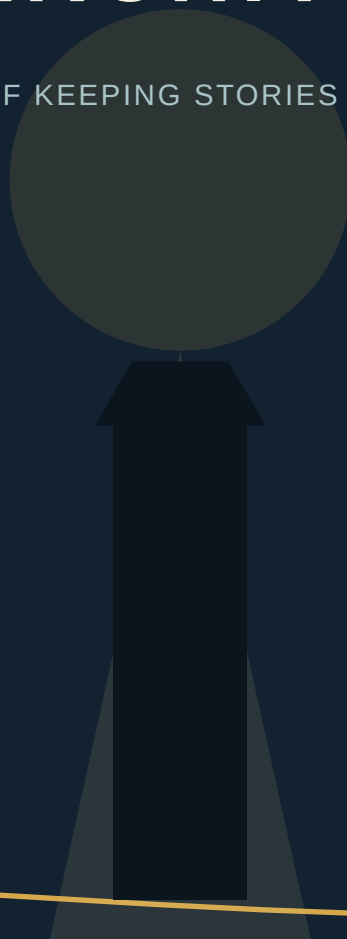


FREE SAMPLER · SIX-WATCH EDITION

AFTERLIGHT ARCHIVE

A SOLO GAME OF KEEPING STORIES ABOVE THE TIDE



1 PLAYER · 25–45 MINUTES · STANDARD CARD DECK

Six watches until dawn

A complete short game using only A–3 of each suit.

Remove the A, 2, and 3 of every suit to make a twelve-card deck; shuffle it. Start with 5 Lumen, 4 Structure, and 0 Saved. Draw six cards. For each card, use the prompt below and choose Catalogue (" 1 Lumen, +1 Saved), Deep restore (" 2 Lumen, +2 Saved), Release (+2 Lumen), or Reinforce (" 1 Lumen, +2 Structure). Sampler cards are Low tide, so no action causes tide damage. Lumen cannot exceed 5; Structure cannot exceed 4.

A · VOICES

A child who named every storm. What name did they give this one?

2 · VOICES

Two rivals who kept saving each other. What debt remained between them?

3 · VOICES

A cook who could make celebration from almost nothing. What was their last feast?

A · KEEPSAKES

A key with no surviving lock. What does its worn edge reveal?

2 · KEEPSAKES

A recipe annotated by three generations. Which ingredient became impossible to find?

3 · KEEPSAKES

A coat repaired in thirteen different fabrics. Who made the final patch?

A · THRESHOLDS

A doorway that was bricked up from both sides. What passed through first?

2 · THRESHOLDS

A rooftop garden grown during the first flood. Who still tends its descendants?

3 · THRESHOLDS

A station where every clock stopped at a different time. Which one was accurate?

A · WARNINGS

A safety notice altered after a preventable disaster. Which word was added?

2 · WARNINGS

A generous plan that harmed the people it meant to help. What had nobody asked them?

3 · WARNINGS

A rumour that became policy. Who benefited while it spread?

Ending: 8+ Saved — Beacon; 5–7 — Ember; 2–4 — Pocket; 0–1 — Last Page. Skip or replace any prompt freely.