THE JOURNEY
a game for two players

This book, the Book of the Ghost, is your book. Give the other player the other book, the Book of the Pilgrim. You should have played as the Pilgrim before.

Don't show what's written on your book to the other player.

Read the pages silently, one page after one page, following what is said on it, waiting for the other player to have finished.
If the Pilgrim hasn't finished to read, he will say so and you will have to wait a bit.

When and only when you flip a page, the other player (the Pilgrim) is allowed to flip his.

Flip the page when you see the icon below.

The Journey is a game for two players.

You are the Ghost.

As the Ghost, you have probably played as the Pilgrim before. If not, stop reading and go find someone who has already played the game once. You'll play the Pilgrim then.

Now, let's say you have already been the Pilgrim once and now you are the Ghost.

You need beads, nine of them; put them into one hand of the Pilgrim. You need nine other beads; put them into your own hand. Sometimes, you will take beads from the Pilgrim's hand and put them aside; and sometimes, you will do the same with yours. That's your role.
Both of you will keep your hand with the beads open all the time. That's your burden.

YOUR GOAL IS TO HAVE FEWER BEADS THAN THE PILGRIM AT THE END OF THE GAME.

The Journey is a game of silence.

You, as the Ghost, cannot talk.
You can nod or shake your head and you can take beads. You will also dispose the nine pieces of paper representing the progress of the Pilgrim.

You can't mime, you can't make a sound, you can't talk.

In fact, try to be as emotionless as possible.
You are a ghost after all.

When you read sentences in italics, that's what happens in the fiction.
When you see underlined sentences, that's game instructions about the icons.

You are a Ghost.

You are in the Limbo.

You know who you are and who is in front of you.

It's a Pilgrim but you know him very well. He has your face, you have his.

When you see the icon below, the Pilgrim will tell you something.

The Pilgrim will tell you what wrongdoing he thinks he did to you.

It must be something awful, terrible; a crime, an infamy.
Until it's something really bad, shake your head and the Pilgrim will tell you something worse.
When you think it's bad enough, simply nod.

When you see the icon below, you'll have to arrange the pieces of paper. Always put these papers on the table with the numbered face on it.

Put the first piece of paper on the table. Begin with the 1 and place it close to you.

You begin to walk. The journey will be long.

When you see the icon below, it means that the beads need to be taken from someone's hand and put somewhere else.

Does the Pilgrim follow you?
If not, remove one of your beads and put it with the Pilgrim's other beads, in his hand.

Your goal is to have fewer beads than the Pilgrim at the end of the game.

The beads are the burden of guilt.

You are a liar. You're playing a game with the Pilgrim. He is your victim. Again.

Even if you know who you really are and who the Pilgrim really is, you very well know that the Journey is accomplished by both of you. Let's hope that both of you will understand and learn something from this Journey...

Put on the table the piece of paper 2. Put it right next to the piece of paper 1, but closer to the Pilgrim.

This place is windy but you don't care. The Pilgrim will have to endure.

In front of both of you, there is the Lover of the Pilgrim.
You made them parted from each other.

The Pilgrim will say who and how he or she is. And how they met. And how it ended.

But it ended differently. You're the one who ended their story.

Does the Pilgrim release the Lover?
If so, take one of his beads and put it on Paper 2.

Put on the table the piece of paper 3, next to paper 2, and closer to the Pilgrim.

This place is rainy but you don't care. The Pilgrim will have to endure.

You see and hear echoes from the past. A scene from both of your memories. A moment where you did wrong to the Pilgrim. Maybe it was the first time, or maybe it was the worst moment.

The Pilgrim will describe the scene.

You made him suffer several other times. Maybe he doesn't know.

The Pilgrim will tell you if he forgives you. He will tell how he feels about that moment.
If he forgives you, take one of his beads and put it on Paper 3.
If he still has foul feelings about that moment, put one of your beads on Paper 3.

Put on the table the piece of paper 4, next to paper 3, and closer to the Pilgrim.

It is hailing but you don't care. The Pilgrim will have to endure.

You see another scene from the past. A good moment for you. You obtain something, something the Pilgrim wanted so eagerly.

The Pilgrim will tell what it was.

You stole from him several times. Maybe he doesn't know. But that time he knew. Maybe he doesn't realize it was on purpose.

The Pilgrim will tell you if he deserved this more than you.
If he says so, take one of his beads and put it on Paper 4.

The Pilgrim will also tell you if he thought you robbed him on purpose.
If he doesn't, take one of your beads and put it on Paper 4.

Put on the table the piece of paper 5, next to paper 4, and closer to the Pilgrim.

The rain stops. The sun appears. You don't really care anyway.

The Pilgrim will tell you his dearest dream. He will tell what it would have cost you to fulfill it because somehow his dream was linked to you.

He will tell you if he chose the dream and if you had to pay the price.
If so, take one of your beads and put it on Paper 5.

Put on the table the piece of paper 6, next to paper 5, and closer to the Pilgrim.

You can feel that the sun is getting warmer and warmer. It chases away the cold you were feeling since the beginning of this journey.

The Pilgrim will tell you his best accomplishment, the act he is the most proud of.

Listen closely. Maybe it will involve you.
If it involves you, take one of his beads and put it on Paper 6.

Put on the table the piece of paper 7, next to paper 6, and closer to the Pilgrim.

The Pilgrim leads you to a river of blood. You can feel guilt in the air. And you don't like that.

The Pilgrim will tell you a violent act he committed.

Listen closely. Maybe it will involve you.
If you were the victim, take one of your beads and put it in the Pilgrim's hand.
If you were not the victim, take one of your beads and put it on Paper 7.

The Pilgrim will also say if he made amends.
If so, take one of his beads and put it on Paper 7.

Put on the table the piece of paper 8, next to paper 7, and closer to the Pilgrim.

The Pilgrim is crossing a bridge. So, you follow him. You always have.

At the middle of the bridge, he stops though.

The Pilgrim will tell about someone he didn't help.

Listen closely. Maybe it will involve you. If so, take one of your beads and put it in the Pilgrim's hand.

Then the Pilgrim will tell about a lie. If you were the victim of the lie and he tells you that you haven't found out, take one of your beads and put it on Paper 8.

Put on the table the piece of paper 9, next to paper 8, and the closest to the Pilgrim.

It's snowing now. Each snowflake feels like a sting on your skin.
The end of this journey is close.

In front of both of you, you can see yourself. You: the Lover of the Pilgrim. The Pilgrim: the Lover of the Ghost.
And so the truth is revealed.

The Pilgrim will describe the best moment you ever had together.

It must be something beautiful.
Until it's something you find dear enough, shake your head and the Pilgrim will have to tell you something better.
When you think it's good enough, simply nod.

Now, put the beads in front of you and count them. Take the beads in the Pilgrim's hand, put them in front of him, and count them.

When you see the icon below, you say what the book tells you to say.

If you have fewer beads, tell him:
"I am you and you are me.
Soulmates for ever.
Forgiveness is my due
Forgetfulness yours."

But if you have more beads, tell him:
"I am you and you are me.
Soulmates for ever.
Forgiveness is your due
Forgetfulness mine."

If, by any chance, you have an equal amount of beads, tell him:
"I am you and you are me.
Soulmates for ever.
Both forgiving
And forgotten."

You then disappear into the limbo. As if you have never existed.
Maybe it's for the Pilgrim's best.

Now, close this book.

And cherish the one that you love.
Because every moment is a fleeting moment.