



## Game overview

From my future self, to my past self.  
Tomorrow, I'll go on a journey.

One letter, from myself in the future to myself  
in the past. I was invited by my future self to go  
on a journey.  
But the journey never ends. In this ever looping  
week, will I ever find the closure?

## Components

### 07 Location cards



These represent both the places you  
visit, and the flow of time.  
There are seven: Bay road, Beach,  
Small Town, Big City, Abandoned  
Station, Ruins and Ancient Tree.  
Each card is 1 day.  
How many events can go with each  
card is represented by the **①Card Icon**.

### 030 Event cards



These represent the happenings in  
the story. There are 5 suits (5 stories),  
and each of them have one card  
each of **①numbers 1-6**.  
There are also three types of **②Key  
Icons**, that link stories together,  
and a **③Special Effect**.

### 06 Item cards



These items help you on your trip.  
You can choose which ones to take  
with you, and the **①Special Effect**  
on each item is always in effect.  
Each item also has a **②Point Penalty**  
– how many points you'll lose for  
having it with you.

### 05 Story cards



Each of the five stories.  
These are used to keep  
of which stories you have  
completed.

【表面】

【裏面】

- 1 Summary card
- 5 Letter Cubes
- 3 pawns (1 white, 2 black)
- writing tools (not included)

## Setup

### 1) Select item

Choose any items to take with you, and put  
them face up before you.

Each item has a special power, and they are  
always in effect. Unselected items are put back  
in the box.

The more items you have, the more smoothly  
you will go through the game, but the more  
points you'll lose at the end.

Start out with having many items, and once  
you're used to the game, decrease them and  
try for a high score.

### 2) Set up locations

Remove the Ancient Tree from the Locations,  
shuffle the remaining 6 cards and line them up,  
face up, in a horizontal line. The Ancient Tree  
should be put as the seventh card. The leftmost  
card is Day 1, and the Ancient Tree (rightmost)  
is Day 7.

Put the three pawns on Day 1. The white pawn  
is "Present you".

Line up the five Story cards in any suitable place,  
where they won't get in the way, and put one  
Letter cube on each of them. The story cards are  
only used to check if you've completed them.

### 3) Set up your hand cards

Shuffle the event cards, and draw one to your  
hand. If you have the item Rucksack, draw one  
extra (so you have two total).

These cards are called your "hand", but as it's a  
solo game, you don't need to have them in your  
hand. Keep them close by.



## How to play

This game ends either when you end your turn with all pawns on Day 7, all the while having fulfilled certain conditions, OR when you can't draw a card when you should.

The game is played as follows:

### 1. Renew hand

Draw 1 card from the deck. If you cannot, because the deck is empty, then you have lost. After drawing, if you have the item "Radio", flip the top card face up.

### 2. Movement

Play any card from your hand, and move the white pawn forward as many spaces as the card's number. Then, move one of the black pawns [7—that number] spaces. If you have the item "Map", you can split this black pawn movement between the two black pawns.

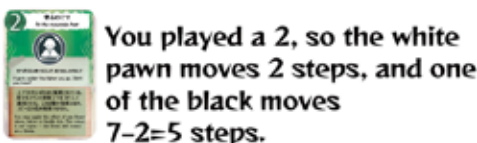
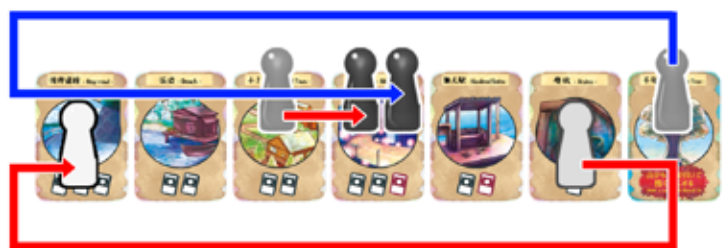
If any of the pawns go beyond Day 7, they return to Day 1 (they loop).

If the white pawn loops, you must draw one card from the deck, and discard it. (This does not happen when a black pawn moves). If you cannot draw a card because the deck is empty, you lose.

**Black pawn passes beyond Day 7, and thus returns to Day 1. No card is discarded.**



**Returns to day 1 after passing day 7, Black pawn does not trigger a discard.**



### Thought experiment

In this game, it can be hard to see what's the best option before you actually move the pawns. It's of course best to just simulate everything in your head, but it's not forbidden to use temporary pawns, or take notes in order to rewind. This is a solitaire game, and should be played as you find most relaxing and entertaining.

