



THE
LIGHTHOUSE
AT THE EDGE OF THE
UNIVERSE

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*The lighthouse was an ordinary structure,
except for the fact that it was balanced on the very edge of the
universe.*

*One would expect the edge of the universe to end dramatically, but
instead it fragments into little pieces until there is nothing left. It
is on one of these fragmenting pieces that the lighthouse perches
precariously on.*

*No one knows when the lighthouse was built, some speculate it
has been there since the universe began. Maintained by a solitary
keeper, it has guided ships and kept travellers away from the edge
of the universe.*



THE DUTIES OF A KEEPER

The keeper must keep the light shining
continuously from sunset to sunrise

The keeper must ensure the lighthouse
is well-kept and maintained

The keeper must be vigilant over the light

The keeper must keep good notes on
their duties and observations



ABOUT

This game is best played at night before you go to sleep, or when you can't sleep. Each night, your duty as the keeper is to keep the light running strong and tend to any dangers to you or the lighthouse. Write your **observations** and the **tasks** you perform in the battered logbook that lives in the drawers at the base of the lighthouse. The logbook is a precious thing, one that holds all the observations of previous keepers.

The edge of the universe has its own light that rises and falls not unlike our setting sun. The lighthouse's light is only required in the darker hours of the day. Every night in the lighthouse is a little different. You have space to write as many or as few words as you like; whether you can only spare 15 minutes to play or you have time to sit down and write a long entry.

This game is designed to be played over and over as you and the lighthouse change and get to know each other. It is reflective and meditative.

There is a paper lighthouse on the last page for you to cut out and construct. If playing at night, turn your phone light on and place the paper lighthouse over the light for some subtle ambience.

BEFORE PLAY

As the light begins to dim, you make your way up the winding stairs to the lantern room at the top of the lighthouse. The way is lit by a small lantern you carry in your hand.

You will need a **six-sided die**, a standard pack of **playing cards**, and a **coin**. You will also need a **journal** to record your duties in. You can invent a character to play as the lighthouse keeper or you can play as if you yourself were the keeper, whatever you feel like.

During play, you write your reactions, details you notice and how you go about each task in the logbook. If any feelings come up during your watch, record those as well. All prompts are open to interpretation.

ORDER OF PLAY

SET UP

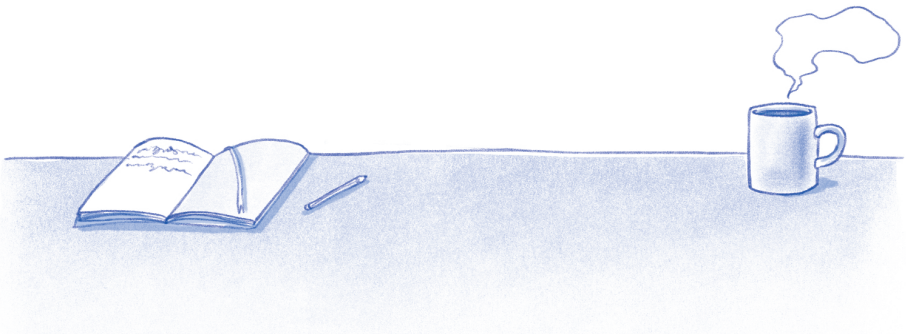
First, record your INITIAL OBSERVATIONS, followed by the WEATHER and LIGHTING THE LIGHT. This only needs to be done once at the start of every session.

