

*No, and...*

...rumor of your  
failure spreads.

*Yes, but...*

...someone else  
reaps the reward.

*No.*

*Yes, but...*

...you forgot  
something  
important.

*Yes, and...*

...there are grave  
consequences.

*Maybe, if...*

...another  
player dictates a  
precondition.

*No, but...*

...you learn  
something  
important.

*No, but...*

...your failure will  
make for a good  
story.

### *Crossroads*

Name the two main obstacles here.  
You may alter one.

### *Backstage*

You step behind the scenes of the city as if they were stage dressing.

### *Concern passes*

The moment's intensity collapses in on itself.  
"I really had you there for a moment!"

### *Switch*

Friends become opponents, opponents turn into allies.

### *Yes, but...*

...you get what you want, but not what you need.

### *Alternate story*

Describe what just happened from a different perspective than your own.

### *Yes, but...*

...the result changes your appearance or behavior.

### *Reincorporate*

Something the characters have previously met, found or experienced complicates or resolves the scene.

### *Aftermath*

The characters are walking through the aftermath of mayhem they caused.

Briefly describe the chaos, not what happened.

### *Someone else's story*

You are not the main characters in this scene.

Who is? What is your function?

### *Defenestration*

Someone falls or is thrown out a window.

Who and how?

### *The Footnote*

An easy-to-miss detail (person, object, phenomenon) here has quite a backstory.

Tell us.

### *Cat content*

Cats demand everyone's attention by doing something out of the ordinary.

### *The No-Card*

The situation becomes extremely normal.

Describe how.

### *Inversion*

Locations change; inside becomes outside, far becomes near or two places are suddenly linked.

Tell us what has changed.

### *Sex*

Sex or sexuality somehow influences the situation, symbolically or in a concrete way.



### *Mirage*

Something in this scene is illusory or unattainable.

### *Eunioa*

The character's most beautiful thought comes to fruition.

What is it?

### *Unexpected utterance*

Someone present says something you had not anticipated.

Who and what?

### *Wrong weather*

Something is completely off with this weather.

What is it like?

### *Odd occupation*

Someone present has the strangest job.

What is it?

### *Curse*

Someone or something is cursed! By whom?

What is the curse?

### *Fears manifest*

What you fear most about the situation happens.

### *Be obvious*

Ask another player to say the first thing they can think of. Now.

You describe how it affects the story.

### *Mysterious data*

Each player writes  
one word then folds  
the paper before  
passing it on.

Where does the string of  
words come from?  
What might it mean?

78

### *Malevolent child*

They remind you of  
something terrible from  
your childhood.

What is it?

79

### *Bisociation*

Draw two more  
cards and combine  
their effects.

80

### *Inruption*

Pick something up off  
the table and insert it  
into the game.

81

### *Aurora Itralis*

The sky is made  
of memory.

What do you remember?

82

### *Ferrous brocade*

The station has you in a  
fatal embrace.

Why can't you leave?

83

### *Flower child*

A flower begins to  
grow out of someone or  
something.  
What kind?

84

### *Dead lover*

They're back.  
What did you  
do to them?

85

### *Monument*

Two kissing mermaids;  
Lieutenant Polasky—the  
war hero; the oldest  
statue in the city;  
modern art  
What's the origin story  
of the monument?

∞

### *Butcher*

Mr. Otter, a charming  
and handsome young  
man; Mrs. Cart always  
knows your family's  
health; only open  
at night.  
Where do they get the  
meat from?

∞

### *Simulacrum*

There is another you  
on the station.  
How do you prove  
you're not the copy?

∞

### *Grocery store*

Every kind of  
cauliflower and  
potatoes; nothing more  
than onions and carrots;  
fruits stolen from the  
docks; famous for  
canned vegetables.  
Who runs the place?

∞

### *Pseudoscience*

Roll or choose one:

1. Biomedical Procedures.
  2. Immortality.
  3. Bodies without Organs.
  4. Psychosexuality.
  5. Psychogeography.
  6. Chaos Magick.
- It's real.

∞

### *Unoccupied house*

Newly built; baroque  
tenement; covered  
by thorn bushes and  
roses; music audible at  
midnight; half-burnt.  
Who were its last  
inhabitants? What  
happened to them?

∞

### *Law & Order*

The night watch; the  
bouncer; the grey  
guardswoman; janitor.  
Who do they fall for?

∞

### *Place for rent*

The landlady—Ms.  
Raven, a young widow;  
you know, those  
windows with the  
geranium; storeroom  
(don't open the boxes,  
please); struck by  
Structural Cancer.  
Who left the place and  
their belongings in a  
hurry? Why?

∞



### *Bakery*

Closed every  
Wednesday; owners  
donate old bread to  
the orphanage; even  
aristocrats buy those  
cinnamon buns.

What do you know  
about the owners?

~

### *Taphouse*

Run by sentient apes;  
dances every Saturday  
evening; The Devil  
visits the place; pub for  
factory workers.

Who fought with whom  
lately? About what?

~

### *Graveyard*

You just don't go  
there during the day;  
overgrown; where  
lovers meet

Who's the gravedigger?  
What's their habit?

~

### *The market square*

Pissing girl fountain;  
gossip-spreading well;  
ribbons and beads stall.

Who watches the place  
constantly?

~

### *Services (look)*

Hairdresser: Ms. Fleur,  
nicest person in town;  
millinery: Mother  
Joannah, the outsider;  
barber: Ole, gentle but  
with an animal head.

Why do you like  
coming here?

~

### *Services (help)*

Mademoiselle Camille,  
the loan shark; sharp-  
eyed Wladislaw, the  
solicitor; Dr. Leech,  
the nurse.

How do they protect  
themselves against angry  
or nosy customers?

~

### *Who you meet on the street*

Jorund, angry postman  
meddling with dark  
forces; Tinker, singing  
knife sharpener; Aldis,  
10-year-old, one-legged  
cutpurse.

To whom are they  
related by blood?

~

### *Stores*

Hrafn's iron store;  
textile store run by  
newlywed couple; florist  
where the conjoined  
twins work.

What are they helping  
to smuggle?

~

### *Haunted*

Fairground; orphanage,  
the children know; the  
narrow alley; ancient  
mine shaft; factory, he  
was crushed to death.

How do they visit?  
What do they want?

~

### *Squat*

An old wine-cellar; a  
dilapidated warehouse;  
secret attic; ramshackle  
sheds in a public park;  
hobos and drunks.

What happens there?  
Who disapproves?

~

### *Dive*

Sailors only; prize-  
fights every Saturday;  
drunken brawls; friendly  
neighborhood pub.

What's the owner like?

~

### *Park*

Run-down; larger than  
you thought; flowers  
everywhere; frequented  
by clowns; a  
music pavilion.

Tell us a secret  
of the park.

~

### *Criminal element*

Peeping Tomatine;  
fence; peculiar vandal;  
the Boss; snitch;  
neighborhood arsonist.

Who do they protect/  
care for?

~