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THE
LOFTY
BEACONS

IN A POST-APOCALYPTIC FUTURE,
EVERYONE HAS BEEN KILLED BY ZOMBIES
OR THE DEATH-CULTS OF THE WASTE.
A FEW COMMUNITIES OF SURVIVORS
HAVE HOLED-UP IN THE MOUNTAINS.

YOUR CREW HAS BEEN SENT TO
MAINTAIN ONE OF THE LOFTY BEACONS:
A CHAIN OF REMOTE MOUNTAINTOP
SIGNAL FIRES, KEPT UNLIT.

YOU WILL SERVE FOR SEVERAL YEARS,
LIGHTING YOUR BEACON IF ENEMIES
MARCH ON THE MOUNTAINS OR
IF A NEIGHBORING BEACON IS LIT.



**THE
RULES
PART 1**

1. PICK WHICH CHARACTER YOU ARE: THE MERC, THE GOON, THE PUNK, OR THE PRIOR, ANSWERING THE QUESTIONS.

2. THEN READ THE PEAK, ANSWERING QUESTIONS AS NEEDED.

3. NEXT, DRAW A RANDOM SITCH CARD. ACT IT OUT, DRAWING A NEW SITCH CARD EVERY 5-10 MINS, AS NEEDED. MULTIPLE SITCHES CAN OFTEN OVERLAP IN TIME.

4. IF YOU'RE NOT SURE HOW SOMETHING WILL GO, DRAW ONE OF THE COST CARDS.

5. IF YOU RUN OUT OF SITCH CARDS, DRAW THE LIGHT: PART 1 AND PART 2.



THE
RULES
PART 2

A. THE GENERAL GUIDELINES ARE:

1. BUILD ON WHAT OTHERS SAY AND DO.

2. TO DO SOMETHING, ACT IT OUT.

3. IF IT'S VIOLENT, USE SLOW-MOTION.

B. IF THE CONSEQUENCES OF ACTIONS ARE UNCLEAR, DRAW FOR THE COST.

C. GAME EVENTS DON'T ALWAYS HAPPEN IN REAL-TIME. JOURNEYS OR ACTIONS THAT WOULD TAKE HOURS OR DAYS CAN BE ACCOMPLISHED IN MINUTES.

D. THAT SAID, PROCEED AT A COMFORTABLE PACE, SO AS NOT TO RUSH YOUR FELLOW PLAYERS.



THE
CHAIN

RATHER THAN HAVING A SINGLE CREW OF 2-4 PLAYERS, YOU CAN PLAY WITH AS MANY CREWS AS YOU HAVE COPIES OF THE GAME, ARRANGING THEM FAR APART BUT WITHIN VISUAL RANGE.

GIVE EACH GROUP A FLASHLIGHT OR OTHER LIGHT SOURCE, WHICH THEY CAN LIGHT AND WAVE TO SIGNAL THE NEIGHBORING BEACONS TO LIGHT THEIRS.

IF MEMBERS OF A CREW NEED TO VISIT A NEIGHBORING BEACON, THEY SHOULD ACTUALLY TRAVEL THERE, SLOWLY, AND INTERACT WITH THE SITCH THERE.

THE
MERC

YOU WERE A SOLDIER
FOR THE DEATHLORDS
OF THE WASTE.

WHY DID YOU DESERT
THEM AND ESCAPE TO
THE MOUNTAINS?

WHO HERE DO YOU WISH
YOU COULD HAVE BEEN?

WHAT'S YOUR NAME?



THE
GOON

YOU VIOLATED THE PACT
AND ARE STANDING WATCH
AS PUNISHMENT.

WHAT WAS YOUR CRIME
AND WHAT MOTIVATED
YOU TO DO IT?

WHO HERE REMINDS YOU
OF YOURSELF?

WHAT'S YOUR NAME?



THE
PUNK

YOU JUST SURVIVED YOUR
19TH WINTER AND ARE
HERE TO PROVE YOURSELF.

WHAT LIFE LESSON DO YOU
STILL NEED TO LEARN?

WHO HERE DO YOU
ASPIRE TO BE?

WHAT'S YOUR NAME?



**THE
PRIOR**

YOU PREVIOUSLY SERVED
AT LEAST ONE PRIOR STINT
ON THE LOFTY BEACONS AND
ARE NOMINALLY IN CHARGE.

WHAT DISASTER DID YOU
SURVIVE LAST TIME?

WHO HERE MIGHT BE CAPABLE
OF BEING THE NEXT PRIOR?

WHAT'S YOUR NAME?