PLAYING

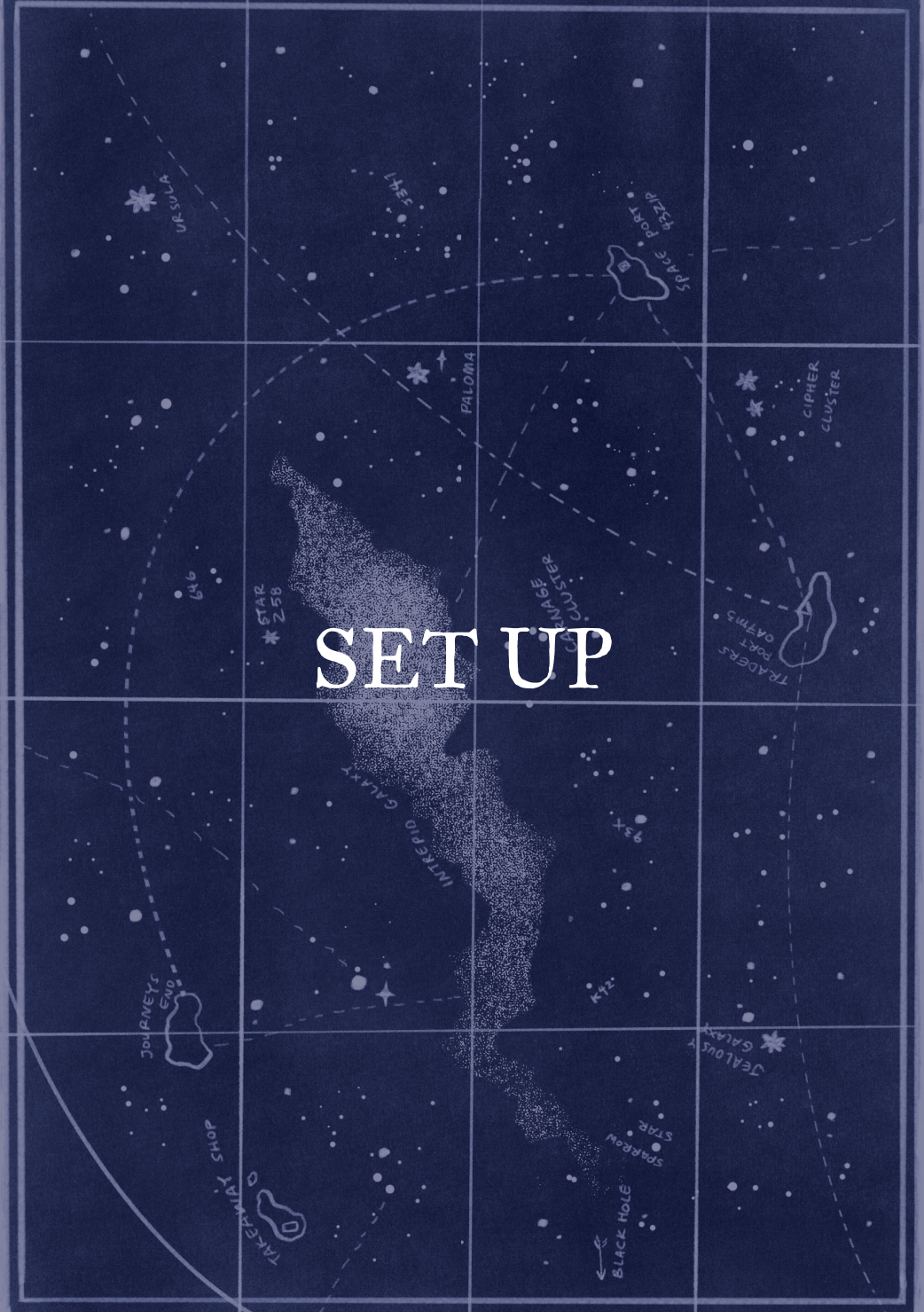
Next, choose a task that fits the night, be it OBSERVATION, MAINTENANCE, or EVENT. Once you've completed the task and recorded it in the logbook, return to the list and choose another.

ENDING

When you feel satisfied with the state of the lighthouse, the night comes to an end. Complete your entry in the logbook, pack up your things, and make your way down the stairs. Be sure to return the logbook to its place in the drawers.



