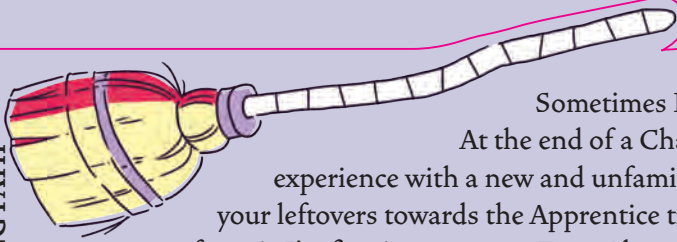


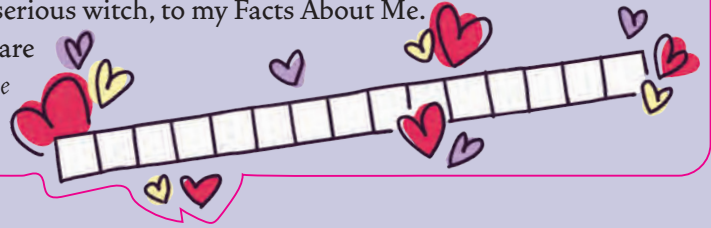


GERTRUDE'S JOURNEYS

THE WITCHING PATH



Sometimes I feel like I'm at a crossroads in my life, y'know? At the end of a Chapter, if I learned some magical secrets, gained experience with a new and unfamiliar creature, or earned Yazeba's approval, put your leftovers towards the Apprentice track. When you fill 4 segments, add what kind of magic I'm fixating on to my Facts About Me. At 9, give me the Bingo: "Work a tiny magic from my area of interest." At 13, replace my Journey with "The Next Yazeba?" At the end of a Chapter, if the chapter was all foolishness or a waste of time, put my leftovers towards the Teen track. When you fill 5 segments, add a frivolous hobby, unbecoming a serious witch, to my Facts About Me. At 10, give me the Bingo: "Tell someone why I care about them." At 15, replace my Journey with "The Lighthouse Girl."



I'm learning to be a witch! Finally! Whenever the Destiny Track fills up, erase it and look at these lists. Make a choice from the first list that hasn't yet been chosen from, and write a fact about it under my Facts About Me:

THE NEXT YAZEBA?



1. Fire Magic / Shadow Magic / Sea Magic / Cloud Magic
2. Wand / Staff / Flute / Sword
3. I'm too excited / I'm always stressed / I'm so distracted
4. I need to sleep / I need to eat / I need to open up / I need to study
5. Is she proud of me? / Is she mad at me? / What's wrong with me?
6. I don't have to be Yazeba (Get the Bingo: "Stand firm to who I am.") / Yazeba cannot be the person I want her to be (Get the Bingo "Adjust my expectations.") /

I don't need to prove myself to Yazeba, she'll care about me anyway (Get the Bingo: "Love my friends.") Once I've made all the choices I can, it's time to think about whether I want to call myself a witch. If I do, write that down in my Facts About Me, draw a witch hat somewhere on my Character Sheet, and give me a Spare Journey.

THE LIGHTHEART GIRL

For the first time in my life, I think I'm happy. Fold and staple five sheets of paper into a little booklet, and draw a big heart on the front cover. This is my fresh new diary; keep it with my character sheet. After every Chapter, write down a few big feelings you want to remember forever about my time at the Bed & Breakfast. When I fill the second, fourth and sixth pages, pick one and check it off:

- Give me the Bingo, "Recognize my limitations."
- Give me the Bingo, "Take care of myself."
- Give me the Bingo, "Trust that I will be taken care of."
- Add "I have a good life" to my Facts About Me.
- Think about taking off my mask. If I do, rewrite my Facts About Me about my appearance.

When you fill the eighth page, put the diary with the Bed & Breakfast, draw a flaming heart on my Character Sheet, and give me a Spare Journey.

★ Stand firm to who I am.

★ Love my friends.

★ Trust that I will be taken care of.

★ Adjust my expectations.

