

When the Map Collapses

The map collapses—and the game ends—when one of the following occurs:

- More than half the locations are crossed out
- No clear path remains between the Windcallers' positions
- Both players agree the psychic landscape has become unnavigable
- A location appears in two contradictory states simultaneously with no way to reconcile them

A collapsed map represents total disconnection—when memory can no longer bridge the distance.

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