

TWILIGHT SONG

MOBILE PLAY RESOURCE:

This file includes all the information you need to play a game of **Twilight Song** after reading the full rules:

play summaries,
the **season oracle**,
the **interval oracle**.

NAVIGATING THE FILE

You can navigate by scrolling from page to page, or via the network of buttons at the bottom of many pages.

The oracle menu page (accessed via the 'Oracle' button) has separate buttons for each **oracle entry** and **interval span**. Most pages link to the oracle menu and here.

SETUP

ACTIONS

NORMAL TURNS

YEARS BETWEEN

SAFETY

ORACLE

SETUP

CREATE YOUR NARRATOR:

Give yourself one Routine each; write them on the Plan card.

Vote on which you still keep.

Cross off the Routines you've lost.

Choose their pronouns.

CREATE YOUR HOME:

Take turns to **draw** rooms.

Stop after adding **1-2** rooms each.

CREATE YOUR WORLD:

Discuss the **scale** and **terrain**.

Together, draw a **natural** or **artificial** **border**.

Each draw a **landmark** and a **remnant**.

Together, add your **home**, the **local** **community**, the **bridge**, and show the direction to the **city** **beyond**.

GUIDE

ORACLE

ACTIONS

OPEN YOUR SENSES:

Describe where you go.

Everyone else briefly responds with something you sense there.

LISTEN TO PEOPLE:

Ask a question as the narrator.

Everyone else **answers** from another character's viewpoint.

LEARN SOMETHING:

Introduce a new fact or situation you learn about in line with the current Mood.

Draw on the map(s) to reflect that.

Moods: Old, New, Vibrant, Tranquil, Solemn, Joyous, Beautiful, Strange

MAKE A PLAN:

Choose an activity for the future.

Write it on the Plan list.

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ORACLE

NORMAL TURNS

READ THE SEASON ORACLE:

Take a card from the current or next season; read its Season Oracle prompt aloud.

Answer the prompt's questions.

Draw any changes on the map(s).

Leave the card face-up in front of its season deck on top of previous cards from that season.

ACT ON A PLAN (OR ROUTINE):

Choose an open Plan or Routine.

Describe yourself acting on it.

Draw the results on the map(s).

Cross it off the list, or mark as a Routine (R) and leave open.

TAKE AN ACTION:

Carry Out one of the main actions.

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YEARS BETWEEN

READ THE INTERVAL ORACLE:

Check the most recent cards from each season. The earliest season with the highest card determines the length of the interval.

Choose a prompt from each list on the Interval Oracle up to and including your interval span.

Respond to each chosen prompt.

ACT ON A PLAN (OR ROUTINE):

As normal, but you act on the Plan/Routine at any time in the Years Between the story years.

MOVE TIME FORWARD:

Advance characters' ages.

Adjust the character list as needed.

Turn all face-up cards face-down.

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ORACLE

PLAY SUPPORT

THE TWO NEVERS:

Make two lists titled **never happened** and **never again**.

NEVER HAPPENED:

Things added to this list are removed from the past as if they never happened.

NEVER AGAIN:

Things added to this list can never happen or exist again in the future.

CHECK-IN:

Check in after each interval and any other time someone calls for a check-in.

Step away from the game for a moment and add to the **never** lists if you choose.

THE DARKER ORACLE:

On any turn, you can use the **Midnight Signal** season or interval oracle instead.

GUIDE

ORACLE

ORACLE

♥ <i>SPRING</i>				A
2	3	4	5	
6	7	8	9	
10	J	Q	K	

♦ <i>SUMMER</i>				A
2	3	4	5	
6	7	8	9	
10	J	Q	K	

A	<i>WINTER</i> ♠			
2	3	4	5	
6	7	8	9	
10	J	Q	K	

A	<i>AUTUMN</i> ♣			
2	3	4	5	
6	7	8	9	
10	J	Q	K	

LAST NIGHT + FIRST DAWN...

A FEW YEARS...

A DECADE...

A GENERATION...

GUIDE



SPRING



Who is the most respected person here?
Who are they teaching?

OR...

What is this region famous for?
Do people come from elsewhere for it?

GUIDE

ORACLE



SPRING

2

There's a large body of water
in the region. Where is it?
What does it look like?

OR...

There's a giant, man-made structure
in the region. Where is it?
Why is it abandoned?

GUIDE

ORACLE



SPRING

3

Someone new arrives. Who?
What ordinary thing do
they take interest in?

OR...

Two children have a falling-out.
What provoked them?

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SPRING

4

What skill does the community cherish?
How do people learn or cultivate it?

OR...

You decide to pick up a new skill.
How do you want to grow?
Add a Routine related to this.

GUIDE

ORACLE



SPRING

5

There is haunting folklore
about this region. What is it?
Who isn't afraid?

