The six gates

Play alone or take turns reading the stops

1. Toll bridge / 10 minutes. The gatekeeper demands something you promised to return. Write until someone names a price.

2. Salt road / 150 words. If you paid, a stranger recognizes the object. If you lied, a witness heard the original promise. Write their first question.

3. Bell tower / 5 minutes. A bell rings a warning meant for someone else. Choose whether to pass it on. Give the choice a cost.

4. Market / 200 words. Trade one true detail for a false map. If you warned the village, let an ally mark the error. Otherwise let a rival profit.

5. Ferry / 7 minutes. Someone on board knows the real route. Write the conversation without using the name of the destination.

6. Last gate / 250 words. Repeat one sentence from the first stop. Face the same price with a different answer.

Short route: play stops 1, 2 and 6. Swap each time target for 100 words if you prefer. Stop when the scene turns.

Words at start _____ Words at finish _____ Line to carry into the next scene _____