

ECHOLANDS

A storytelling game of memory, mystery, and bluffing for 2–8 players.

Game Overview Echolands is a quick, imaginative storytelling game where players take turns building a shared tale. Each player must recall the previous narrative, secretly alter one detail, and add something new. The Echo Master listens closely and can challenge changes—but must be sure! Lose your Echo Tokens and you're out. Maintain your story, mislead your opponents, and claim victory by mastering the echoes.

Components

- 24–28 Whisper Cards (one-word prompts)
 - 30+ Echo Tokens
 - 2 Sand Timers (45 and 60 seconds)
 - 1 Cloth Bag (optional for card draw)
 - Role Cards (1 Echo Master / Echo Casters for remaining players)
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Setup

1. Choose game mode by player count:
 - 2 Players: Duel Mode (7 tokens each, 12–16 Whisper Cards, 45s timer)
 - 3–5 Players: Standard Mode (5 tokens each, 24 Whisper Cards, 60s timer)
 - 6–8 Players: Party Mode (4 tokens each, 28 Whisper Cards, 45s timer)
2. Shuffle the Echo Master and Echo Caster role cards together and place them face down.

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3. The youngest player draws one card:
 - If it is the Echo Master, they become the starting Echo Master.
 - If not, the player to their left draws next, and so on until the Echo Master card is drawn.
 - The remaining players keep the Echo Caster cards.
 4. Shuffle the Whisper Deck. Draw one card to begin.
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How to Play

1. Echo Master Begins

- Draws 1 Whisper Card.
- Starts the story with 1–2 sentences using the word.

2. Echo Casters Take Turns (Clockwise)

- Repeat the full story as it was just told by the previous Echo Caster, including any altered details and their added sentence.
- Change one small detail (e.g., a word, setting, character).
- Draw a new Whisper Card and add 1–2 new sentences using the new word.
- Must complete the turn within the time limit.

SIDEBAR CLARIFICATION: Each Echo Caster must retell the *entire* current version of the story, starting with the previous player's altered sentence and including their new sentence. They are not just continuing from the last

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sentence; they must echo and build upon the complete version of the tale that was just spoken.

Bluffing Mechanic

- Although the story is spoken aloud, the Echo Caster must pretend nothing has changed.
- The change must be subtle, and it is never announced.
- Bluffing with confidence is key — the goal is to alter the story in a way that is hard to notice.
- Optional Variant: The Echo Caster may write down their changed detail on a slip before speaking. If challenged, they reveal it to confirm the change.

3. Challenge Phase

- After a player finishes, the Echo Master has 5 seconds to issue a Distortion Challenge.
 - If correct: the Caster loses 1 token.
 - If incorrect: the Master loses 1 token.
- In 6–8 player games, only 1 challenge allowed every 2 turns.

4. Rotate Echo Master

- After all Echo Casters have taken a turn and the Echo Master challenges the last Echo Caster (or passes), the Echo Master passes their card to the player on the left.
- All Echo Casters then pass their cards one player to the left.

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- The new Echo Master draws a new Whisper Card and begins the next round.
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End of Game The game ends when:

- Any player loses all Echo Tokens, OR
- The Whisper Card deck is exhausted.

Victory

- The player with the most Echo Tokens wins.
 - Tied? Vote for the most creative final addition among tied players.
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Optional Rules & Variants

- Pass Card (6–8 Players Only): Each player may skip their turn once per game without losing a token.
 - Speed Round: Use a 30-second timer for quick play and higher difficulty.
 - Custom Whisper Decks: Create your own Whisper Cards with unique themes for replayability.
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Created by GamezNYC.

Inspired by oral tradition, memory games, and storytelling circles.

For more info, visit: www.gameznyc.com

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