

# Journeying

A solo game by Gaia Sicolo

In this game you play as someone on a journey. You could be a little bird on its first migration south, a daring space explorer on their airship, a pilgrim in search of sanctuary. Or it could be a metaphoric journey, a path towards self-discovery and acceptance. Whatever you choose, it's okay: there is no right or wrong interpretation.

During your journey you will come across many new things as well as obstacles. How will you make sense of them? How will you overcome them? Will you reach your destination untouched or will you be changed by the path you picked?

## **HOW TO PLAY**

Your journey has a starting point. With each new step you take towards the destination, you roll two d6s, one white and one black. The results will correspond to a specific combination that informs what you're encountering.

Write down how you deal with it, how it makes you feel, what do you think of it, anything that comes to mind. Then move on and roll the dice for the next leg of your journey.

The game doesn't have a set number of rounds, so feel free to wander for however long you desire and to put an end to it when you think it's appropriate.

## PROMPTS

White

**1** hollow

**2** wide

**3** resonant

**4** abandoned

**5** luminous

**6** imponent

Black

**1** home

**2** bridge

**3** forest

**4** ruins

**5** apparition

**6** procession