OR...

The community's children
create a new game. What is it?
Learn Something from it.

GUIDE

ORACLE



SPRING

6

A baby is born to a young couple.
Who are they? What do they
hope for their child?

OR...

Someone has grown old. Who?
What do they ask for help with now?

GUIDE

ORACLE



SPRING



You unexpectedly meet someone
wandering awake at night. Who, and
what are they doing? **Change the Mood.**

OR...

Something passes overhead at night.
What noise did it make?
Who was following after it?

GUIDE

ORACLE



SPRING

8

What's the most beautiful
thing in the region?

OR...

What's the most solitary
thing in the region?

GUIDE

ORACLE



A clever artist comes up with
an elaborate plan to turn part of
the landscape into a work of art.
Where? How long will it take?

OR...

A determined youth sets out alone
on an adventure. Who follows
after them? Do they bring them
home, or go with them?

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SPRING

10

You realise that you picked up
a new habit without realising it.
Learn Something about yourself.

OR...

What old tradition does everyone in
the community get involved with?
Add a Routine related to this.

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You dream about people you used to know.
Listen to People in your dream.

OR...

You have a waking dream. Where are you
when it happens? **Open Your Senses.**

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SPRING



An old piece of machinery is recovered,
worn-down but still functional.
What was it? What could it be now?

OR...

An old piece of art is discovered,
damaged but perhaps restorable.
What is it? Who created it?

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SPRING



A young child goes exploring and
finds something lost, abandoned, or
forgotten. What do they find?
How do they describe it?

OR...

An elderly person tells stories
from their youth. **Learn Something**
about them. What's surprising?
What makes sense now?

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SUMMER

Someone from your past wants
to reconnect with you. Who, and
when did you last speak with them?

OR...

Someone wants to join you
for one of your Plans. Who?
Do you include them?

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ORACLE





SUMMER 2

Someone arrives in distress.
Who are they? Who takes them in?

OR...

Someone leaves the community.
Who? What are they looking for?

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♦ SUMMER 3

Summer is a time for adventure.
Make a Plan related to exploring
somewhere you haven't been.

OR...

Summer is a time for festivities.
Make a Plan related to celebrating
the good times.

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ORACLE



SUMMER

4

The eldest person in the region moves away. What did they leave behind?
Who doesn't take the news well?

OR...

The eldest person in the region is very sick.
Everyone bands together to care for them.
Do not carry out any Plans this turn.

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ORACLE





◆ SUMMER 5

Something urgent causes you to bring forward one of your plans. **Carry out that Plan now.** What forced your hand?

OR...

A summer storm comes to visit the region.
How do the plants and wildlife react?

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SUMMER

6

Someone moves to a remote part
of the region. Where, and why?
Make a Plan to visit them later on.

OR...

A whole group of people leaves
the region. Who and why?
What happens to the place
they once lived in?

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♦ SUMMER 7

Introduce a mystery in the sky.

OR...

A hidden place becomes strange and otherworldly. Where and how?

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SUMMER 8

You stay awake all night. What do you see or hear that you would otherwise have missed?

OR...

You daydream. What about?
What stirs you from your reverie?

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SUMMER

9

A Plan must be called off:
cross it off the list.
Which one? Why?

OR...

You feel a change coming in the air
that grows stronger day by day.
**Change the Mood and change
a Plan to reflect that.**

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SUMMER 10

You find a memento of
something once forgotten.
What is it? How did you acquire it?
Change the Mood to reflect that.

OR...

You meet with people to eat, drink,
and talk into the night. **Listen to People**
talk about their dreams of the future.

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SUMMER

Someone returns to the region with
new friends or family from elsewhere.
Where do they choose to live?

OR...

A family adopts a new member. Who is it?
How do they show their closeness?

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ORACLE





SUMMER

Something forces you to postpone a Plan. **Choose one:** you cannot act on it until a generation passes.

If you have no open Plans right now, you feel a new drive welling up within you. Change the Mood to reflect that.

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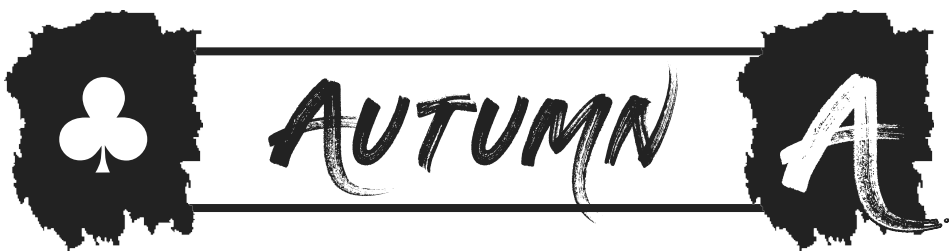


Summer is electric. Make a Plan
and carry it out immediately.