SET UP



UR SULLA

LXEE

SPACE PORT

PALOMA

CIPHER CLUSTER

616

STAR 258

CHANGÉ CLUSTER

TRADERS PORT OAYM3

INTRINO GALAXY

93X

K42

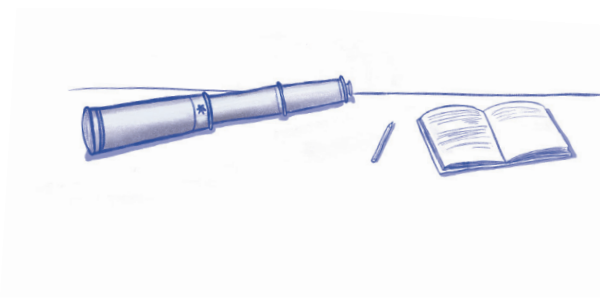
JEALOUSY GALAXY

SPEARHEAD STAR

BLACK HOLE

TAKEAWAY SHOP

JOURNEY'S END



INITIAL OBSERVATIONS

You've reached top of the lighthouse with the logbook in hand. The room is bare but worn from many long nights. The seat you sit on is weathered from the many keepers before you.



When you are ready, open the logbook. You must start each entry with the **time** and **date**.

Alone out on the edge, you and the lighthouse are susceptible to the whims of the **weather**. This will set the overall tone of your night in the lighthouse.

Based on either the fictional state of your keeper or your own, personal feelings, **choose** one of the following 8 weather patterns on the next page.

THE WEATHER

Write down your observations: temperature, visuals (*cloudy, bright, dark, etc*) sounds (*wailing wind, pelting rain, etc*)

Prompts:

How has the weather affected your day on the edge? How are you feeling about completing the tasks with the current weather? Does it scare you? Is the weather a nice change from previous nights?

IF YOU ARE FEELING:

Tired/Drained – *A vicious storm is swirling up from the edge of the universe and causing all sorts of havoc.*

Pained/uncomfortable – *A brisk solar wind is blowing around the lighthouse. You can hear the wind whistling/singing/shouting/whispering around you. What is it saying?*

Happy – *It is a cold, clear night. Something like snow is falling around the lighthouse and covering the ground. Possibly space dust?*

Angry – *Strange lights dance across the sky. The lights are intense and it is comparable to daytime.*

Excited – *It's rather warm. You see more creatures and ships around enjoying the nice weather.*

Relaxed/Calm – *It's raining softly/heavily/torrentially/in an off beat rhythm. Visibility is quite limited; it will be quite hard to see anything.*

Anxious – *A calm night and clear skies. There is an eerie quiet/comfortable silence/foreboding hush.*

Sad/Down – *A meteor shower. Some may pass close to the tower. You see flashes of lights all through the night along with sounds of impact around you.*



LIGHTING THE LAMP

The lantern is the heart of the lighthouse. The lantern itself is small and humble and it sits in front of a gigantic lens. Lighting it is the most important task you'll have tonight.

TO LIGHT THE LAMP:

Flip over a **coin** and a **card**. To light the wick you will need to flip heads and a red card in one go.

If you are not successful the first time, keep trying.

If you had difficulty, write a sentence as to why.

(Shaky hands, bad/strong weather, damp wick, weariness, malfunctioning equipment etc)

Once you have lit the lamp, wind the clockwork mechanism to turn the light. The light will begin to swing around above you.



PLAYING



PLAYING

After lighting the lamp, the rest of your duties begin. You sit alone at the top of the lighthouse with the universe swirling around you. Based on the weather, or the story you'd like to tell, **choose** one of the of the options from the list below. Once you've completed to the task, return to the list to choose another.

*If the night is unsettling, turn to the **Observation** page.*

*If the night is wild, turn to the **Maintenance** section.*

*If the night is calm, turn to the **Observation** section.*

*If the night is uncertain, turn to the **Event** section.*

*If the night is strange, turn to the **Maintenance** section.*

*If the night is quiet and without interruption, turn to the **Event** section.*

*If the night is loud or chaotic, turn to the **Event** section.*

*If the night is cold, turn to the **Maintenance** section.*

*If the night is stifling hot, turn to the **Maintenance** section.*

*If you are unsure about the night, collect your thoughts and turn to the **Observation** section.*



MAINTENANCE

With the light rotating soundly, you can now turn your attention to maintenance. Both you and the lighthouse need care in order to function smoothly.

