

Canon

Canon is a game about creating the myths of an imaginary culture: short, strange stories whose original cultural context has been lost to time. As you build a living body of stories, you'll also invent the people who have told and preserved these stories, deciding who these storytellers are and what their culture is like, and debating what the stories mean and the role they served in the culture that told them.

You might enjoy this game if you like seeing a setting and culture emerge collaboratively as you add details one by one, you really like mythology and folklore, you love interpreting and speculating about stories, or if you've ever wanted to sit around a campfire telling ancient stories that you've never heard before.

Canon is a game for 3 to 6 players. You'll get the most out of it if you put in about 15 minutes once a day most days, and multiple times some days. If you all get together to play simultaneously, you can play the whole game in under six hours.

Play consists of:

Collaboratively create the world in which the stories take place. This is the mythic world of the stories: think of the forests of Grimm's fairytales, dark and full of witches and dire bargains; or the Mediterranean of Greek myth, where heroes and gods battle monsters.

Create mythic characters. Each player will create and (mostly) control the main character of a group of stories. Think of Anansi, Thor, or Nasruddin the Wise Fool.

Tell stories. Each story happens in two parts. One player narrates the first half of a story for another player's character, putting that character in the middle of a situation - surrounded by bandits, about to get married, imprisoned, having been tricked by a dryad, even already dead! Then the player of that character narrates how the story resolves, and they have *total control* over how it ends - sometimes in a way that's totally unexpected and leaves us wondering how it made sense to the ancients who told this story.

Discuss the stories. Ask a question about the story - why did Prince Rolo steal that basket? Were we supposed to approve of what Prince Rolo did? - and have everyone give an interpretation. The conflicting interpretations are recorded but never resolved, just as in all discussions of folklore.

Establish truths about the storytellers. Collaboratively decide something about the culture that tells these stories - what is their form of government? How are these stories significant to them? - and ultimately answer three overarching questions about these stories to complete the game: Who Are The Storytellers? How Do They Storytellers Relate to the Stories? What is the Critical History of the Stories?