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Someone had a bountiful harvest and shares it with you. Who? What do they bring and how have they prepared it?

OR...

Someone is urgently busy and, as a result, a Plan or Routine falls through: **do not act on it until this season ends.**
Who, and which one?

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AUTUMN

2

Someone returns to the region. Who?
Where were they and where
do they settle down?

OR...

You find a forgotten monument that has
become something new in the absence
of humans. What was it? How has it
changed and how is it still changing?

GUIDE

ORACLE



AUTUMN

3

An older member of the community
steps down from their responsibilities.

Who takes their place?

Change the Mood to reflect that.

OR...

A young member of the community
finds an unlikely friend.

Where do they meet?

GUIDE

ORACLE



AUTUMN

4

Someone announces that
they'll leave the region
at the end of the season:

They want to do
something one last time.
Open Your Senses with them.

OR...

Listen to People try to
convince them to stay.
What do you say? Do they
decide to stay or go?

GUIDE

ORACLE



AUTUMN

5

The Parade passes through
the region. Who are they?
Why have they chosen this place,
and for what? Do you get involved?

OR...

A group of scientists is
exploring the region.
What are they curious about?
What do they overlook?

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AUTUMN

6

You find a relaxing spot
that few people know about:

Who do you find there?
Learn Something from them.

OR...

It gives you space you didn't
know you needed. **Learn
Something** about yourself.

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AUTUMN

7

You completely rethink an upcoming plan.
Why? **Radically change this Plan.**

OR...

Someone reveals a secret they'd
kept hidden from everyone else.
What is it? Why did they tell you?

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AUTUMN

8

Someone unexpectedly leaves the community. **Listen to People** speculate on their reasons on why, and where they might go next.

OR...

Someone returns to the region, but only for the rest of this year. Who, and why can't they stay?

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AUTUMN

9

Mellow breezes bring people
outside. Where do they go?
What do they do there?

OR...

Cold autumn winds drive travellers
indoors. Who do you invite in?
What insight do they bring to a
difficulty or mystery in the region?

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AUTUMN

10

You put something away for the future.
What, and where do you store it?
Make a Plan to uncover it much later.

OR...

You rest and think on the past and future.
Where is the world headed?
Change the Mood to reflect.

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AUTUMN



Something emerges from
somewhere humans can't go.
Who saw it? What message
do they say it passed on?

OR...

Travellers pass by in the distance.
Where did they come from
and depart to? What did people
mistake them for at first?

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AUTUMN



You come down with an illness.
Is it ordinary, or strange? Then:

You rest and recover. How?

**Do not carry out
any Plans this turn.**

OR...

You push yourself
and suffer a setback.
**Act on a Plan, then
end your turn.**

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AUTUMN



Flocks and herds of wildlife migrate through the region. Do they stop to eat, drink, or sleep? And:

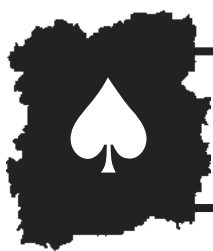
This is new and unusual.
Learn Something about
the wider world.

OR...

This is the same as it ever was.
Add a Routine related to this.

GUIDE

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WINTER



The community gathers to
tell stories to keep the weather at bay.
Listen to People tell them:

People use this to
express their fears.
What fear is greatest,
and how is it told?

OR...

People use this to
express their loves.
What love is greatest,
and how is it told?

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WINTER



A group reaches out to those
they have differences with:

They share each
other's traditions.
What does each group do?

OR...

They form a new,
shared tradition.
How do different
people contribute?

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WINTER

3

The community pulls together
to create a deliberate tradition
to celebrate something about
themselves.

Listen to People's ideas
about what to rejoice in.
How do different people
contribute to the tradition?

Add a Routine related to it.

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WINTER

4

A hurt animal arrives at your door.
Listen to People to learn how to treat it.
Does it stay with you when it's healed?

OR...

Something wondrous reveals itself
to everyone. How? What is it?

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WINTER

5

Winter elements wear down
part of your home. Who
arrives to help repair it?

OR...

Winter elements leave someone
cold, tired, and miserable.
How do you provide for them?

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WINTER

6

Someone finds something
unexpected in their home.
Who found it, and where was it?

OR...

Someone finds a curious opportunity
on the edge of the region.
Make a Plan related to this.

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WINTER

7

This winter briefly turns
unusually mild. How do
people react to the weather?

OR...

Something you haven't seen
in a while returns. What is it?
How has it changed?

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WINTER

8

The Winter is harsh.

**Do not act on any Plans
for the rest of this Winter.**

What basic communal needs
do you focus on fulfilling instead?
Who helps you out in turn
with a different need?

