

there is a Voice inside your head

it tells you things about the future, and the past
things about yourself, and about other people
sometimes good things, sometimes bad things
and sometimes very, very bad things

some people think you're losing your mind
but the Voice says you're not losing

the Voice says you're gaining

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- Rules-light, character and story-driven role-playing wherein each player controls another character's "Voice"
 - Four setting seeds: modern-day political conspiracy, distant future sci-fi horror, 1920s Cthulhoid mad science, and alt-Victorian mystery
 - Novel flipbook design separates player material from GM and setting info
 - Learn more at <http://aeforge.com/vox>
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