### 3. Action

The card you played for movement, should now be placed as an Event on the Location where you (the white pawn) ended up.

Slide any earlier Events on that space a bit downwards, so that the newest Event is right below the Location card.

However, each Location can only hold a given number of Events, as noted with the black card icons on each Location card. If you exceed this number, the oldest Event on that Location is discarded.

If you have the item "Lantern", the max number of Events on each card is increased by the number of red card icons.

Note that you cannot place any Events on the Ancient Tree. If you end up there, the card you played will immediately be discarded.



## 4. Events

Now the effects of Events are applied. The Events on the current Location (where the white pawn stands) are applied, from top to bottom. Follow the instructions on each Event. However, if several events are of the same suit, only the first of them is applied.



The Events are applied from Red to Blue. There are 2 Reds, so the second one is ignored.

### Green Events



The green events copy the effects on Events on the side and above/below.

The copied effect still counts as green, so in this case, it copies the yellow effect below it, and then this yellow effect will happen again.

### Blue Events



When you exchange events with the same number, you may target the blue event itself.



However, the exchanged card's effect is NOT applied. If you exchange the green and red 1 as in the figure above, the green 1 is not applied.

## 5. Resolution

If there is at least one event of the same suit in all the three Locations where the pawns are standing, that Story may be completed: Take the Story Cube from the relevant Story card, and keep it as a "letter" in front of you. Then flip that Story card face down to mark that it's complete. You cannot complete an already completed story.

If there are more than one pawn on the same Location, then you need as many Events of the relevant suit in that location as there are pawns. If you can complete several stories at the same time, you can complete them all.



There are red Events on all the three locations where there are pawns, so the red Story can now be completed.



There are two red Events in the location where two pawns are standing, and one where the third pawn is, so the red story can be complete!



There are both one red and one blue Event in the locations where the pawns are standing, so both Red and Blue story can be completed!

### Using Letters

You can use a Letter Cube to do any of the below actions, at any time during the game. You are allowed to use several Letter Cubes at the same time.

If you use one or more Letter Cubes, they are removed from the game.

### Location memory

Specify a Location which you believe is noted in the letter, and move the future or past self to that location: Move one of the black pawns one step either forward or backwards in time. If you move backwards from Day 1, you'll do a "back loop" to Day 7.

### Adventure memory

You revive a memory of your journey. Put back any of the discarded cards on top of the draw deck.

## 6. End of turn

Now, check if you have completed the game. If all the stories are complete, and all of the pawns are on Day 7, you have won the game. If not, return to step 1 and continue.

## Scoring

When you finish the game, you count your points in this way:

1 point per card left in the deck.  
2 points per letter you have gained and not used.  
Please note that this scoring is different if you have the item Camera.

Then, for one Location at a time, 4 points if all the Events share the same Key Icon. This is valid even if there is just one Event at the Location

Finally, decrease your points with the penalties for the Items you have. You might end up with negative points.

## FAQ

**Q:** If there are two red Events in the same location, can I move the black pawns 2 spaces?

**A:** No. The effects of an Event are done one at a time, and once you've done one Red effect, no more Red effects can happen.

**Q:** With the Blue effect, can you exchange places of two same-numbered Events that are in the same location?

**A:** Yes.

**Q:** Can you return the card you have drawn with the Yellow effect?

**A:** Yes.

**Q:** If you cannot draw a card with the Yellow effect, is it game over?

**A:** Indeed it is.

**Q:** Can I use Location memory during the Resolution step, and all of a sudden complete a story.

**A:** Yes, that's the point.

**Q:** Can I stop using the Lantern mid-game (or during scoring) to get rid of events that don't share Key Icon.

**A:** No. Once you use an Item, you have it for the entirety of the game.

**Q:** If I have the map, can I choose NOT to split the black movement.

**A:** Yes.

**Q:** Is the game over when the deck runs out?

**A:** No. The game is over when you cannot draw a card. If the deck has run out, the game will be over if you loop the white pawn or resolve a yellow event.

◆◇	Game design	◇◆
	kuro	
◆◇	Main art	◇◆
	saw	
◆◇	Event art	◇◆
	kokuzu papu Nemu	
Kishino Fujimoto	Hinaki Kagoshima	
◆◇	Item art	◇◆
	Virginia	
◆◇	Rules/frame design	◇◆
	bou-kun	
◆◇	Instruction supervisor	◇◆
	Gram	
◆◇	Special thanks	◇◆
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