

a helpful reference sheet...

Review player agendas and safety tools

Set the tone: What **three adjectives** describe the city we want to explore? What genres or settings interest us?

Laying foundation: Every player adds one card to the table, either a Neighborhood or a Landmark. There is no Compass during the foundation round.

every round...

Declare the Compass: One player chooses an aspect of the city to explore and investigate.

Wander the city: Each player takes a turn adding a card to the table.

Neighborhoods each have a title, a reputation, and a true name.

Landmarks each have a title, an address, and a true name.

Residents each have a title, pronouns, and a true name that is created communally.

Hold an Event: Finish the round by showing how the city changes! Whoever declared the Compass declares the Event. Starting with the player to their left, every player takes on a **voice of the city** and either **asks a question**, **states an opinion**, or **shows a consequence**.

Alter the city! Change the text or placement of cards to reflect how the city evolves. The player who declared the Event has the last word, and closes out the round.

When you are done, take a Rest Stop and check in with each other, then move onto the next round!

i'm sorry did you say street magic

a city-building story game
by Caro Asercion

player agendas

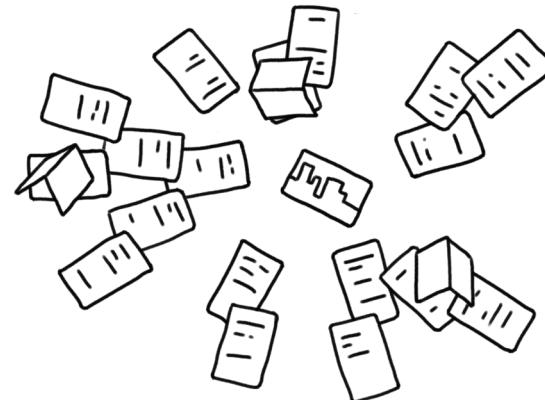
create a vibrant and multifaceted city, fill that city with life and personality, and expand on each other's ideas together.

safety tools

Rest Stops: Take a break at the end of every round, or more frequently if needed.

Holds: Pause to ask clarifying questions, raise concerns, or check in before, during, or after potentially heavy scenes.

Lines & Veils: Set boundaries for content you do not want to center, or to see at all, in your session.



good practices

take turns and make space • use safety tools often • the table is not geography • use the Compass to set your own agenda • think big — or think simple • look to your nesting cards for guidance • fill your city with a plethora of stories • think beyond the biases of the real world

true names

Think poetically and play to the senses when coming up with true names. What do you see, smell, hear, feel, or taste? What makes this place or figure truly unforgettable?