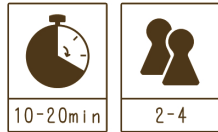


# 終わりに始まり クロニクル

Chronicle: It started from the end



## Story

The player becomes the storyteller. You have made many stories. But you are tired of making it by yourself. So you decided to work with a close storyteller to create a brand new story.

## Component

- Rule book 1p
  - Scenario paper 5p
- Other things to prepare
- Pencil for the number of player
  - Note paper 13p

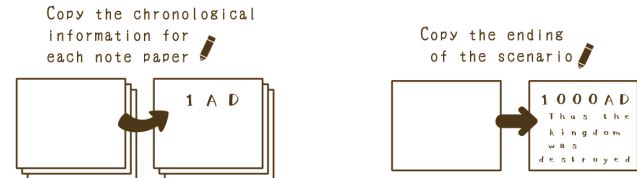
## Overview

"Chronicle, it started from the end" is a game in which players collaborate to create a story. There is no victory or defeat. The purpose is to enjoy the process during play.

## Preparation

- (1) Select a scenario  
Discuss with all players and choose one scenario to play with.

- (2) Preparation of notebook paper  
Copy the 13 chronological information listed at the bottom of the scenario paper onto a note paper one by one.  
Copy the ending of the scenario on the note paper with the 13th chronological table information.



- (3) Distribution of notebook paper  
Distribute the 1st to 12th sheets of note paper in order so that they are evenly distributed to all players.  
Place the remaining 13th note paper (with the ending of the scenario copied) in the center of the table.

- Example of playing with 4 people

Distribute 3 note papers in order from the year 1 AD



## Order to play

- There is no turn in this game, all players play at the same time in each round.
- (1) Tell a story  
Choose any one of your note paper and secretly write the story in one or two sentences. The time is about 2 minutes.
  - (2) Show the story  
When all players have finished writing, the older player will signal and show the note paper at the same time for all players.

(3) Read the story aloud

All players read aloud their stories in any order.

At this point, don't explain why you wrote it that way, but save it for fun after the game is over.

(4) Sort the story

Check the chronological information on the note paper and sort them in order on the table.

(5) Continue telling the story

This is one round.

Repeat steps (1) to (4) until you run out of note paper.

The game ends in 6 rounds for 2-player, 4 rounds for 3-player, and 3 rounds for 4-player.

## End of game

When all players run out of notebooks, it is a signal to end the game.

After reconfirming that the notebooks on the table are sorted in order, please cooperate with all players and give a title to this story.

When the title is given, the game is over. Explain what you think about the story or ask other players questions.

Enjoy the conversation!

## Tips



If you follow the three points below, you will have more fun playing the game.

(1) Spread the story

At the beginning of the game, put one or more proper nouns in the story. By adding elements that spread the story, the story becomes fun.

(2) Associate the story

Use proper nouns created by other players in your own story. Then the story will be more interesting.

(3) Don't be afraid of failure

There is no need to worry about inconsistent with the stories of other players. Let's expand the world freely without worrying about contradictions and imperfections.

## Example

Kuro, Maru, and Lucca decided to play Scenario 1. Kuro prepared 18 sheets of notebook paper. He copied the chronological information and the ending of the scenario. In the first round, Kuro chose the year 1 AD and wrote, "The Holy Knight defeated the Demon King and declared the establishment of a kingdom." Maru and Lucca have also finished writing, so they showed the notebook paper at the same time. Maru chose 300 AD and wrote that "The Demon King fell asleep forever and the peace of the kingdom was preserved." Lucca chose 999 AD and wrote that "the seal was broken and the Demon King appeared."

"Neither of us care," Kuro said. "There's still room in the chronology, so I'm sure it's going to be consistent," and the three started playing the second round.

● At the end of the first round

Let's arrange the published chronology in order!

1 AD  
The Holy Knight  
defeated the  
Demon King and  
declared the  
establishment  
of a kingdom.



300 AD  
The Demon  
King fell  
asleep forever  
and the peace  
of the kingdom  
was preserved.



999 AD  
The seal  
was broken  
and the  
Demon King  
appeared.



1000 AD  
The seal  
was broken  
and the  
kingdom  
was  
destroyed.



Credit

Mysboard Games @mysboardgames 2021/4/10

Design & Scenario : AKIYAMA Makoto

Artwork : Pekora

mail : mysboardgames@gmail.com