★ Recognize my limitations.

★ Take care of myself.

HEY KID'S JOURNEYS

★ Pull off a sick stunt.

★ Glide past a problem on devil-may-care charisma.

★ Approach it from someone else's perspective.

✎ Lose myself in adolescent philosophizing.

✎ Have a cunning prank explosively backfire.

★ Put on the finishing touch.

✎ Let perfectionism get in the way.

✎ Laugh off my troubles (but do nothing to fix them).

THE BEST COMIC in the WORLD

I am writing a comic book, the greatest comic book anyone's ever seen. Take a bunch of extra Hey Kid Comic pages and staple them together into a booklet. At the end of each Chapter, spend leftovers to draw more panels in the comic on a 1-to-1 basis (don't worry about art style!) The comic can be as long or as short as you'd like. Once I'm done with the comic, give it to the Bed & Breakfast. Write "Artist" on top of my Character Sheet, and I get a new Journey. Either pick from the other Hey Kid Journeys or from the Spare Journeys.

DOPE TRICKS and SICK FLIPS

I'm surrounded by slowpokes a lot of the time, which makes my role really clear: it's up to me to remind everyone how to be cool and gnarly! Whenever I do something from the list below, check it off.

- Show off a dance from my favorite TV show or video game.
- Do a backflip during conversation to emphasize (or distract from) your point.
- Jump (or fall) from a gasp-worthy height.
- Get involved in something a bit too edgy for you.
- Make a routine chore into a fun game.
- Invent an entirely new kind of -boarding that's not skate- or snow- or surf-.
- Invent a new sport, and get two friends to participate.
- Show someone who's down exactly how cool they are.

Once my coolness is the stuff of legend (and every box has been checked), write "Cool" on top of my Character Sheet, rest on my laurels, and I get a new Journey. Either pick from the other Hey Kid Journeys or from the Spare Journeys.

LITTLE DEMON, BIG THOUGHTS

In between the laughs and the high-flying adventures, my life, my friends' lives, the world—it's all this interlocking puzzle. I'm not sure how to express the question at the center of everything, but when you select this Journey, pick a form for it to take, and write it down on a notecard attached to my character sheet:

- Why are we here?
- What actually matters?
- What's broken about us?
- Another question of your devising: _____?

Whenever I complete a chapter, start writing down an answer to the question, spending one leftover to write one word. If the index card fills up, ask yourself if, holistically, what you've written answers the question. If it does, write "Sweetheart" on top of my Character Sheet and I get a new Journey (Either pick from the other Hey Kid Journeys or from the Spare Journeys). If it leaves me scared and unsure, consult *How To Be A Grownup*, within the Forbidden Envelope.

GOOFS, BITS, PRANKS, and ASSORTED CHICANERY

Life's all about kicking back, having fun, and pulling off goofs. Whenever I do something from the list below, check it off.

- Get up to some outrageous mischief that makes someone else laugh.
- Make a pun that makes someone else groan.
- Try to give someone a mediocre nickname.
- Break the tension with a well-timed goof.
- Juggle three pies at once.
- Start an in-joke that other people use.
- Dress up in an absurd costume.
- Make Yazeba smile.

If I start a Chapter and everything's been checked off, it's time for my big prank. Spend that Chapter putting it all together, and end the Chapter with a *BANG!* Write "Comedian" on the top of my Character Sheet. I get a new Journey. Either pick from the other Hey Kid Journeys or from the Spare Journeys.

WE HAVE TO SAVE HEY KID



Whenever the Bed & Breakfast plays a Chapter, if everyone else spends that Chapter focusing on trying to help me, they can put the Memento here instead. If it fills up before I run away from the Bed & Breakfast, cover up my grownup Bingos and Whoopsies with new Bingos and Whoopsies from the Hey Teen section on pg. 336, replace all crossed-out Facts About Me with new facts from that same section, and choose a New Journey for me. If I run away from the Bed & Breakfast, lock all Chapters related to me. There they'll remain, dusty and unused, until I come back home someday.

