

Warm-Ups

Creating Characters & Establishing Setting

1. **Firing Line.** Everybody takes a turn “taking it”; the rest takes turns firing words for free association. 1 min. each
2. **One Word at a Time.** Tell a story one word at a time. Four minutes.
3. **Constellation.** Pick a constellation. Use “Yes, and...!” to fill out some of the themes that constellation stands for.
4. **See a Star.** Each player picks a star in that constellation and gets 30 seconds to describe its personality. Then, other players throw out descriptions until original player says, “I don't see it.”
5. **The City of Polaris.** Describe the city of Polaris. Give each character a bit of the story to tell. For each person, the Moons play “Color, Advance”

Beginning Play

6. **Opening Ritual.** Appoint one person to read a passage from the book. His Moons are in charge of the opening and closing ritual phrases, including lighting and blowing out the candle
7. **Introducing Scene Framing.** Do a round of cooperative scene framing with just the Heart and the Mistaken.
8. **Introducing Conflict.** Do a second round of scenes, this time the Mistaken should push for things the Heart might not want. Introduce the phrases “But only if...”, “It was not meant to be,” and, “And that was how it happened.”
9. **Introducing the Moons.** Add in the ritual phrases, “It was no matter,” and “We shall see what comes of it.”
10. **Introducing Themes.** Introduce Themes and how to use them, as well as the ritual phrases, “And furthermore...” and “You ask for far too much.”
11. **Introducing Dice.** Add the ritual phrase, “It shall not come to pass.” Assign Zeal, Weariness, Ice and Light.