**THE
PEAK**

TAKE TURNS DESCRIBING PARTS OF THE
TREACHEROUS HIKE UP TO YOUR POST.

TAKE TURNS DESCRIBING THE CREW THAT
YOU RELIEVED, RAGGED AND WEARY
FROM SEVERAL YEARS AT THIS POST.

PHYSICALLY ARRANGE THE POST:
THE BEACON, YOUR MINIMAL LODGINGS,
AND THE VIEW OF NEIGHBORING BEACONS.

HOW ARE YOU EXPECTED TO GET
YOUR FOOD AND FIREWOOD?

WHAT'S THE NAME OF YOUR
PEAK AND ITS BEACON?



**THE
LIGHT
PART 1**

**THE TORCHES OF
THE DEATHLORDS'
APPROACHING
ARMIES TWINKLE
IN THE VALLEYS
FAR BELOW.**

(TIME TO LIGHT YOUR BEACON!)



THE
LIGHT
PART 2

WHEN THE TIME COMES
TO LIGHT YOUR BEACON,
YOU'LL NEED:

1. DRY WOOD OR OTHER FUEL

2. FLAME OR SPARKS

3. BELLOWS OR BREATH

4. NEIGHBORING BEACONS TO BE LIT
(IF NOT, GO FIND OUT WHY)

ONCE THE BEACONS ARE LIT,
DESCEND TO PREPARE FOR WAR.
(THE END)

The background features a central white triangle pointing upwards. This triangle is surrounded by a series of concentric, inverted triangles in shades of yellow, teal, and dark blue. Below the white triangle, there are more inverted triangles in shades of grey and brown, creating a layered, architectural effect.

THE
SITCH

SEVERE WEATHER

CHOOSE: DEEP BONE-CHILLING COLD,
A VIOLENT MOUNTAIN STORM, OR
SOME OTHER AWFUL WEATHER SETS IN.

YOU DON'T HAVE TIME TO PREPARE,
BUT YOU CAN REACT AND TRY TO PREVENT
SERIOUS HARM TO YOURSELVES,
THE POST, OR YOUR BEACON.

(IF THIS REPRESENTS A VISIT TO
ANOTHER BEACON: THE WEATHER MAKES
IT VERY SLOW AND DIFFICULT.)



THE
SITCH

ENEMY SCOUTS

YOU SPOT A SMALL GROUP OF THE DEATHLORDS' SCOUTS PROWLING THROUGH THE MOUNTAINS, SEARCHING FOR THE SURVIVING FREE COMMUNITIES.

PLAN AND EXECUTE A MISSION TO TAKE THEM OUT BEFORE THEY CAN REPORT BACK TO THE DEATHLORDS.

(IF THIS REPRESENTS A VISIT TO ANOTHER BEACON: YOU HELP TAKE OUT THE SCOUTS AND MAY BE WOUNDED.)



THE
SITCH

NEED SUPPLIES

YOU ARE OUT OF CERTAIN CRITICAL SUPPLIES: DRY WOOD, FOOD, WATER, FUEL, ETC. FIRST DECIDE WHAT.

FIGURE OUT HOW TO SEND CREW MEMBERS OUT TO GATHER THE NEEDED SUPPLIES WITHOUT LEAVING THE BEACON COMPLETELY UNMANNED.

(IF THIS REPRESENTS A VISIT TO ANOTHER BEACON: THEY DON'T HAVE ANY SUPPLIES THEY CAN SHARE WITH YOU.)



THE
SITCH

CEREMONY

IT'S TIME FOR A PARTICULAR CEREMONY
OR FESTIVAL IN YOUR COMMUNITY,
PERHAPS ONE TO HONOR THE DEAD.

GATHER WHAT YOU NEED FOR THE
CEREMONY OR FESTIVAL AND THEN
CONDUCT IT AMONG YOURSELVES,
AS BEST YOU CAN.

(IF THIS REPRESENTS A VISIT TO
ANOTHER BEACON: YOU ARE INVITED TO
PARTAKE IN THEIR CEREMONY.)



THE
SITCH

ILLNESS/INJURY

ONE OR MORE MEMBERS OF YOUR CREW
HAVE SUFFERED A SERIOUS INJURY OR
BECOME ILL. FIGURE OUT HOW.

DO YOUR BEST TO TAKE CARE
OF THEM WITHOUT ABANDONING YOUR
POST OR HARMING YOUR MISSION.

(IF THIS REPRESENTS A VISIT TO
ANOTHER BEACON: YOU SUFFER AN
INJURY OR CONTRACT AN ILLNESS
DURING YOUR TRAVELS.)