SAL'S JOURNEYS

LEGEND IN THE MAKING

I don't plan on being a Night Porter forever, you know. I've got talent, I've got vision, I've got one and a half guitars, and I'm ready to put in my dues to make it to the big time.

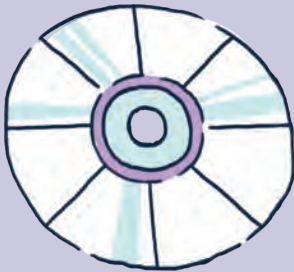
- Get someone to listen to my album
- Write a passionate letter to a talent scout
- Sell a record
- Perform for an enthusiastic crowd
- Attract a die-hard fan (who?)
- Get someone important to listen to my music

Check these off when they happen. When they're all checked, I'll replace this Journey with "Really Making It."

REALLY MAKING IT

I think I'm actually doing it! I'm working every day, but I'm on the long road to fame. Whenever this Track fills up, erase it all, check off one of the boxes below, and put my character sheet aside.

- I can't make it to the next Chapter—I'm busy with a concert, recording, party, festival, or jam session.
- For as long as I'm on this Journey, I'm so excited I can't sleep.
- For as long as I'm on this journey, I have the Whoopsie: "Step out to take a call from my producer."
- For as long as I'm on this Journey, I'm very tired.
- For as long as I'm on this journey, I have the Bingo: "Encourage someone to follow their dreams."
- I don't even remember the last time I felt like myself.



When I begin a chapter with every checkbox filled, I've hit my limit. Weigh down my Bingos and Whoopsies with exhaustion. If anyone has a heart-to-heart with me which makes me reconsider who and what my music is for, replace this Journey with "The Bard Of Veilridge." Otherwise, I'll keep running myself ragged.

THE BARD OF VEILRIDGE

Sometimes you realize the life you're building isn't the one you want. It's time for me to bring my music back where it comes from. When I start this Journey, attach a new page to my character sheet and write **Songs For My Friends** at the top. At the end of each Chapter, turn each leftover into a word in a song lyric on my **Songs For My Friends** page.

- Yazeba
- Hey Kid
- Parish
- Amelie
- Gertrude
- Moon Prince

Whenever someone (or a group of someones!) is in crisis, heartbroken, or bored—or if the spirit seizes me—I can serenade them a little with something from the **Songs For My Friends** page. If it helps, I'll check them off or fill in one segment of the Bonfire Track. When everything is filled out, cut out the very best lyrics from the Songs For My Friends Page and paste them over that Rolling Bones interview I used to plan on. I get a Spare Journey.



- _____
- _____
- _____

PARISH'S JOURNEYS

THE GLORY DAYS

Once upon a time, in a far off kingdom, there was a very brave knight: Me! Sure, I haven't done many knightly deeds lately, what with a Bed & Breakfast to feed, and I might be a tiny frog now, but I've still got the chops for heroism and adventure and I find myself missing those days of yore. Check off the following things as they happen, or spend three leftovers to cross one out:

- Dust off the ol' suit of armor and take it for a spin...
- ...then wreck it.
- Slap someone with a white glove and challenge them to a duel...
- ...and regret it.
- Forge a new sword from rare, legendary metals (perhaps with a shining jewel on the crossguard) ...
- ...and forget where I put the damn thing.
- One of the kids calls me their hero.

Once every item on this list has been checked off or crossed out, perhaps it's time I admit that my knightly years are behind me. Replace this Journey with "*Frog-Life Crisis*."

FROG-LIFE CRISIS

Sometimes I worry I haven't experienced life enough, that there's all these amazing activities and events I've missed out on, that I'm still a bachelor after all these years. It's no matter! I'm an adventurer, after all—and what's the greatest adventure if not tackling life itself? Check off the following things as they happen, or spend three Leftovers to cross one out:

- Acquire a frog-sized motorcycle, automobile or aeroplane...
- ...then wreck it.
- Procure a bouquet of roses and ask someone my age out on a date...
- ...and regret it.
- Acquire a spiffy suit perfect for a frog-about-town (perhaps with an especially ostentatious hat)...
- ...and have a meltdown worrying whether it makes me look weird.
- One of the kids calls me their friend.

