

PATHS

By Roberto Grassi



A simple narrative game for two or more players, suitable for newbie and casual players or as a short warm-up before other games.

Setup

Download and print the board.

Download, print, and cut out the 16 tokens with symbols and place the randomly facedown on the board.

Game Play

The players will cooperatively tell a story about a single protagonist.

The first player introduces the protagonist and the initial situation and then reveals the symbol in the upper left.

The players will then proceed to follow the arrows, narrating another piece of the story until arriving at the symbol in the lower right.

Players have to respect the arrows and have to apply the narrative rules when revealing symbols.

Narrative Rules

The following narrative rules apply:

1. The “white star” symbol means that something good or right happens to the protagonist.

2. The “black star” symbol means that something bad or wrong happens to the protagonist.
3. The “three white stars” symbol means that something good or right happens to characters around the protagonist but not to the protagonist.

4. The “three black stars” symbol means that something bad or wrong happens to characters around the protagonist but not to the protagonist.

5. **The players can reveal a symbol far from the current position** (even the last symbol), **but** have to narrate an immediate disadvantage for the protagonist.

Also, if they do, they are

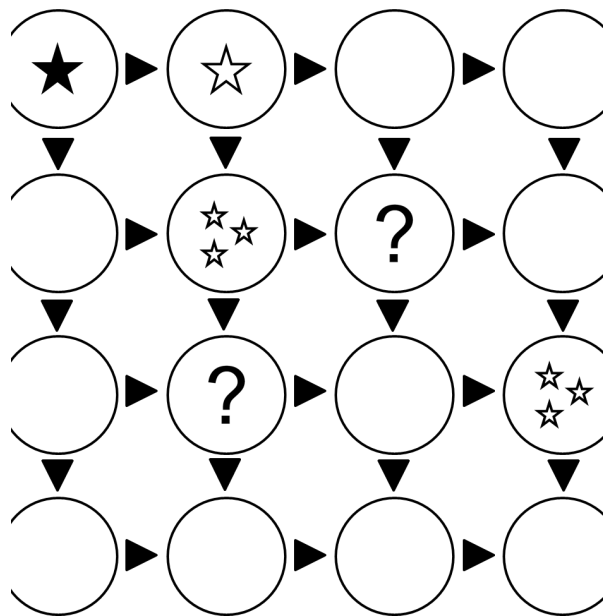
forced to follow the path leading to the uncovered symbol.

Conclusion

The story ends when the players arrive at the symbol in the lower right.

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Play Time	Around 30 minutes
N. of Players	2 to Many
Level	Easy / Average
Needed	Board and 16 symbols