

Across The Endless Sea: Playing A Round

Each round, one person will play the Endless Sea and one player's Aspect will lead The People.

The Endless Sea player gets to describe what The People encounter and give answers to questions about the encounter, say whether The People's efforts are successful, and why they fail. They don't get to say what failure looks like, or what The People win and lose.

The Lead Aspect player gets to ask the Endless Sea player questions about the encounter, and gets to describe what The People do. They don't get to say whether The People succeed or fail, or get to say what they win and lose.

The Endless Sea player and the Lead Aspect may always defer a question or point of fact to the appropriate Aspect.

1. The group choose an Endless Sea player.

2. Endless Sea: Generate an encounter prompt. Answer the playbook questions to yourself, then frame the beginning of the encounter.

3. The group (minus the Endless Sea player) choose a Lead Aspect.

4. Lead Aspect: Make the "When an encounter presents itself..." move. Then confront the encounter with your "When you lead the People through an encounter" move.

5. Endless Sea: Say how well it works, and how many things are won and are lost, according to your playbook. You don't get to say what.

6. Lead Aspect: For each thing that is won or lost, name another Aspect who will choose it per their playbook move.