In the logbook, **describe** how you go about the task. *What is the outcome? How is the lighthouse changed from you performing the tasks? Where in the lighthouse do you carry out the task?*

If you had difficulty, describe why – *Injury, aggravated old injury, weather, weariness, something on your mind, tricky task, etc.*

Roll the die for your maintenance task:

- 1. Something is fractured, shattered, cracked** – *a pane of glass, the lens, your heart, a bone, etc.*
- 2. Something has come undone, unravelled** – *a pipe in the wall, a length of rope, a thread in your jumper, etc.*
- 3. Something needs tending to/care** – *an injured creature, the oil in your lantern, the potted plants, the water-damaged stairs, the tea in your cup etc.*
- 4. Something is missing, lost, misplaced** – *a key, a traveller, the last 24 hours, pages from the logbook, etc.*
- 5. Something is creaky, wonky, squeaky** – *the gears in the light, door hinges, a picture frame, a floorboard, etc.*
- 6. Something needs order, tidying** – *the table from which you write, the floor downstairs, the shelves beside the door, etc.*

Flip over a card to see how the task goes:

- ♠ **Spades** – *Something unexpected occurs when you complete the task*
- ♣ **Clubs** – *Things do not work in your favour*
- ♥ **Hearts** – *A memory is brought up during the task*
- ♦ **Diamonds** – *Things work in your favour*

OBSERVATION

With the universe spread out in front of you, you witness marvellous sights from the lighthouse. Look for passing ships, wildlife, and strange lights in the distance. Make a record of any passers-by you see.

If you observe ships/vessels: *Imagine the journeys of the ships passing you. What is their purpose? Where have they been? Imagine the people inside.*

If you observe animals: *Describe their forms. Do they travel in a flock? Are they travelling alone? What sounds do they make, if any? Do they linger or move with purpose?*

If you observe natural phenomena: *Imagine who else could be observing them. Do the stars/comets have any significance to you?*

Roll the dice to see what you'll observe tonight:

- 1. Animals** – *space whales, galaxy rays, winged creatures, a lone creature, insects, etc*
- 2. Space vessels, ships, crafts** – *battleships, luxury cruises, reconnaissance ships, trade caravans, personal spacecrafts, etc*
- 3. Something in the sky** – *auroras, meteor showers, bioluminescence, fog, lightning, comets, dying stars, planets, mirages, etc*
- 4. Structures** – *floating cities, mobile space stations, escape pods, trading ports, etc*
- 5. Aliens** – *unknown creatures, unmarked space crafts, undocumented animals, UFOs, etc*
- 6. Beings** – *space walkers, pirates, robots, etc*

Flip a card to see how close you observe the object/sight:

- ♠ **Spades** – *Simply a speck in the distance, a flash of lights, a distant smudge against the stars*
- ♣ **Clubs** – *At a safe distance, just beyond the beam of the lighthouse*
- ♥ **Hearts** – *Within an arm's length of the island*
- ♦ **Diamonds** – *Overhead*

EVENT

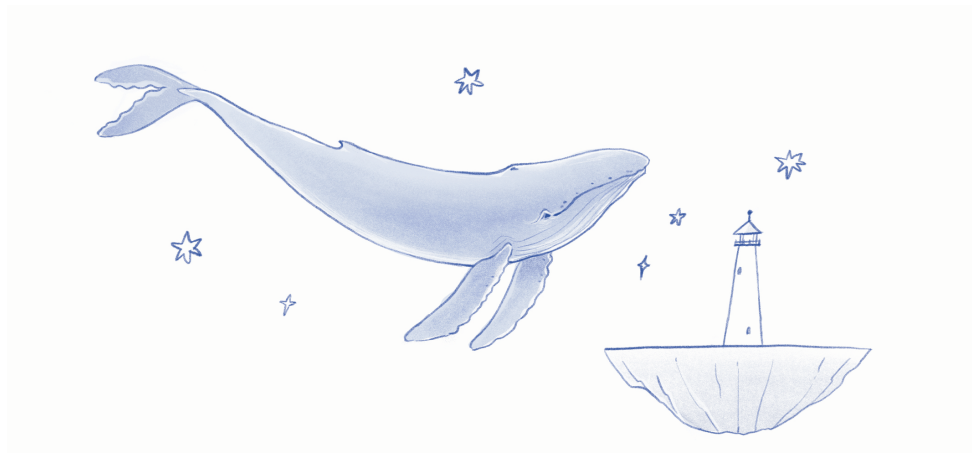
Things happen from time to time and that can have drastic effects on both you and the lighthouse. They may be big things (*time shifts, space whales*) to small things (*a message, a sound*).

