

Northwest Passage I am named:

Print out this page for each player. Then, have each player cut along the dotted lines. These sections will be your game pieces. In addition, provide a 16 inch section of yarn or string for each player.

You and your friends are traveling north through untamed lands with basic survival gear to bury a friend's ashes in Canada.

The only allies you will find are among the First Nations people. They understand the significance of your journey and invite you to their smoke ceremonies. Each player will narrate one such meeting.

You are not the first intrepid explorers to cross this way, and you will encounter echoes of previous travelers - abandoned campsites, cairns, or other signs of human passage. These dismal reminders will prompt you to melancholy reflection upon your own past failures.

Each player will narrate the discovery of two echoes, sharing a moment of their troubled past that the echo reminds them of.

Narrate smoke and echoes scenes in any order you wish. At the end, you will bury your friend.

Each time you are moved by another player's story, tell them and they may play a section of this sheet on the table, edge to edge with another sheet. Once you reach your destination, try to make an unbroken line of yarn between your two grey dots. If you cannot, you find peace. If you can, you are still haunted by guilt.

Smoke is the medium between higher realms, and once fanned with it you are washed of spiritual impurities. Only then can you all come to terms with the role that you played in your friend's death - all of you are guilty.

Stack us in the middle of the table to begin playing. Your name must be the first piece you play. You don't need to play every piece.