Once every item on this list has been checked off or crossed out, then perhaps it's time to admit I'm a little on in years to be getting tangled up in such tomfoolery. Replace this Journey with "*The Next Generation*."

THE NEXT GENERATION

These kids are starting to grow up, and I can't let their only teacher be a grumpy old witch. I want to teach them all the skills I know, because someday they're going to be the ones in charge of the Bed & Breakfast. Whenever I teach someone younger than me a skill from the list, check it off and give them the associated Bingo or Whoopsie.

- How to grill the perfect burger. / Bingo: "*Step in and calmly address the problem.*"
- How to scramble the perfect omlette. / Whoopsie: "*Make a big mess all over the place.*"
- How to rescue princesses from tall towers. / Bingo: "*Offer someone a rose.*"
- How to slay dragons in their evil lairs. / Whoopsie: "*Declare someone is my nemesis.*"
- How to live a full, courageous life. / Bingo: "*Recall a bit of ol' Parish's wisdom.*"

Once I've checked these all off, I'm a proud old frog indeed. Write down another sign of my age (*gray skin / forgetful / a cane / etc*). and give me a Spare Journey.

YAZEBA'S JOURNEYS

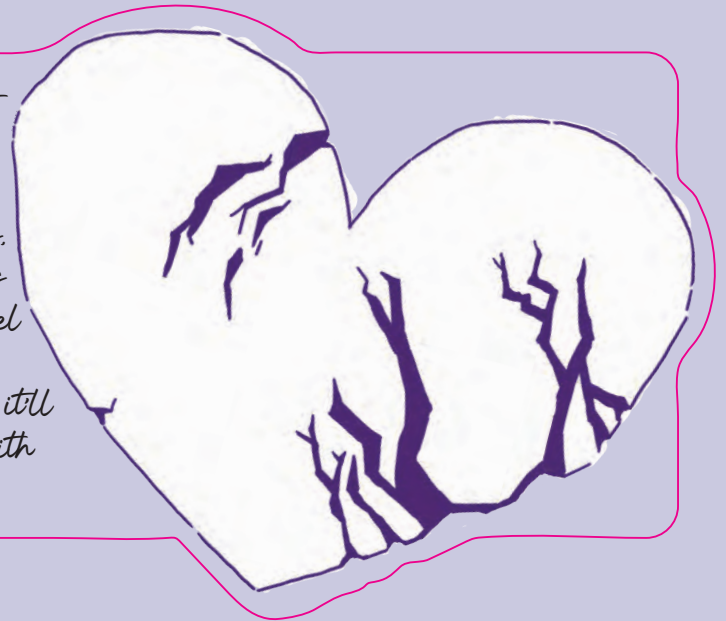
YOU OKAY IN THERE?



Hey Zeeba, it's me. Just checking in. You've been quiet for a while. I hope everything's okay. Unless a Chapter calls for you by name, no one can play as you; you're in your office dealing with "witchy business." At the end of every Chapter you're not in, we can choose to put our leftovers into the depression pile of dirty dishes you've been slowly building up outside your office doors. Once we've checked off every dish, please come downstairs? Replace this Journey with "The Empty Chest." -Sal

THE EMPTY CHEST

Dear Yazeba. At this point I've figured out your trade with Monday, and what it cost you. I don't know if it'll help, but here's a heart, from me to you. It's got a lot of cracks, and it doesn't have anything in it yet, but it's a start. When you spend time with us and feel something, you can turn any leftovers you have into dots in this heart. Maybe someday it'll fill up, and you can replace this Journey with "Fill In The Cracks." Love, Gertrude



FILL IN THE CRACKS

Hi Yazeba! You have a really pretty heart but it's got all those cracks in it! Have you tried ripping up the stickers we get when we play Chapters and pasting them over the cracks? They're just like bandaids! Once all the cracks are covered up, I think you'll be all ready to unlock Chapter 99, "Goodbye Yazeba."

