

DOWNFALL: NEW WORLDS

Since publishing Downfall in 2015, countless civilizations have risen and fallen at your hands. A game comes to life when people play it, and to say thanks for giving Downfall so much life, I'm putting together some supplemental material to open new avenues of play.

BONUS ELEMENTS

Every Haven begins by choosing the perfect Elements. Although the same Elements produce different worlds every game, sometimes you want something totally new. Here is a new list of Elements that you can use to replace or supplement the Elements on page 12 of the game text.

As always, each player secretly chooses an Element from the list or makes their own. Using the three Elements, create the physical world and the Haven that exists within it.

ELEMENTS

<i>Abyss</i>	<i>Labyrinth</i>	<i>Plague</i>	<i>Stars</i>
<i>Bone</i>	<i>Laughter</i>	<i>Rainbow</i>	<i>Synthetic</i>
<i>Bronze</i>	<i>Lava</i>	<i>River</i>	<i>Thunder</i>
<i>Clay</i>	<i>Leaves</i>	<i>Ruins</i>	<i>Tower</i>
<i>Edge</i>	<i>Marble</i>	<i>Rust</i>	<i>Trench</i>
<i>Garden</i>	<i>Mirror</i>	<i>Salt</i>	<i>Tunnel</i>
<i>Glass</i>	<i>Mist</i>	<i>Sewage</i>	<i>Vibration</i>
<i>Glow</i>	<i>Mold</i>	<i>Ship</i>	<i>Walls</i>
<i>Hive</i>	<i>Oil</i>	<i>Song</i>	<i>War</i>
<i>Iron</i>	<i>Paper</i>	<i>Spirits</i>	<i>Whisper</i>

or make your own