

1

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

2

Milesvale. The world is  
in ruins. The forest  
invades everything.  
Forgetting is eating  
away at you.

3

The hold transforms  
beings and things. The  
egregore gives  
substance to your fears.  
The horlas are lurking  
near you.

4

You cross the forest and  
a person guides you:  
Oriente.

5

Right now there's the  
person in the situation.

6

You can choose a  
Portrait card as  
inspiration, but this is  
optional.

7

Put the map indicating  
"You are at a decisive  
crossroads. Do you  
continue to follow  
Oriente?" from the side.

8

Shuffle the Question  
cards and place them  
face down in the center  
of the table.

9

Place the card "You are  
at a decisive  
crossroads. Do you  
continue to follow  
Oriente?" in the first  
third of the package for  
a 30-minute game, in  
the middle for a 45-  
minute game, at the  
end for a game of an  
hour and a half or  
more.

10

When the Instruction  
cards are finished, you  
continue in turn with  
the Question cards.  
Read each card aloud  
and answer the  
question asked.

11

Other people who play  
can ask you questions  
or make suggestions.  
But they cannot answer  
for you and it is up to  
you to decide whether  
or not to take them into  
account.

12

Place the Forgotten  
card where everyone  
can easily grasp it.

13

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

14

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

15

You can go through now. Give your card to the next person and say: "I would like to hear your answer to this question".

16

A Question card can thus be passed from hand to hand until it is cancelled by the Forgotten card.

17

Continue to answer, pass or use the Forgotten card until the card "You are at a decisive crossroads. Do you continue to follow Oriente?" be fired.

18

Each person answers the question "Do you continue to follow Oriente?" in turn. Then the game is over.

19

The person who wishes to do so can draw the first Question card.

You are at a decisive crossroads. Do you continue to follow Oriente?

Why do you find on your way direction markings similar to those used by Oriente?

What did you do in the pit you found in the middle of the forest?

How does Oriente serve you as a moral compass?

What beast follows you everywhere?

Who Oriente had to torture? Why did you help him?

Which beast seems more worthy of love to you than Oriente?

Oriente refuses to let a person accompany you. Who and why?

Do you have a good memory of your intimate relationship with Oriente?

Is it because of you that you got lost?

What did you promise Oriente and why will it be difficult?

Why would you trust Oriente when he is not a professional?

What happened when Oriente offered you a shortcut through the limbic forests, the realm of the dead, memories and dreams?

You surprise Oriente talking to a raven. Is it an ordinary raven? What does that mean?

What was your common past together?

When was the last time you disobeyed Oriente?

Why do you think Oriente is irreplaceable and why is that a problem for you?

What did Oriente tell you before their forgot about it? What did you give them in return?

Between you and Oriente, who saved each other's lives?

What did you find in these ruins that Oriente made you explore?

You or Oriente, who comes closest to a horla?

What artifact confiscated Oriente from you?

What makes Oriente seem incompetent at first sight and why do you go beyond appearances?

Do you remember your destination?

Do you remember where you started?

Do you remember the reason for the trip?

Is there anything in this forest that makes you think we're close to the goal?

Against which Oriente danger can nothing be done? Could you help them?

Who showed you the way before Oriente?

What is the truth that  
Oriente hides from you?  
And on your side?

What ploy do you use  
to remember the path  
you took?

What has changed  
since the beginning of  
your journey?

What Oriente legend is  
telling at the wake?  
Does it take shape?

What's after you?

Oriente knows the  
putrid language. What  
do you conclude from  
this?

You stole a souvenir of  
Oriente. Which one?

Oriente suggested that  
you send a naive  
person to hunt an  
imaginary game. Did  
you accept?

You hear them running,  
they'll be here soon!  
What will Oriente do?

What happened when  
you left Oriente?

What Oriente's belief  
has put you in mind?

What happened when  
Oriente abandoned  
you?

What is Oriente doing in  
your nightmares?

What is your  
connection to Oriente  
beyond the simple  
journey?

Who suggested you  
replace Oriente?

For whom is it worse  
than it is for you?

What is your biggest  
fear?

Do you respect yourself  
more Oriente as a  
geographical guide or  
as a spiritual guide?

What did Oriente say or  
do that you thought  
was a praise of  
wandering?

Which of your Oriente  
needs has been  
ignored?

Which of your previous  
answers is a false  
memory?

Do you feel the call of  
the forest?

What is Oriente's strong  
point and what do you  
think is its weak point?

What are you trying to  
forget about your  
journey together?

Against what being or things did you see Oriente retreat?

How does Oriente take care of the camp?

What are you doing while Oriente is on guard?

Who died on the trip?

To which unnatural event does Oriente avoid giving you an explanation?

Why is Oriente vulnerable only with you?

Do you still have any reason to hope?

Why are you postponing your project to do without Oriente's services?

You asked Oriente for someone to follow you and Oriente agreed. Why?

What makes you shiver at Oriente?

Which of you or Oriente has lost his humanity the most?

What would make you give up your destination?

Which of the previous questions did you forget?

What is crumbling in your convoy?

You detected the traces of a group of humans but Oriente advised you not to approach them. Why? Why?

Is Oriente offering to guide you or did you ask them?

What was your behaviour with Oriente during this feast that you celebrated in the forest?

What is the worst thing you had to do with Oriente to survive in the forest?

What makes you think Oriente is all about their face?

Why shouldn't Oriente have cut down that tree?

What is itching you to do? How does this relate to Oriente?

Which haunted place should you never have passed through?

Who acts under the influence of a horla?

How are things getting really strange with Oriente in this forest?