MOON PRINCE'S JOURNEYS



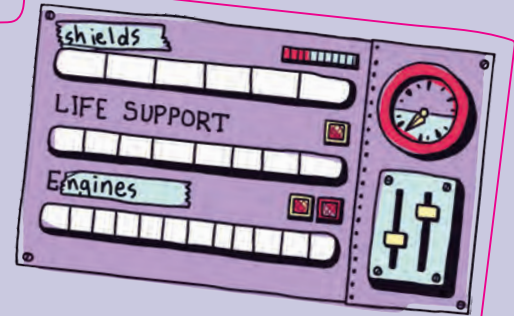
DOUBLE GRAVITY

Everything on Earth is so *heavy*, and I thought I could get strong enough to just deal with it, but I'm really starting to really feel the weight of everything. While I'm on this Journey, if I want to push through and do something physically taxing, I have to cross off one of my Planets. When I have no Planets left to cross off, I'll go lie down and take a nap somewhere. My player may grab another character to play for the rest of the Chapter, and when it ends, anyone may spend five leftovers to erase the slash over one of my Planets. Whenever I have to leave a Chapter early, I immediately mark the Alien track. Once the Alien Track is completely full, replace this Journey with "*Low Orbit*."



LOW ORBIT

Life on Earth is hard, but I don't want to go back to the moon, either. My friends are here. I should at least rebuild my ship so I have options again. Maybe fixing it will help me fix myself, a little? When I'm on this Journey, I get the Whoopsie, "Stick to what I know is safe." Every time I do it, mark the Shields Power Track. While I'm on this Journey, I get the Bingo, "Rest and catch my breath." Every time I do it, mark the Life Support Power Track. At the end of each Chapter, I can put my leftovers in the Engine Power Track. Once all three tracks are full, my spaceship is operational. I can stay at the Bed & Breakfast if I'd like, or head out to explore the stars. Either way, give me a Spare Journey when I return.



SPARE JOURNEYS

ARTIST

You are an artist, working on a beautiful painting. Take a blank piece of paper and paperclip it to your Character Sheet—this is your Canvas. At the end of each Chapter, you can spend leftovers to draw lines or brushstrokes on it. If a Chapter concludes and you don't put any leftovers into your Canvas, throw the paper out and start over again—you're dissatisfied with your work. Once you feel satisfied with the finished artwork, give it to the Bed & Breakfast and get a Spare Journey.

BLADEMASTER



You were gifted, found, bought or stole a very cool sword, and you're starting to get pretty good with it. When you choose this journey, write down what your sword looks like and how you decorate it: _____.

While you're on this journey, you have an extra Bingo ("Cut something that needed cutting,") and an extra Whoopsie ("Cut something that absolutely did not need cutting.") There may not be much call for swordplay at the B&B, but carrying it feels very powerful and dramatic, so any time you say you'll protect, oppose or honor someone or something, swear an oath and write it down on your character sheet. When the track fills up, decide whether you'd rather keep your blade by your side, or in your heart. If you keep it by your side, write "I always carry my faithful sword," under your Facts About Me, and give it a name. If you keep it in your heart, write a new Bingo for yourself that reflects your warrior spirit. Either way, give the Bed & Breakfast a *Legendary Sword* and get another Spare Journey.

BOOKWORM



You've found a really weird and interesting book, and you can't put it down. Take an index card and write down the name of the book and its genre. As long as you're on this Journey, you have the following Bingos and Whoopsies:

- ★ Connect something happening in your book to what's going on.
- ★ Tell someone about a part of the book they'd be interested in.
- ⚡ Get lost in your book at the expense of everything else.
- ⚡ Tell someone about a part of the book you *think* they'd be interested in.

Every time you fill an even-numbered box on the Book Track, write a chapter title onto the index card. Once the Book Track is full, the Bed & Breakfast gets a *Book*, and get another Spare Journey.

