

Border Striders

The Journey

As hero-ines, you are advancing toward a dangerous pass or some other daunting obstacle. It's the last stage of a long journey.

Your goal as players is to try to attain individual success or character empathy. If you aim at individual success, you need your own copy of the table of Concerns.

My goal as a game is that you experience a hard Journey.



2-8 players 120 minutes
Bring Your Own Security
CW: migration trauma

References

Rothenburg (Winterbottom)
Pecita Abbot Prose/Antique
Walk on (anon.)
Improv (Johnstone)
Mesopotamians (Wedig)

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« Before »

You will soon go through 3 questions each. But before, here are some rules on how and when you **can't** speak: through all the questions in a row, in a round robin or any other regular pattern

Leaving pauses and listening intently helps being fast and fluid as a group. It's not innate: allow yourselves mistakes. Whoever has seen their passport last begins. Ready? Go:

1 Before it all began, you were known for your ...

2 Take another player by the hand and ask them a question about either a sensation, a memory, a thought that's like a home, like a pillar, like a ball they can cuddle, like a sip of hot tea in the desert.

3 And then one day... (pick one)

☛ The elders gathered and in the morning you left with a X a Y and a quest.

☛ You took your Z and slipped out the window.

☛ You were abandoned in the desert.

Walk on

On your turn (clockwise), you become the Lead, and we focus on your perspective. Take the die but don't roll it now: paint the picture of a big stage you have, or had, ahead of you in this journey. Success or failure, the result of the Journey roll will be yours only.

The rest of you, when you feel the story is rich enough, stop the Lead narration by picking a Concern each, something that could go wrong. It's OK if some of you just wait and listen. You can still give ideas and act out scenes anytime.

The journey	is a failure	halts	pauses	moves on	leaps forward	is a success
Concerns						
Hazard	strikes hard	strikes	stays	is averted	is averted	gone for good
Reception	hunt	hate	pity	empathy	a hand	big help
Wealth	neither eat nor sleep	eat or sleep	eat & sleep badly	eat & sleep enough	a little overhead	comfy
Body	scarred	hurt	stressed	active	fit	healthy
Mind	scarred	hurt	stressed	active	jovial	jovial
Plans	delirious	none	shaky	unsure	firm	ensured
Means	gross	dirty	shady	legitimate	legal	moral

From the worst concern to the best (« Murphy's slider »), everyone rolls the die and announces the result. Make sure everyone notes the difference between the level and the die.

☐-☒ The die result for The Journey will translate directly into an outcome for the Lead.

☹ If a die is 1 or less than its concern, degrade it. On reaching th 2 worst levels, degrade 1 concern.

☺ If a die is 6 or more than its concern, upgrade it. On reaching the highest level, upgrade 1 concern.

► Lead player, you can reroll any result, anytime, by degrading any concern.

► Any two players can exchange dice between themselves, anytime, if another player narrates it.

Going down « Murphy's slider », everybody add your bit to the narration leading to the new state of things. Remember that you can share consequences as a party, or split into temporary groups, down to groups of 1. Once you're through... **Walk on**

Mockumentary

When the result of your journey is known, you gain the ability to address **the camera**, speaking from a time after the Journey. You can express your feelings, reveal hidden things, foreshadow events to come, etc. That's a great responsibility.

The End

When all the results of your journeys are known or you reach a natural conclusion, narrate an epilogue for each character. Then debrief on your collective **and** individual experiences.