Conflict Resolution

- When Players Disagree
- The Golden Rule

When Players Disagree

In *Echoes in the Wind*, there is no GM to arbitrate. If players disagree about the fiction, use this framework:

Type 1: Contradictory Facts

If fragments present contradictory information about the setting or events:

First, consider: Are both true from different perspectives? Unreliable narration is a feature, not a bug. Perhaps one Windcaller misremembered, or time has changed the truth.

If irreconcilable: The player who introduced the contradiction must either:

- Spend 1 Echo token to make it true (using "Contradict a Memory")
- Revise their fragment to align with established facts
- Add language suggesting their Windcaller is uncertain or mistaken

Type 2: Tonal Mismatch

If one fragment feels tonally out of place (too comedic, too dark, breaking the fourth wall inappropriately):

Pause. Say: "*That doesn't feel right to me. Can we adjust?*"

The sender revises their fragment to better match the established tone. This is not a failure—it's calibration.

Type 3: Boundary Violation

If a fragment crosses a Line or pushes a Veil too hard:

Pause immediately. Use the words: "*I need to invoke my boundary.*"

The sender revises or retracts their fragment completely. No questions asked. No explanation required.

Type 4: Narrative Dead End

If a fragment seems to leave no room for response or closes off interesting story directions:

Out of character: Ask "*Where do you see this going?*" or "*What are you hoping I'll explore?*"

Discuss briefly, then the sender may add an additional sentence or two to open the door wider.

The Golden Rule

Both players must consent to major changes. Before introducing something that drastically alters the game's direction, ask:

"*I'm thinking of [X]. Does that work for you?*"

A simple check-in prevents hours of misaligned play.