Designer Notes

- On Distance and Asynchrony
- On the Map's Mutability
- On Endings
- On Echo Tokens

On Distance and Asynchrony

This game works best when played slowly. The pauses between fragments—whether minutes or weeks—create space for reflection that mirrors the Windcallers' separation. Don't rush to respond. Sit with what you've received. Let it settle.

On the Map's Mutability

The map's instability is intentional. It represents subjective experience, not objective geography. Two Windcallers separated by trauma or time will remember places differently. The map should feel more like a dream-journal than an atlas.

On Endings

Some of the most powerful endings happen quietly. You don't need a dramatic climax. Sometimes one fragment answers every question simply by existing. Trust that moment.

On Echo Tokens

The token economy is tight by design. Three tokens isn't much. You'll need to let some mysteries remain mysteries. You can't force every answer. That's the point.