THE
SITCH

MAINTENANCE

SOME PARTS OF YOUR POST OR BEACON HAVE BECOME DAMAGED OR IN NEED OF IMPROVEMENTS AND STRENGTHENING.

FIGURE OUT WHAT BASIC MAINTENANCE YOUR CURRENT LIVING SITUATION NEEDS, GATHER THE NECESSARY SUPPLIES, AND THEN FIX IT UP.

(IF THIS REPRESENTS A VISIT TO ANOTHER BEACON: YOU ARE DRAFTED INTO MAINTENANCE WORK WHILE THERE.)

The background features a central white triangle pointing downwards. This triangle is set against a larger, inverted triangle composed of several layers of darker shades, including dark blue, teal, and grey. The top of the image is a bright yellow inverted triangle, also pointing downwards, which overlaps with the white triangle. The overall design is symmetrical and uses a bold, geometric style.

THE
SITCH

HOMESICK

MEMBERS OF THE CREW BEGIN TO CHAT ABOUT HOME, EITHER ALL TOGETHER OR IN SMALLER GROUPINGS.

TELL SOMEONE ELSE ABOUT THE THINGS YOU MISS AND THE THINGS YOU DON'T MISS FROM THE MOUNTAIN COMMUNITIES OR OTHER PLACES THAT YOU'VE LIVED. MAYBE TELL A FEW STORIES.

(IF THIS REPRESENTS A VISIT TO ANOTHER BEACON: YOU SHARE TALES OF YOUR LIFE BEFORE WITH THOSE THERE.)

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THE
SITCH

GONE MISSING

ONE OF YOUR CREW HAS GONE MISSING,
EITHER NOT RETURNING FROM
A TASK OR JUST DISAPPEARING.
FIGURE OUT WHO'S GONE AND HAVE
THEM MOVE AWAY FROM THE BEACON.

SEARCH FOR THE MISSING PERSON.
MEANWHILE, THE LOST CREWMAN TRIES
TO SLOWLY FIND THEIR WAY BACK.

(IF THIS REPRESENTS A VISIT TO
ANOTHER BEACON: YOU GOT LOST ON YOUR
WAY THERE, BUT THEY FOUND YOU.)



THE
SITCH

FOOLING AROUND

ONE OR MORE MEMBERS OF YOUR CREW HAVE BEEN FOOLING AROUND: WITH EACH OTHER, CREW MEMBERS FROM A NEIGHBORING BEACON, OR SOMEONE FROM THE MOUNTAINS BELOW.

ACT OUT CATCHING THEM IN THE ACT, THE JEALOUSY OR UNPROFESSIONAL BEHAVIOR IT CREATES, ETC.

(IF THIS REPRESENTS A VISIT TO ANOTHER BEACON: YOU FOOL AROUND WITH SOMEONE DURING YOUR JOURNEY.)



THE
COST

**IT COSTS
A LOT OF TIME,
EFFORT, AND
MISERY: ARE
YOU WILLING
TO PAY IT?**



**THE
COST**

**IT COSTS
SOMEONE A
COUPLE OF
FINGERS, TOES,
AN EAR, THEIR
HEALTH, ETC.**



THE
COST

IT COSTS
HARSH WORDS
OR A SKUFFLE
BETWEEN TWO
OR MORE CREW
MEMBERS



THE
COST

**TRY AS
YOU MIGHT,
YOU JUST
CAN'T GET IT
TO WORK**



**THE
COST**

**IT STARTS OFF
PROMISING,
BUT THEN YOU
HIT A SNAG:
IF YOU SOLVE IT,
DRAW AGAIN**



**THE
COST**

IT COSTS A TRIP TO ASK FOR SOMETHING FROM ANOTHER BEACON

THE TRIP TAKES A FEW MINUTES
EACH WAY, PLUS: (IF NOBODY
IS PLAYING THEM) DRAW A CARD
TO DETERMINE THE SITCH THERE.



THE
CRED'S

THIS GAME WAS INSPIRED BY
THE NAMELESS BEACON-LIGHTERS IN
PETER JACKSON'S RETURN OF THE KING.
THE STRUCTURE AND MECHANICS ARE
DERIVED FROM MY GAMES RESTLESS
AND TOMB-PRIESTESSES, AS WELL AS
THE SUNDERED LAND BY VINCENT BAKER
AND SEVERAL CARD-BASED GAMES BY
JASON MORNINGSTAR. STRAS ACIMOVIC
SUGGESTED THE RESOLUTION CARDS.

I DEDICATE THIS GAME TO ALL MY
PEERS SERVING AT DISTANT BEACONS.
I MISS YOU FOLKS.