PARALLEL STORIES: THE RIFT

1–6 **16+** **40–60**

Game Design: Andrey Akimov
Artwork: Alexander Kravchuk, Lyubov Nazarova, Bogdan Timchenko

GAME OVERVIEW

Parallel Stories is a series of horror adventure card games. **"The Rift"** is a drama about a kidnapping, escaped convicts and a mystical rift that divided a family. Follow the plot and make decisions, and maybe you'll get a happy ending.

GAMEPLAY

At the start of the game players choose out of two decks — the story of the daughter or the story of the mother.

1 GAME OBJECTIVE

Everyone's goal is to help the heroes reach the ending alive. The players read the plot cards and make decisions in split situations, taking into account the state of the characters and their surroundings.

2 GAMEPLAY

Players start reading the plot. In the bottom of the cards there are directions to the new parts of the story. If there are **multiple directions** on the card, players have to discuss and choose together one of the options.

However, they also need to look for **key terms or words** within the text, that may refer to the objects in the play area. If they are sure that an object is part of the story, they open that card and check if they were right — the text at the top will tell them about it. Some objects will tell the players to save them for later (and those may be crucial for their survival).

If the players guessed incorrectly, they receive a **Terror point** and mark it on the Terror Counter. Reaching the end of the Terror counter leads to the characters' death.

FINALE CARDS

OBJECT CARDS

DECK WITH THE PLOT

END OF GAME

The game ends when the players take a Finale card as directed and read it out. The ending card will clearly indicate whether the characters have survived or not.

KEY SELLING POINTS

▸ Two alternate stories and 8 endings
▸ Exploring locations using keywords
▸ Cinematic and trilling experience in a small box

PRACTICAL INFO

CONTENTS
112 cards, Game rules

MSRP: €10

BOX
Size: 131x92x20 mm

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