CARPENTER

The B&B could use a little TLC, and you've taken it on yourself to spruce up the place. When you start this journey, pick a room in the B&B to renovate: _____. Whenever a chapter takes you there, describe the work in progress and how tidy you think your tools are—or aren't! Put leftovers in the checkboxes below to advance the project.

- | | | |
|---|--|---|
| <input type="checkbox"/> Bleach some ceiling stains. | <input type="checkbox"/> <input type="checkbox"/> Pull up the carpeting. | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Refinish the hardwood. |
| <input type="checkbox"/> Tear down the old wallpaper. | <input type="checkbox"/> <input type="checkbox"/> Smash down part of a wall. | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Install a new window. |
| <input type="checkbox"/> Plaster over the drywall. | <input type="checkbox"/> <input type="checkbox"/> Reroute the electrical wiring. | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Apply a new coat of paint. |

When you get bored of your project, you can abandon it, and get another Spare Journey. If you've completed 0-2 rows of tasks, you get a new Whoopsie: ("Bite off more than I can chew"). If you've completed 3-5 rows, give the B&B a *Hammer*. If you've completed 6-8 rows, give the B&B a *New Toolbox*. If you complete all 9 rows of tasks, give the Bed & Breakfast a *New Toolbox*, a *Hammer*, and get the Bingo "Buckle down and do something no one else was up for."

FRIEND? FRIEND!

There's someone in town who seems really cool and you really want to be their friend. Take a piece of paper and write down why you think they're so cool. At the end of a Chapter, put all your leftovers into a single checkbox to choose it. Write down what you learn on a piece of paper.

- Their name.
- Their pronouns.
- Something they're good at
- Something they care about.
- Something they're embarrassed of.
- Something they hate.
- A fun fact about them.
- A fun fact about them.
- A fun fact about them.

Once you've checked off the boxes, tell everyone how you became friends, and create them as a Guest—give them Bingos, Whoopsies, and a Spare Journey. They can show up in any Chapters set outside the Bed & Breakfast. Find another Spare Journey.

INVENTOR

You are building a glorious machine, the sort no one's ever seen before. Take a scrap piece of paper and draw a 4 part rectangular Track on it representing the core of the machine.

- Whenever a Track fills up, create a new circular three-part Track to represent an engine, radio, sprocket, or other part of the machine that needs consistent upkeep.
- Whenever a circular Track fills up, clear the Track and create two Checkboxes to represent supplies you need to acquire for your machine.
- Whenever you complete a Checklist, create a new rectangular four-part Track to represent the construction of a new component of your machine.

Once you run out of room on your paper, draw a picture of the machine on the other side, with three Nooks. Anyone can put a Memento into a Nook in order to unlock a Guest, give a new useful modern device to the Bed & Breakfast, or change one of the rules of the game. Give the machine to the Bed & Breakfast, and get another Spare Journey .


JAMMIN' OUT

You're working on a mixtape for the Bed & Breakfast. At the end of a Chapter, put all your leftovers into this Journey and write down a song on the album that you feel fits the vibe of the Chapter and of the Bed & Breakfast, starting on the A Side.

🔦 A Side: As long as you're on the A Side, you have the Whoopsie: "Zone out and listen to the music."

★ B Side: As long as you're on the B Side, you have the Bingo: "Inspire someone with a song that means a lot to me."

- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____


Once you run out of room on the A Side, switch to the B Side. Once you finish the B Side, the Bed & Breakfast gets a  Vinyl Record, and get another Spare Journey.

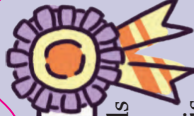
DETECTIVE



There's a mystery afoot, one that you're determined to get to the bottom of. Every time you fill up one of these Clue Tracks, check off one of the boxes below.

