

What You Need to Play

- Two players
 - A way to record or write fragments (audio, voice notes, paper, email, shared doc)
 - Six-sided dice (at least 6d6) for map generation and storm events
 - Playing cards for optional prompts
 - A printed or digital version of the game
 - Paper and pencil for tracking the map and Echo tokens
 - A willingness to **listen deeply**, **build patiently**, and **change the map**
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