

1

We take turns playing.
In turn, pick a card and
read it aloud

2

In the past, you were
faithful companions
capable of moving
mountains. You have
accomplished what no
one else could do.

3

Time has passed.
Friendship and
understanding too.

4

But today the team
must meet again to
undertake a perilous
quest.

5

When the Instruction
Cards are completed,
we continue in turn
with the Question
Cards. Read each card
aloud and answer the
question asked.

6

Other players can ask
you questions or make
suggestions. But they
can't answer for you
and it's up to you to
decide whether or not
to take them into
account

7

Map X is located below
the Next & Back
buttons.

8

If there is a card, or an
answer, that you do not
want to include in the
story, touch the X card.
This content is removed
from the game

9

If your card is removed
from the game like this,
pull a new one. You can
use the X card on your
own card

10

Your turn, you can pass.
"Give" your card to the
next player and say "I'd
like to hear your answer
to that question".

11

A Question card can
thus be passed from
player to player until it
is cancelled by card X.

12

Continue to answer,
pass or use the X card
until the "Final Card"
"During the great final
battle, who do you
decide to save?" is
drawn

13

Each player answers the question "Who do you decide to save?" in turn. Then the game is over

14

What is this quest? Go around the table, everyone can contribute.

15

The player who wishes to do so can draw the first Question Card

What secret did you try to keep from the team? Who else knows about this?

You betrayed the team in the past. How do you keep this a secret?

You made a blood pact with a friend. For what purpose? Do you think he'll respect it?

One of your companions made you doubt the legitimacy of the team. Who? Who? For what reason?

What did you take with you that jeopardizes the quest?

What did you bring with you for old times' sake? Why is this important?

When did you realize you were in love with one of your companions? Why and how do you keep this secret?

What did you steal from one of your companions? Why is it dangerous if he ever notices it?

What secret have you learned since you left? Who has an interest in this getting out?

One of the band members never trusted you. Who? How does he remind you of that on a daily basis?

Your anger erupts and you hurt one of your companions. Who? Who? Why? Why?

People consider you a coward. Who on the team proved you wrong?

How did you upset one of your companions? Why did he forgive you?

On what occasion did you make one of your companions uncomfortable? What did you do to try to fix your mistake?

Who do you think is essential to the team?

What important object for the quest have you lost?

What did you lend to one of your companions? Why? Why?

Who's looking at you funny? Since when? Since when?

Who do you no longer trust? Why and since when?

Who is your most loyal ally? Since when? Since when?

Who on the team is your ex? How was your breakup?

Who would rather you weren't here? How do you know that?

What has changed in your behaviour since your last quest?

What has changed in your appearance since your last quest?

You suspect that this quest has no other purpose than to reconcile the team members. Who do you think would have organized this?

This quest could well be a suicide mission requiring a heavy sacrifice. Who did you tell about your concern?

What are you going to bring back from this quest as a souvenir? Who thinks this idea is ridiculous?

How do you show others that you are still indispensable to the team?

What other team have you been on recently? Why is that frowned upon?

Which companion did you impersonate? Under what circumstances?

How do you manage to brighten up your companions' evenings?

One day you saved the life of one of your companions. How? How?

One day one of your companions saved your life. How? How?

Which of your companions taught you everything you know? Do you always respect him for that?

What are you trying to preserve at all costs within the team?

How do you put the group in danger to prove your worth?

What ideal did you betray for the team? How did the team react to your sacrifice?

Who did you split up with to prove your loyalty to the group?

Who questions your righteousness? When did it start?

Who do you turn to for comfort?

You're feeling very tired. Who notices it? How does he react?

What was the biggest defeat as a team? Who do you blame for this failure?

What gives you hope when you observe your companions?

Who do you think doesn't belong on the team anymore? Why? Why?

Who is always there to listen to your fears and doubts? What are you offering him in exchange?

Why do you think this quest is a bad idea?

Your companions have a bad opinion of you. How do you make this change?

Who in the group questioned your courage? How did you react?

There is a part of you that no longer wants to fight for this quest. Why? Why?

An obstacle blocks the group's path. Who are you helping?

The group stops for the night. Who prepares the meal? How do you thank him?

One of us has to go scouting. Who? Who? Why are you worried about him/her?

We fell into a trap. Who are you accusing of this situation? Why didn't he listen to you when you warned him?

The lands the group crosses are cursed. How does it affect you? For good or bad?

You're under attack! Who do you decide to save?

Ask: When did you first notice me?

Ask: Why do you think I'm brave?

Ask: How does my presence calm you down?

Ask: I have helped you through difficult times. How? How?

Ask: My presence affects you, why?

What did you bring with you that is essential to our quest?

Qu'est ce que tu as emporté avec toi qui est indispensable à notre quête ?

L'heure du combat final a sonné. Comptez ensemble jusqu'à 3. A 3, désignez tous en même temps qui vous sauvez. A tour de rôle, racontez un épilogue.