- ☐ You've found a clue that hints at the true nature of the conspiracy: _____
- ☐ You've found where the conspiracy meets: _____
- ☐ One of your enemies is involved in the conspiracy: _____
- ☐ One of your *friends* is involved in the conspiracy: _____

Once you've gotten to the bottom of it, confront your friend and discover the truth of the conspiracy. Your friend gets a Whoopsie ("Be needlessly cryptic when clarity is important,") and the Bed & Breakfast gets a  *Magnifying Glass*. Pick out another Spare Journey.



You can only choose this Journey alongside someone else. You both become fated rivals of each other. Write your nemesis's name here: _____ . As long as you're on this Journey, you have the Whoopsie "Focus on defeating my nemesis above all else," and the Bingo "Flaunt my superiority in an activity of my choice." Whoever fills this track up first wins, and soundly defeats the other. Whoever won gets the Whoopsie "Gloat about my accomplishments," and whoever lost gets the Bingo, "Show off my talent through competition." Both of you get new Spare Journeys.

NEMESIS



You can only choose this Journey alongside someone else. You both become fated rivals of each other. Write your nemesis's name here: _____ . As long as you're on this Journey, you have the Whoopsie "Focus on defeating my nemesis above all else," and the Bingo "Flaunt my superiority in an activity of my choice." Whoever fills this track up first wins, and soundly defeats the other. Whoever won gets the Whoopsie "Gloat about my accomplishments," and whoever lost gets the Bingo, "Show off my talent through competition." Both of you get new Spare Journeys.

NEMESIS


JUNK COLLECTOR

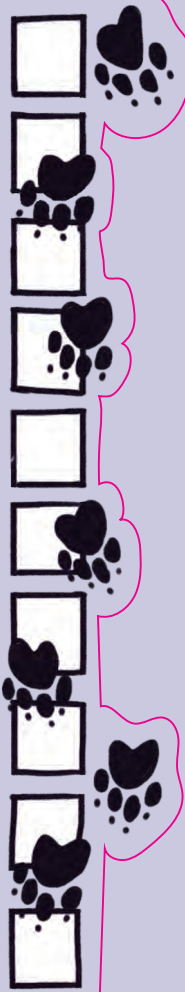
You've accumulated a lot of *stuff*, none of which is exactly garbage, even if you're not sure yet what exactly it's going to be useful for. And now that you have the big pile, you're tempted to collect more. Whenever a chapter presents you with some junk, you may hold onto it for later and add it to the list.

- A broken, old-timey radio.
- An empty fish tank.
- A box of scrap fabric.
- Buttons of various sizes.
- Most of a board game.
- Stacks of magazines.
- Part of a virtual reality device.
- _____
- _____
- _____
- _____
- _____

Whenever you find a good use for some of your junk, cross it out. At the end of a chapter, you can also say goodbye to some junk and cross it off the list. Once you've finally gotten rid of it all, give yourself the Bingo "Let go of something" and get another Spare Journey.

NEW PET

You found a stray creature, and have taken it in until you can find it a proper home. Choose what sort of pet it is (*dog / cat / rat / raccoon / caterpillar / dire wolf / kraken / something else*), give it a name, and write both down on an index card. Your pet has all the same Bingos and Whoopsies as you. As long as you're on this Journey, you have the Bingo "Roll around and have fun," and the Whoopsie "Get defensive of my companion." Once you complete this Journey, you find a new home for your pet. Give them to any Guest (or the Bed & Breakfast itself) and bid them farewell. They'll still be really happy to see you, when they do! The Bed & Breakfast gets a  *Chewed-Up Toy*, and you can get another Spare Journey.



The allure of fire magic is hard to resist, and it's an easy thing to want to muck around with. You just gotta be careful, lest you get burned. As long as you're on this Journey, you have the following Bingos and Whoopsies:

- ★ Summon a trail of sparks in the air.
- ★ Illuminate what's going on.
- ★ Bingot a warm and comforting flame.
- ⚡ Make something explode.
- ⚡ Blind with burning light.
- ⚡ Start a blazing fire.

PYROMANCER

Once you complete this Journey, choose a Bingo or Whoopsie to add permanently to your character sheet. The Bed & Breakfast gets a  *Candle*, and get another Spare Journey.

