Before the Game:

Draw one card from the deck of the set of possible timelines and contexts. If everyone agrees to play this setting, proceed. Otherwise, draw again – but only up to two additional times. If the first two settings are discarded, the third card must be played.

Once a timeline is set, describe Sal's major accomplishment. This can be a thing Sal created, an event Sal organized (or prevented!), a person Sal mentored, or some other suitable accomplishment. This is the only thing known about Sal prior to the game's start and should be two sentences at most.

Each player selects up to two conflicts dealing with an overarching theme that Sal will face. Players are not bound to play Sal in these conflicts – anyone can choose to call any conflict. An acceptable description of a conflict has the following information:

Theme – what is the conflict about/what is at stake for Sal?

Poles – what are the two stances characters could hold on the theme? These should be in direct opposition.

Action – What is the manifestation of the theme Sal's world – in other words, what is the scene about? Be brief – the more left undefined, the more space the caller has to work with.

Time – When in Sal's life does this take place?

An example conflict is such:

Theme – Empathy

Poles – Isolation vs. Intimacy

Action – Sal chooses between friends and work.

Time – College Age

Write these down on notecards and place them on the table in roughly chronological order. Leave a blank space after each scene for a Decision – this will be filled in when the scene is called. If there are less than 6, draw from the deck of sample conflicts until there are 6. Roll a dice to determine the first turn player.

During the Game:

Turn player plays Sal and calls a scene dealing with one of the six conflicts. Any one of these six conflicts can be called – players do not have to call the scenes they suggested and they do not have to be played in chronological order. The turn player must elaborate on the action and present a decision and write it on the scene card.

An example explanation is such (following the previous example scene):

"Sal has completed a project for college, but has hit upon an idea that would improve the project greatly. Sal's friend, however, has been waiting for Sal to finish this project and wants to go have fun. Does Sal continue to work on the project, or does Sal go with Sal's roommate?"

The other two players pick two characters in the scene. Selection proceeds in a clockwise manner from Sal, and each player must provide a one sentence description of their character and how he or she relates to the scene.. After characters are selected, the two non-Sal characters secretly determine which stance of the pole they lie on by hidden coin flip (they know each position, but Sal does not).

The scene begins with Sal's opening line of dialogue and ends when Sal makes a choice on the decision. Any action that occurs to a character is resolved by the player who plays that character – if Sal wants to punch Player A's character, Player A determines if the punch hits and what effect it has on Player A. During the scene, players can spend a token to either introduce a minor character, have an external event occur, or otherwise influence (but not determine) Sal's action. Minor characters do not have the same protection as player characters – an action occurring to a minor character is resolved by the actor rather than the person who introduced the character. After Sal has made a decision, the turn player concludes with a one sentence description of the aftermath stating Sal's alignment on the poles. The poles are then revealed, and the player whose pole aligned with Sal's action earns two tokens. The turn then passes to the player on the turn player's right.

After the Game:

After all six conflicts are played, the players each deliver a two to three sentence eulogy for Sal, beginning with the person who called the first scene and proceeding counterclockwise. Once all eulogies have been delivered, the game is over.