

Let's begin by focusing on our character sheets. Each of us should read their own: It's made up of four relationships, numbered in decreasing order. Each refers to one of the Fallen: The higher the number, the closer the bond. *Number IV* is what gives each Relative their title: It refers to the worst loss they suffered.

➤ One volunteer shows everyone the *Code* on *Signal Number IV* in their deck, for example, __ __. Then they spell out their *Degree of kinship* with the Fallen: «He was my...». For example, Father. Finally, they take the *Extended family* sheet, find the space for Child and __ __, and fill it in with Father.

➤ The player to their left looks in their own deck for the *Signal* with *Code* __ __ and looks at its *Number*. For example, II. Then they'll quietly read out relationship *Number II* on their own character sheet and define it in a couple of words. For example, «He was my Best friend». The Child's player notes this down in the corresponding space on the *Extended family* sheet.

➤ Now it's up to the player to the left of the Best friend to do the same, and the player after them, until we've stated and noted down four relationships to the Fallen coded __ __ on the *Extended family* sheet.

➤ After going around the table once, we'll start over from the player to the first volunteer's left (in our example, the Child's left): They'll show the *Code* on their *Signal Number IV*, state and note down their *Degree of kinship*, then listen to everyone else's relationship to the new Fallen and take note of it.

➤ We'll keep going like this until the entire *Extended family* is laid out on the sheet. We'll be able to use it as reference for the rest of the game, but we must keep it away from the Veteran's eyes.

Now we can focus on the *Signals* in our deck. Each of us should read their own. A *Signal* is a memory, tied to a *Memento*, written in that Relative's voice and concerning one of the Fallen. So «I remember this toy used to make you smile» means that the Relative recalls the Fallen smiling.

➤ The volunteer (the Child in our example) from the first round starts again. They show the *Code* on their *Signal Number IV* and again state the relationship we've noted on the *Extended family* sheet. This time, though, they also hold up the *Memento* that goes with *Signal IV* and dive deeper into the bond: «He was my..., but...». For example: «He was my Father, but we used to fight all the time».

➤ We'll go around the table once again, each of us diving deeper into their relationship to the Fallen, with the *Memento* as inspiration. In our example, the player who called themselves the Best friend to __ __ holds up a ring and states: «He was my Best friend, but I always hoped we'd become something more».

➤ Even if we're not writing down these feelings, they'll be common knowledge when we start playing. Let's listen to everyone, choosing carefully what to say now and what we'd rather bring up later, without spoiling too much of the *Signals*. In our example, the two players might decide that the ring belonged to the Father, and the Child will want to find out why the Best friend has it during the game itself.

Finally, let's take a look at the *Placecards*. Each goes in front of its owner's seat, so that everyone else at the table can read it.

➤ The volunteer reads out the first question on their *Placecard* while looking the player to their left in the eye. The question is meant for both, but this is not the time for answers: We'll be looking for those over the course of the game.

➤ After listening to the question, the player to the left of the volunteer goes on to read the first question on their own *Placecard* to the next player in the circle. Let's go around like this until the volunteer receives a question as well.

➤ Now the volunteer reads the second question on their *Placecard* to the player to their right. We'll go around once again, until we've closed the circle in the opposite direction.

➤ The goal of these questions is to get us thinking about our shared past, between the end of the war and our meeting today. For example, if a *Placecard* says that two Relatives are living together, it's up to them whether this arrangement is cosy or uncomfortable.

Now we're ready to begin. Here's what we need to keep in mind during the game:

➤ Our goal is to let go of as many *Mementos* and attached *Signals* as we can, without having them returned to us. Each *Memento* is a burden on the Relatives' mind, a festering wound that refuses to stop hurting. It's time to move on with our lives.

➤ *Signals* are numbered in a dramatic crescendo: We can't give the Veteran a *Memento* attached to *Signal II* without first giving him the one attached to *Signal I*.

➤ During *Reception* we'll be seated at the table, interacting between us and with Oscar, who is unable to hear us. It's a sort of weird séance, full of expectation, pain, doubt, regret.

➤ Nobody can decide to give the Veteran a *Signal* on their own. We must wait for one of the others to lay a hand on our shoulder and encourage us to step forward.

➤ When the Veteran points to a Relative, it means that the *Message* from the Fallen is for them. If Oscar also returns the *Memento*, the Relative rejects his words as a bitter lie; if the *Memento* is gone, the Veteran's words ring true and the Relative can feel some solace.

➤ During *Transmission*, the Relatives step away from the table and split into two pairs. They can only interact with their partner in whispers. We can't change partners within this phase, but we can choose to spend time with someone else in the next *Transmission*. These moments of intimacy are our only chance to speak eye to eye.

➤ Only the *Epilogue* can bring some sort of closure to this strange, sorrowful séance. Only then will we get to wave one last farewell to the Fallen and finally move on.