You've been working way too hard lately, and you *need* to rest. When you embark on this Journey, write a short description of your pajamas and favorite pillow:

SLEEPYHEAD

As long as you're on this Journey, you have the following Bingos and Whoopsies:


- ★ Remind everyone to take a quick break. ★ Exert and exhaust myself.
 - ★ Pull out pillows, blankets, or stuffed animals. ★ Lie about the rest I need.
 - ★ Cuddle up next to someone and fall asleep. ★ Stay up *way* past my bedtime.
- You can finish this Journey and get another Spare Journey whenever you want, but remember—there's a reason you're taking a breather. When you do, choose one of the Bingos or Whoopsies and add it to your character sheet.

PENPAL

You've made a friend with someone far away from here, and you've been exchanging letters! Take a blank piece of paper and make a small sheet for them—name, pronouns, 3 fun facts, and a quirk about their writing. Once you feel like your letter is all done, send it to anyone else. They can write a reply if they want, or you can start on a new letter. Once you feel like you've written enough, your penpal comes to visit! Give them four Bingos and four Whoopsies, and pick out a Spare Journey for them. Once they complete their Journey, they'll head home.


You got an old instant camera and a roll of film from (Choose 1: *a yard sale / an antique store / a weird fairy / another guest*) and you've found a new hobby as an amateur photographer. Whenever you spot one from below, take an index card, do a little sketch of what the photograph is like along with a caption, and give it to whoever you want (or hold onto it). You can take the same photo for a prompt multiple times, but only check the box off the first time.

SHUTTERBUG

- You feel good about yourself and want to take a selfie. Some truly bonkers shenanigans are happening (or about to happen).
 - One of your friends is being outrageously silly. The sky is doing something really beautiful.
 - You notice a very small moment of beauty. Your friends are being weirdos at night.
 - You're all doing something *technically* illegal. Some other moment that makes you happy.
 - You and your friends are all having fun hanging out. Some other film and take more photos, but for now—
- Once you've checked off every box, you run out of film. You can get more film and take more photos, but for now—give the Bed & Breakfast a  *Polaroid*, and get another Spare Journey.

You're working on a (Choose 1: *novel / poem / play / comic book / dissertation*). Take an index card and write down its working title and brief plot summary. On the other side, keep track of how the project goes, and at the end of each Chapter choose 1:

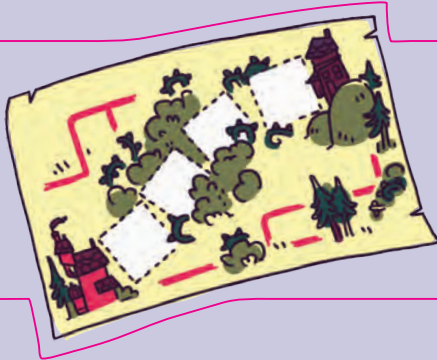
WRITER

- A part ended up exactly how you expected
 - A part ended up better than you expected
 - A part ended up totally different than you expected
 - A part ended up a disappointment
 - A part ended up way worse than you wanted
 - A part ended up so bad that it retroactively ruined another bit—uncheck another box.
- Once the project is done, give it (along with a  *Book*) to the Bed & Breakfast, and get another Spare Journey.



The HEARTLESS CONTRACT

The
BRAMBLED PATH TO
MONDAY'S HOUSE



Whenever the Bed & Breakfast gets a Memento, someone else can take it and put it in the Brambled Path To Monday's House. Once it's all filled out, unlock "Monday's Game," if you can find it.

HEARTACHE



At the end of each Chapter, put all of your leftovers into the Heartache Track. Whenever it fills up, clear it, and black out a single word from your Facts About Me.

★ Use your fulfilled Greatest Desire to help others.

⚡ Criticize someone (and call it "helping.")

★ Show kindness...of a sort.

⚡ Stay cryptic and secretive about something that matters to everyone.

★ Leap through the air, unburdened by a heavy heart.

⚡ Put your Greatest Desire above all else.