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.

Revision #6
Created 2025-11-28 13:22:13 UTC by zeruhur
Updated 2025-11-28 14:51:38 UTC by zeruhur