

THE PROPHECIES



THE CONSULTANT'S QUEST

EXPANSION GAME

This is an expansion game for the ludo-immersive opera *The Prophecies*, in which the visitor can consult a singing oracle who responds with a personal prophecy. *The Prophecies* is set in a temple-like and uncanny place, where the ritualistic game is played in a separate room at the entrance before the visitor can meet the oracle.

With this game, some things must be done before the visitor approaches the oracle:

The visitor must use the fate table to get an item card.

The visitor must prepare a question, either creatively on his or her own or by using the syntax board.

The visitor must bring his or her item card and the written question to the feeding altar, where a priest takes care of the card and forwards the question before the visitor is let into the oracle's cave alone.

When the visitor comes back after the consultation, he or she is handed a task or sacrifice card and can leave.

It is recommended to play the game with the guidance from a non-player character appearing as the oracle's minion.

THE EXPANSION GAME CONSISTS OF:

- 1 fate table
- 3 piles of item cards
- 1 syntax board
- 1 deck of index cards
- 9 decks of word cards
- 1 note pad with question forms
- 1 pile of task and sacrifice cards
- 1 dice pouch
- 1 pen



Game design by Hedvig Jalhed & Mattias Rylander, 2023