THE JOURNEY

a game for two players

This book, the Book of the Pilgrim, is your book.

Don't try to look at the Ghost's book. It's not for you.

Read the pages silently, one page after one page; following what is said on it, always waiting for the other player to have finished.
If you haven't finished reading when the other player flips a page, just say it so and he will wait.

When and only when the Ghost player flips a page, can you flip yours.

The Journey is a game for two players.

You are the Pilgrim.

As the Pilgrim, this is the first time you play the game. And this is also the only time you will play as the Pilgrim. If there is a next time, you will be the Ghost.

Now, the Ghost will put nine beads into one of your hand and put nine beads into one of his. You will keep your hand open, holding the beads, during the whole game.
Sometimes the Ghost will take one of your beads and put it aside. Sometimes, he will put some of his aside. That's his role.
Both of you will keep your hand with the beads open all the time. But only he can touch them. You just keep your hand open. That's your burden.

Your goal is to play your character, as faithfully as possible. And find out what happens.

The Journey is a game where you cannot communicate as usual with the other player, the Ghost. You are allowed to speak in character, he can't. He can only nod or shake his head.

He's just an emotionless 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 Pilgrim.

You are in a limbo.

You have no memories but you know who you are.

A Ghost appears in front of you.
You know him. You did wrong to him.

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

Tell the Ghost what kind of wrongdoing you did to him.

Maybe he will shake his head. You'll have to imagine something worse then.
You will proceed when you have found the truth about the kind of wrong you did to him.

As you realize what wrong you precisely did to him, the mists surrounding you slowly vanish.

The Ghost, without a word, begins to walk away, waiting just a moment for you to follow.

When you see the icon below, it means that you are facing a choice. Say out loud what you do. The Ghost player will deal with the consequences.

Do you follow the Ghost?
Say you're following even if you hesitate for a moment.
Say you're not following if you're trying something else. And if so, explain what you're trying to do.

You begin to understand something. A sense of guilt burdens you. And you can see guilt in the Ghost's eyes too. Guilt and something else...

Somehow you are sure that his goal is to be less guilty than you, if that makes any sense.

That doesn't.

How can he be?

He can't.

You are the monster.
He's the victim.

Without even noticing, you have followed the Ghost. Or maybe, you can't do otherwise. You are bound to follow him. Bound to pursue this strange journey.

You realize that the mists were driven off by the wind.
And the wind is stronger and stronger now.
The Ghost doesn't seem to mind but you can feel the cold, harsh, gusts of wind.

Then, in front of you, you notice someone.
The One that you've loved.

Say out loud who he or she is (it's not the Ghost). How he or she is. Tell what you love above all about him or her. Tell how you met and how it ended.

Your Lover can't see you, can't hear you. He or she is a Ghost too.

But you know that he or she would have suffered a great deal, knowing the kind of wrong you did to the Ghost.

Do you decide to keep selfishly your Lover yours? Or do you decide to release him or her from your bond. Say out loud.

The winds were just the beginning. Now something even worse is coming. A torrential rain is pouring. And there is nowhere to hide. You are soaked. The Ghost doesn't seem to mind.

A strange scene can be seen through the rain. A scene from the past. From your memories. When you were younger. It's your worst moment. The Ghost is there, doing something bad to you.

Describe out loud this moment. What do you do? Where is it? When? Who else is there?

This moment was your excuse. You were usually pretending that the universe did something wrong to you, justifying any of your act, be they unfair or bad.

Do you forgive the Ghost? Say out loud if you forgive him and what kind of feeling you feel about that moment now.

The weather is getting worse and worse: a hailstorm surprises you.
The Ghost doesn't seem to mind.

Another scene. Strange memories. There was something you were coveting for a long time. The dearest thing in your heart. Something you thought you only deserved.
But you didn't get it. The Ghost did.

What is it? And why the Ghost got it and not you? Say out loud.

That was an obsession. But you had to do without it nonetheless. Yes, you did without. You found something else.

But did you deserve it more than the Ghost? Did you think he rob you, on purpose?

The weather seems to calm down a little bit and now there is just puddles and mud everywhere. The sun begins to shine.
The Ghost doesn't seem to notice.

And the rays of light create a vision: the dream you've always had. The big wish you were wishing for. Something you wanted to be, or something you wanted to do.

Describe out loud what it is.

You fought for it. To make it come true. And you may have succeeded.
But there is always a price to pay. A price the Ghost would have to pay.

Tell the Ghost what price he had to pay to make your dream come true. And tell him if you chose to fulfill your dream or not.

The sun is getting hotter and hotter, and really unpleasant. You can smell the scent of smoke, as if something was burning somewhere out of your view, like a wildfire.
The Ghost doesn't seem to mind.

Now, there is another memory in front of you. Something good you did. Something you can be proud of.

Describe out loud what you did. To whom? Was it the Ghost or someone else?

The sky is vivid blue.
Following some fresh breeze and the sound of burbling water, you find a river. But as you come closer, the water changes to blood.
The Ghost doesn't seem to notice.

The view of the blood reminds you of someone you hurt, physically or emotionally, maybe even killed.

Say out loud the circumstances of this violence. Who that was the victim? Was it the Ghost or someone else?

Did you feel guilty?
Did you regret it?
You can't tell. That was a long time ago.
And somehow, it doesn't really matter.
What was done was already done.

Say out loud if and what you did to make amends.
Say if and how you became better after that.

A little further ahead, there is a very helpful stone bridge, crossing the river. You notice that the sky is turning gray.
As you look at the deep water while on the bridge, you are certain to see faces in the water, asking for help. They fade away.
The Ghost doesn't seem to notice.

There was that time when someone begged you to help.

Say out loud who this person was. Was it the Ghost or someone else? What did he or she ask? Why did you refuse?

Worse than that, you lied to that person.

About what did you lie? And why? Did that person find out? Did you tell him or her?

Up above your head, clouds are becoming thicker and thicker. Soon, snow is falling from the sky.
The Ghost doesn't seem to appreciate the contact of the snowflakes.

In front of you is, again, your Lover. But there is something different now. His or her face is the Ghost's.
You realize that your Lover is the Ghost.

Describe the best moment you ever had together. As lovers. As friends. As family. As soulmates.

Maybe the Ghost will shake his head. You'll have to imagine something better then.
You will proceed when you reach an agreement.

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

Listen closely. The Ghost will tell you about the future of your relationship.

The Ghost then disappears.
And you stay here, into the limbo.
Alone.

Now, close this book.

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