Flip a card over and interpret it using the list below. The **colour** of the card represents the severity of the event and the **value** of the card dictates the event.

Red: *This causes a lasting consequence – damage to the lighthouse or island, a lasting effect to you (mentally, physically), harm to others, etc.*

Black: *This has a small consequence – a tiny interruption, an inconvenience, etc*

- 2.** A collision – *Space whales into the lighthouse, your head against a hard surface, a spaceship onto the island, small animals into the glass, etc*
- 3.** A total blackout – *stars go out, your lantern goes out, space fog obscures your view, etc*
- 4.** The light in the lighthouse goes out
- 5.** Everything suddenly falls silent
- 6.** You receive a letter/message from loved ones
- 7.** You receive a mysterious signal/message from the depths of the universe
- 8.** Gravity stops working
- 9.** Time warps forward (end the night early)
- 10.** You see a ship/vessel/craft in distress
- J.** You realise you are not alone
- Q.** You hear an explosion
- K.** Time warps backward (begin the night again)
- A.** A traveller visits the lighthouse – *animal, alien, human, etc*



ENDING

You can play for as long or as short as you wish. Once you feel satisfied with your time in the lighthouse, your shift comes to an end. Extinguish the lighthouse's light. **Shuffle** the deck of cards as you reflect on your night:

Quiet, calm night – *Shuffle the deck once*

Steady night – *Shuffle the deck twice*

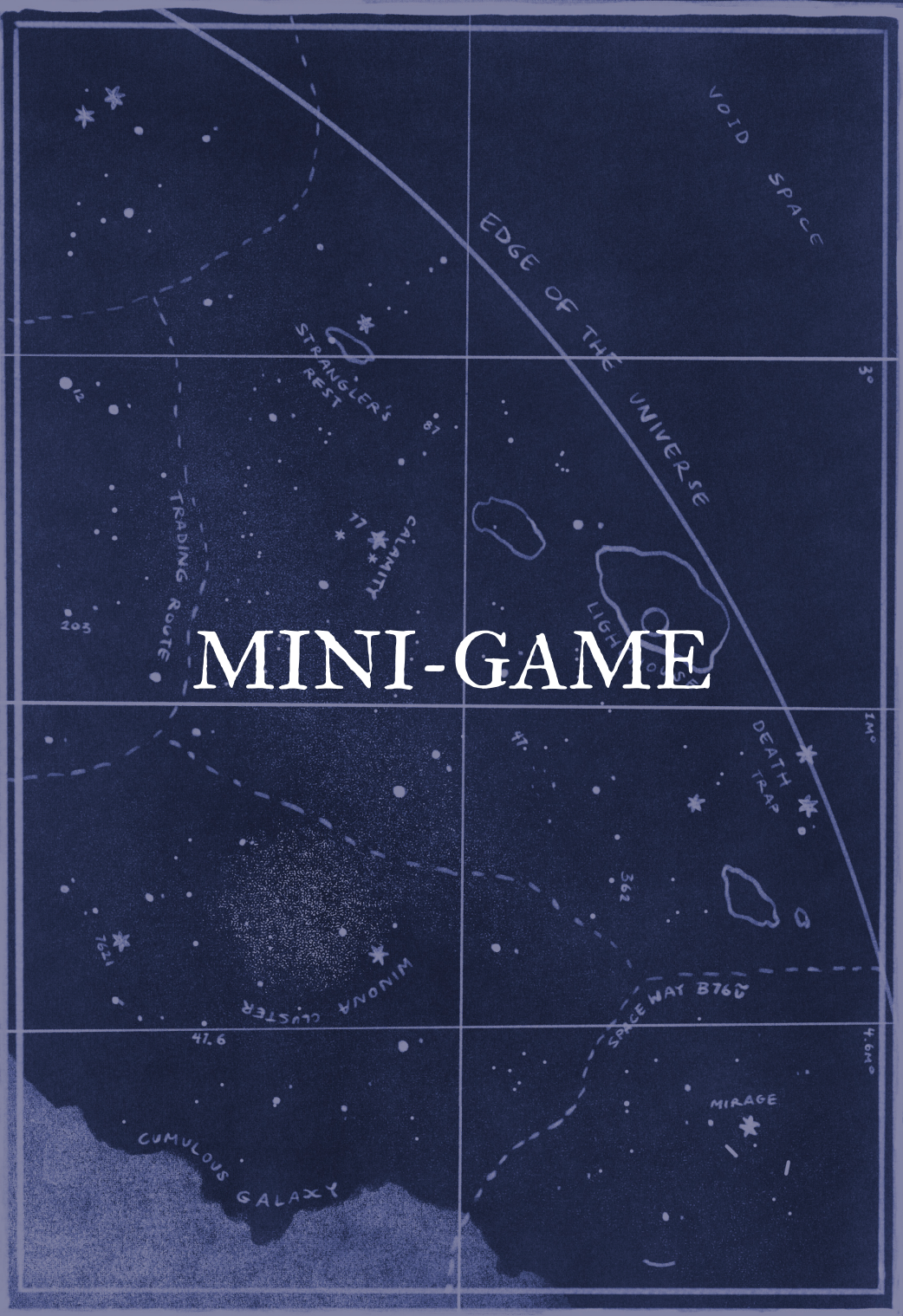
Busy night – *Shuffle the deck three times*

