Structure of Play

Each player takes on a role:

- **The Sender** creates the current fragment.
- **The Receiver** reads/listens and then responds with the next fragment.

You will alternate these roles throughout play.

Each fragment must:

- Be grounded in the world of Duskara (you'll define where and when).
- Reference or respond to the previous fragment, directly or obliquely.
- **Change something**: Add to the map, alter a truth, shift the relationship, or modify a memory.

The **Receiver** may also introduce **a new question**—a mystery, a contradiction, a symbol. The story builds through layers of partial understanding.

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