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WINTER

9

Someone becomes lost in winter weather.
They contact you after finding shelter
in an unexpected place. Who, and
where are they?

OR...

You become lost in winter weather.
Who finds you, and how do you pass the
time until the weather changes?

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WINTER

10

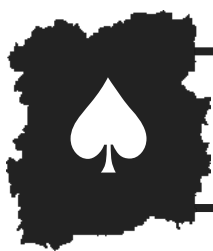
Inspired by the passage of time,
members of the community begin
a great undertaking to preserve and
share knowledge and wisdom.
What is it? How long will it take?

OR...

Someone has grown up.
How have they changed?
How do they think they've changed?
Change the Mood to reflect.

GUIDE

ORACLE



WINTER



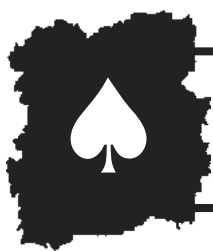
Something or someone
thought lost is found.
Where, and by who?

OR...

Something troublesome is lost.
What, and who last saw or it?

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WINTER



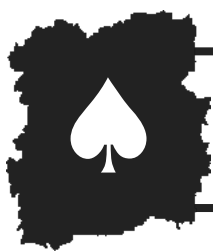
You have a good dream.
What happens? **Make a Plan.**

OR...

You have a deep dream.
Learn Something about yourself.

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WINTER



There is always
reason to celebrate.
What for, and why now?

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LAST NIGHT + FIRST DAWN...

Choose something from this list if at least the last night and first dawn pass in your interval:

- ◆ You had a chance meeting with someone you know. Who? Where? What did you agree or disagree on?
- ◆ Something small disappeared or reappeared. What? Where did you see it last?
- ◆ A curious comet or shooting star crossed the sky. Who did you see it with? Where was it headed?
- ◆ A vehicle broke down. Who did you meet nearby? What help did they offer? What did you hear in the silence or see in the stars?
- ◆ You had a relaxing moment alone at the bridge. What did the rest of the region look like from that vantage point?
- ◆ You had a moment of déjà vu. What new person, place, or thing did you think you'd seen before? What dream or memory did it connect to?
- ◆ You found that a wild animal made a new home in an unexpected place. Where? What shelter and food did it find?
- ◆ Something impossible happened.

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A FEW YEARS...

Choose something from this list and the 'last night and first dawn' list if at least a few years pass in your interval:

- ◆ You got to know someone a little more deeply. What new side of them did you start to see?
- ◆ Someone drastically changed their appearance. Who? What do they look like now?
- ◆ A terrible storm swept through the region. What did it sound like? Who or what was lost? Who or what was later found?
- ◆ A small scientific or technological advancement came from the city beyond. Does it fix a problem or shed light on a mystery in the region?
- ◆ An old place was repurposed for something new. Where? Who organised this? What made the old place so suited to the new purpose?
- ◆ You met someone in person who should've been far away. Who? Where? What did you do together?
- ◆ Somewhere abandoned became overgrown or run-down. Where? What's growing there now?
- ◆ Something impossible happened.

GUIDE

ORACLE





A DECADE...

Choose something from this list, the 'few years' list, and the 'last night and first dawn' list if at least a decade passes:

- ◆ Someone else became a regular part of your life. What habit of yours do they often get involved in?
- ◆ You found a place that seemed to be a window into the past. Where? What did you see there? When did the window close?
- ◆ The climate became slightly warmer or colder. Who noticed first? How? What subtle effect has this had on the colour of leaves and flowers?
- ◆ Someone repaired a broken-down piece of technology using unusual parts. What did they repair? Where did the parts come from?
- ◆ A small construction project was abandoned or a new one was begun. Where? Who's in charge? What shape is the unfinished construction's silhouette?
- ◆ A human-shaped person joined the community. What's their name? Where do they live? When did your paths first cross?
- ◆ A form of life native to this region evolved in an unusual way. How? What pressure was this in response to? How did people react?
- ◆ Something impossible happened.

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A GENERATION...

Choose something from this list and all previous ones if a generation passes:

- ◆ Your life became intertwined with someone else's. What can you not imagine doing without them? Where do you go when you need time alone?
- ◆ Something previously thought strange became considered a normal part of everyday life. What? How do people talk about it now, if at all?
- ◆ The sky became indescribably different somehow. Try to describe what's changed.
- ◆ An old method of communications or transport was abandoned. Did a new one rise to take its place? How did people adapt?
- ◆ An ancient construct was revealed or hidden by changes in the natural or artificial world. Where? Does it feel familiar or alien to you?
- ◆ Nobody died and nobody was born in the interim. What happened instead? How did people react?
- ◆ The old wild land or strange new land reclaimed part of the region. Where? How? Is it still habitable or inhabited? How did people adapt?
- ◆ Something impossible happened.

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