

Ending the Game

- [Agreed Endings](#)
- [Emergent Endings](#)
- [The Wind Offering \(Optional\)](#)

Agreed Endings

- **The Rite Is Complete:** A ritual introduced early in play is finally finished across both Windcallers' efforts
- **The Question Is Answered:** The central mystery or unfinished business is resolved
- **The Map Collapses:** As described in the Map section
- **Reunion or Final Separation:** The Windcallers meet again, or one definitively vanishes

Emergent Endings

- **The Fragment Unanswered:** One player sends a fragment so perfect, so complete, that no response is needed. The other player simply says, "*I have no words left to send.*"
- **Exhaustion:** All Echo tokens are spent by both players, and the wind falls silent
- **The Story Told Itself:** Both players feel a natural conclusion without a dramatic climax—the fragments have said all they needed to say

The Wind Offering (Optional)

If you wish to create a formal ending, after the final fragment:

Together, write one last collaborative piece—not a fragment from either Windcaller, but an external observation. This might be:

- A future historian analyzing your correspondence
- The wind itself speaking
- A third party discovering your fragments centuries later
- A description of where each Windcaller is now

This offering stands outside the game, a shared reflection on what you created together.