Crazy, wild, scary night – *Shuffle the deck four times*

Finish your entry in the logbook with any final remarks before you return it to its home.

How do you feel after tonight? Did you achieve anything? Did you resolve anything? Is there anything you'll remember from tonight?

MINI-GAME



BEACHCOMBING AT THE EDGE OF THE UNIVERSE

Supplies rarely find their way to you so you often have to make do with washes up on your island. This includes ship debris, animal carcasses, pieces of stars. When the lighthouse breaks, these are the things you will use to repair it.

When the light rises, you spend a few hours a day “spacecombing” the edge of the universe. If you find anything of value, store it away and use it during your tasks in the lighthouse at any time. Keep a note of your stored items for use during any session.

TO PLAY

Glance at the time and divide the hour by two, rounding up if the hour is not cleanly divisible. This is the amount of objects you will find.

Place **face down** the number of cards that correspond to the number of objects. Flip the **first card** over to discover what you find during your wanderings. **Consult** the following table – the value of the card determines what kind of item you will find. The **colour** of the card determines the source of the item.

After flipping over a card, **flip a coin** to determine whether the item is working/broken, complete/incomplete, dead/alive, salvageable/unsalvageable, injured/in good health, etc.

Once you have recorded your findings and taken what you need, flip over the next card to keep combing.

BEACHCOMBING AT THE EDGE OF THE UNIVERSE

Red: Item comes from a known source.

Black: Item comes from an unknown source.



2. Bodies – *skeletons, limbs, teeth, fur, scales, horns, entrails, etc*

3. Animals – *birds, fish, reptiles, galaxy rays, space whales, etc*

4. Spaceship debris – *panels, hatches, engines, pipes, tubes, furniture, screens, wings, etc*

5. Traveller – *human, alien, robot, unknown being, creature, etc*

6. Technology – *wires, chips, circuit boards, antennas, hard drives, etc*

7. Devices – *screwdrivers, clocks, telescopes, recording devices, thermometers, communicators, etc*

8. Message – *in a bottle, in a chest, in a jar, written on paper, recorded onto a chip, etc*

9. Flora – *wood, vines, seeds, roots, flowers, etc*

10. Space rocks – *meteors, gemstones, glowing rocks, pieces of stars, etc*

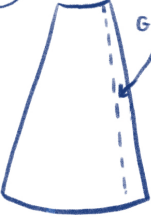
J. Weapons – *lasers, blades, explosives, poison, etc*


