



INTRODUCTION

You're floating through a dream, playing hide and seek with your little brother in a house you've never been to in the real world and yet seems so familiar and real to you in your dream.

You turn a corner and you find yourself in a place you know, old lady Pennyworth's house. You remember it clearly from the times you'd been inside to collect your payment from mowing her grass or shoveling her driveway, and the time you found her on the floor of her front hall with the door wide open. Old Lady Pennyworth left in the ambulance that day and never came back.

"It's happening again." Stacy is standing to your left, same as last time.

"Alright, we need to remember everything this time." Alex whispers from your right. "Write everything you remember down as soon as you wake up and we'll meet at the monkey bars."

Old Lady Pennyworth floats out from an open door on the left side of the hall, her hair flowing up to lick the ceiling as if she were under water. With her outstretched arm she beckons you to follow her down the hall, your feet take the steps on their own without your permission.

Your friends and you step through the doorway at the end of the hall, following the ghost, and plummet through eternal darkness.

Voices shout at you from unseen throats, words shoot through your mind like an ice pick. Images flash before your eyes, quick as a lightning bolt. You hear a scream and then you're awake in your bed, covered in sweat, breathing hard, your heart pounding like a bass drum.

You roll over and grab the pad next to your bed, frantic, you write everything you can remember. There's a word, like a shard of glass stabbing you in your mind, but you can't quite get at it. What is this? Is old lady Pennyworth trying to warn you about something? Is she trying to tell you about something that already happened?

You jump out of bed, throw on your coat, and climb out your bedroom window on your way to the monkey bars. Your friends will be waiting for you with their own notes. You have to remember the word to solve the mystery. You hear the bells of the clock-tower strike twelve for the third night in a row as your feet pound the pavement, sprinting to the park.

A tale by Josh Kaplan

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75 Memory cards
(white letters)



23 Oblivion cards
(red letters)



12 Special Powers
cards (optional)

SETUP

Take all the **Memory** and **Oblivion** cards.

For a lighter party game experience add also the 10 Special Power cards. Shuffle the cards, creating the deck.

Deal each player a 7 card hand, don't let the other players see your hand. Draw then 4 cards, one at a time, and place them in the middle of the table, face-up.

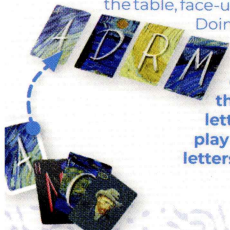
NOTE: If you are using the special power cards and one is dealt up to the table, discard it and draw a new card. If while dealing face-up cards to the table you draw a card of a letter already on the table but in a different color, discard the card already on the table keeping only the last card drawn.

GAMEPLAY

The first player is the player that woke up the earliest this morning (or you may choose the starting player at random). Players take their turns, clockwise around the table.

Each player, on their turn, must perform one of the following two actions:

1 - PLAY A CARD: Play a card from your hand, and put it on the table, face-up, with the other cards already there. Doing so, you are declaring that you know a word that fulfills the conditions of the cards in play, meaning that the word contains all of the letters from the Memory cards in play and does not contain any of the letters on the Oblivion cards in play.



The word does not have to contain only the letters from the Memory cards, it may use others not on the table, as long as the conditions in play are fulfilled.

For example: If in play there are the **Memory** cards **D, R, M** and the **Oblivion** card **L** and **F**, a word that fulfills the requirements might be "**DREAM**".

NOTE: you don't have to say the word out loud unless another player challenges you (see **CHALLENGE** in the next chapter).

If you play a **Memory** card with the same letter of another already in play, both stay in play and the word must use the letter twice. **For example,** with two **B** **Memory** cards in play you could think of **BOMB** or **BUBBLE**.

If you play a **Memory** card, but the letter is already in play on an **Oblivion** card, discard the **Oblivion** card with the letter matching the newly played **Memory** card.

In the same way, if you play an **Oblivion** card of the same letter of one or more **Memory** cards in play, you discard all **Memory** cards of that letter in play.

2 - PASS: When you pass, you must draw a card from the deck and say "pass" aloud so that the next player knows it's their turn. Place your hand on the table and don't pick it up again until another player chooses to **PLAY A CARD** or all the players have "passed" around the table, in a row.



NOTE: If all of the players pass in a row, pick up all of the face-up cards on the table and shuffle them back into the deck before dealing out 4 new cards face-up, following the same rules from the set up, and proceed with the next player's turn.

CHALLENGE

When a player plays a card, they are declaring that they know a word that fulfills the conditions in play, including the card they just played.

If any other player thinks that they are bluffing to try to get rid of cards, they can Challenge that player. A player can be challenged only on their turn, after they played their card. To Challenge, the challenging player must hit the deck with a hand and shout "Challenge!"



The challenged player must immediately say a word that fulfills the conditions in play.

They can't take time to think about it, they must already know the word and say it quickly. If they can't they must declare that they were bluffing.

If they say a word that correctly uses all of the letters on the Memory cards in play, without using any of the letters from the Oblivion cards in play, they win the Challenge, otherwise the challenging player wins.

The player that loses the Challenge draws 2 cards.

Then shuffle all of the cards that are face-up on the table back into the deck, draw 4 new cards and put them face-up on the table, following the same rules from the set up, and resume the game with the next player's turn.

END OF GAME

When a player plays their last card from their hand, **they must declare a word that contains all of the letters on the Memory cards in play while not containing any of the letters from the Oblivion cards in play.**

If they can, they win the game!

If they can't, or the word does not follow these rules, they draw 2 cards and the game continues with next player's turn.

SPECIAL POWER CARDS



CHANGE TURN ORDER: invert the turn order.



TRADE: each player chooses a card from hand and simultaneously passes it the next player in turn order.



SKIP: the next player, in turn order, skips their turn.



THEME: put this card in play and choose a theme. The word must be related to that theme.