, but nope! Another curve ball. It started with a mistake. I got distracted and drilled a hole right in the map. I'd ruin the game.

Then I remembered who I am. A cartographer finding portals to other lands, and what is a hole, but a portal. A port hole!

A new level of play opened up to me. I'm not just making worlds, I'm entering them. And when I enter, they are changed. As I am changed. The game acted back on me, and we are both better for it.

-Jonas

Sometimes you just need to make a
little ripple to open the doors for
others.

Michaela DePrince



In the reflection, you see something
else.

Rescue, at last.

An End to the Island.
An End to your World.

You realize quickly that this second
world, this game you've created, could
be crushed by the greater reality.

You'll return. See your family. Find a
home. Get a job. The time for escape
will lapse, but the need to escape will
remain. Remain and grow.

So, as the ship approaches, a smiling
crew member waving at you, proud to
take you home, you reach for an
instrument to record your second
world, before they land.

You have Five Minutes.



WORLD

ACTION

You have Five Minutes.

What are you waiting for?
Set a timer for five minutes.

Rewrite the rules of your game.

Use your notes if you must.
Don't waste time on broken parts.
Take only what works.
But don't lose what makes it special.

What makes it special?
Only you know.

It's your WORLD.
But play the game right and you can
take it with you. Or don't and leave it
on this island.

THE PAST WAVES

PART EIGHT

Jonas's time is over. He's leaving the island. But he's also leaving something behind. A game. His creation, but for everyone.

JONAS GRUMBLY'S GAME

Title: Uncharted Isle

Players: One (for now)

Premise: You are a map-maker, but the world is out of mysteries, so you master ante-cartography, wherein you map a world before it exists and then open a portal into it. It's a lonely art, but full of surprises.

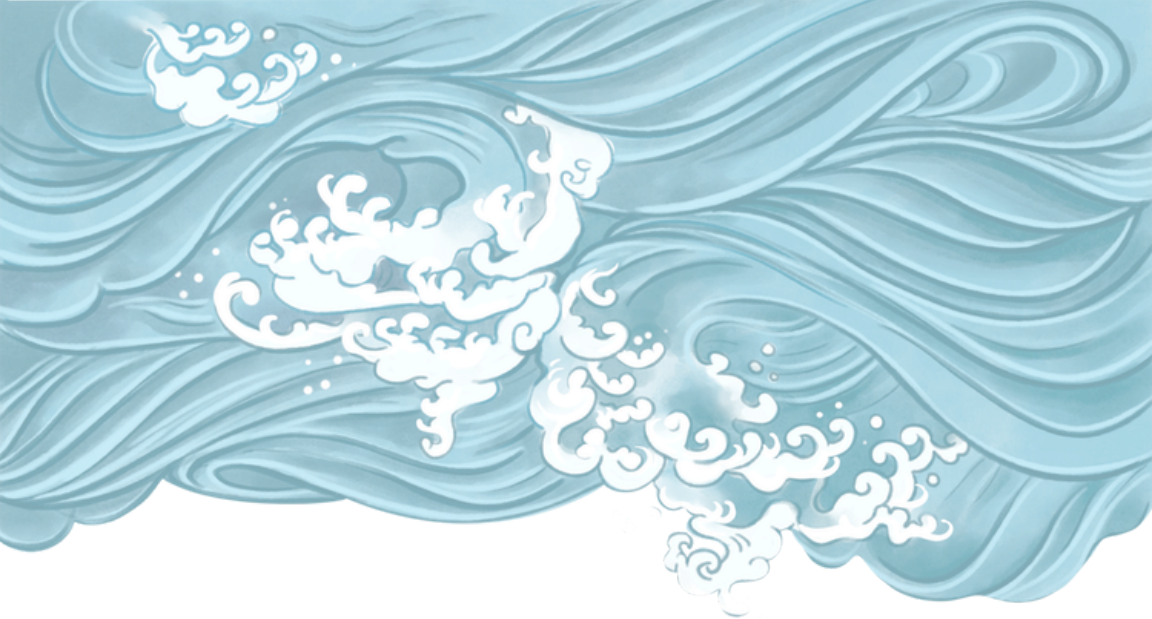
Equipment: A piece of paper (marked or unmarked), markers.



Swoosh, slosh, gurgle, swish.

The Wave





WORLD

Appendix



