

# Tempo

## Components

### Reconsider Tempo

The Guide decides how quickly the story progresses with the [Reconsider Tempo](#) card.

“ The Guide may move a card from the top of the Tempo Deck to the bottom. The Guide may repeat this up to eight times.

Then, activate the top card of the Tempo Deck.

## Tempo Deck

The [Tempo Deck](#) is an ordered pile of nine face-up cards. Eight cards are units of time. The ninth card defines the Tempo Deck and serves as a reference to players.

The top card of the Tempo Deck shows what unit of time the current scene transpires in.

For example, if the top Tempo card is Days then the story focuses on what characters do each day but the individual hours, minutes, and moments of those days are not particularly relevant.

## Tempo Cards

[Click here to expand the list of Tempo Cards in the Tempo Deck](#)

Moments

Place the [Reconsider Tempo](#) card seventh from the top of the Soil.

## Minutes

Place the [Reconsider Tempo](#) card seventh from the top of the Soil.

## Hours

Place the [Reconsider Tempo](#) card seventh from the top of the Soil.

## Days

Place the [Reconsider Tempo](#) card seventh from the top of the Soil.

## Weeks

Place the [Reconsider Tempo](#) card fifth from the top of the Soil.

## Moons

Place the [Reconsider Tempo](#) card fourth from the top of the Soil.

## Seasons

Place the [Reconsider Tempo](#) card fourth from the top of the Soil.

## Years

Place the [Reconsider Tempo](#) card sixth from the top of the Soil.

Playtest rules may not be reflective of future experiences.

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