Q. Fabric – *clothing, spacesuits, rags, sails, scraps, nets, bags, etc*


K. Records – *journals, books, data discs, letters, flash drives, maps, etc*



A. Riches – *jewellery, coins, credit cards, gemstones, notes, etc*

PAPER LIGHTHOUSE


A.  **GLUE TO DOTTED LINE**


B. **GLUE ALL TABS**  **SECURE TABS TO DISC**


C. **ATTACH TO D**  **ATTACH TO OUTSIDE OF A.** **FOLD TO LINE**


D.  **PULL CORNER TO LINE**  **ATTACH TO TOP OF C.**

ASSEMBLY ORDER:

D. 


C. 


B. 


A. 


↑

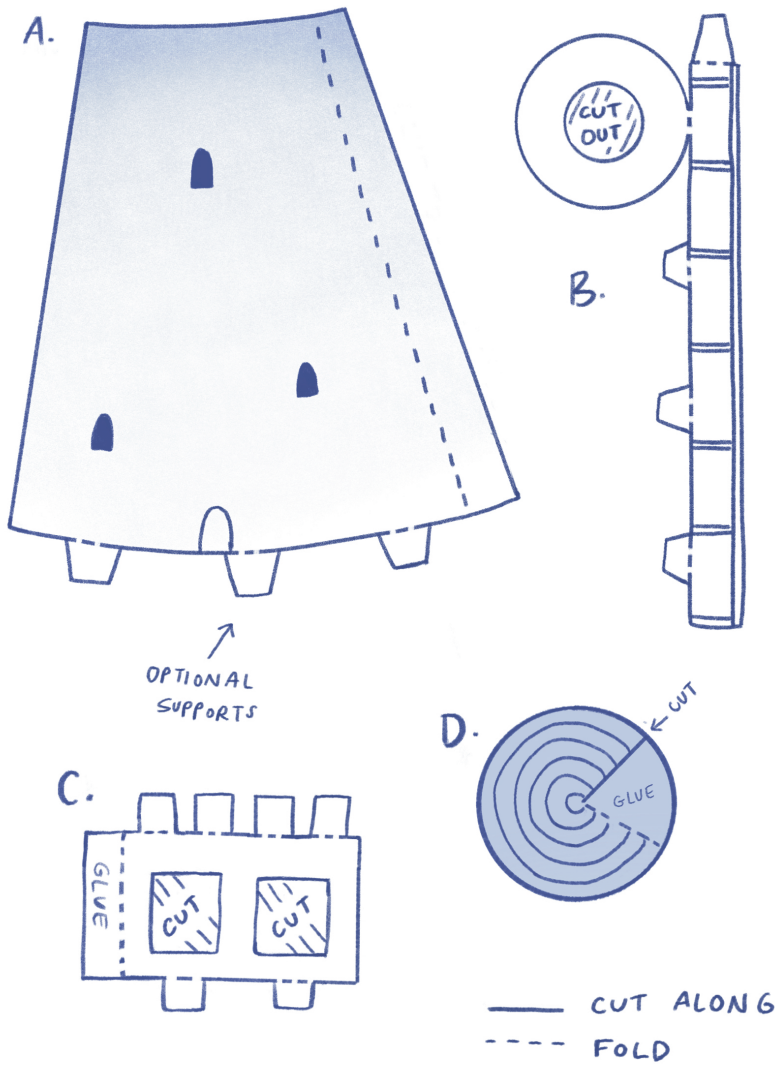
ASSEMBLY:







 **PLACE OVER PHONE LIGHT**





- You are the current keeper of the lighthouse at the edge of the universe. Together, you and the lighthouse must weather the night.



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