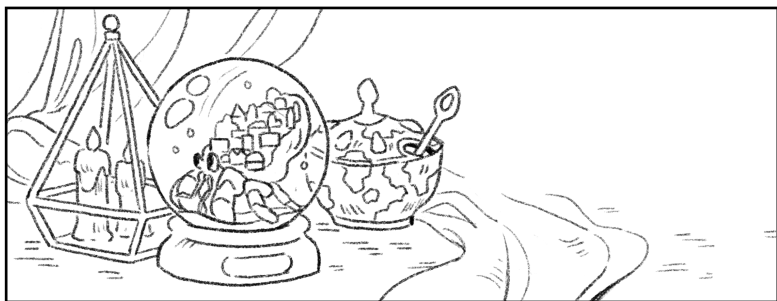


SUMMARY OF PLAY

1. SETUP.

Determine who you are and where you've been. These steps can happen before the session begins. If you're planning an Adventure! or a Musical Journey Through Space, pre-planning helps prepare for the conductor's particular quirks.

- Determine if you're playing with a gamemaster (GM). The GM is the story's engineer: a player without a traveler of their own, who keeps the narrative going without railroading the other players.
- Select a **conductor** (p. 19). Discuss the story's scale, tone, and weirdness. Be sure to discuss goals and situations you want to include *and* avoid.
- Each player selects three touchstones for their character. Each of these objects begins with a single rank 1 **Trait** (p. 27).
- Name your character. This name is a temporary convenience that may change along with you. Many travelers prefer descriptions like the Duke of Maps, the nervous woman, or the Umbrella Dowager. Maybe another traveler selects one for you.
- All players receive a **secret goal** (p. 28) – the reason their traveler left the City by the Sea – from the player to their right. Display the goal on a folded piece of paper so all players except for the one it describes can read it.
- Work with your group to create an **Almanac and an Atlas** (p. 50).



2. THE FIRST LEG.

The travelers meet at a train station after crossing an interminable desert. This phase ends after any traveler has three flashbacks. Reality is fluid here.

- Introduce your character and set the scene. Each player decides one or more set of details. Divide them up as evenly as possible.
- The train departs. Roll for one **Event** (p. 38) to start with a bang.
- Players take turns selecting **Train Actions** (p. 30).
- At Stops, everyone gets one **Stop Action** (p. 40).
- Roll for an Event each time two travelers experience **flashbacks** (p. 34).

3. THE SECOND LEG.

One player becomes the **Seeker** (p. 53). Their story's momentum draws in the other players, who become Saints or Demons.

- After a traveler experiences three flashbacks, they become the Seeker.
- Everyone else determines whether they're a **Saint** or a **Demon** (p. 56).
- Players continue selecting **Train Actions** (p. 30).
- At Stops, everyone gets one **Stop Action** (p. 40).
- Roll for an Event after two travelers experience **flashbacks** (p. 34).
- Each Saint and Demon shares a **Revelation** (p. 57) or waives the chance.

4. FINAL STOP.

The train reaches the gates of Cerebos, where the travelers face one **final** danger (p. 60).

5. ENDGAME.

Make an **epilogue roll** (p. 61). Reflect on the journey and reveal the future.