


SINGLE / WEAVE

2

SEEN | NOTICE THE SHIFT

The Quiet Drop



They stop reaching out.

REALITY NOTE:

Withdrawal is a pattern change, not proof they want space.

VALUE 2

DIG 1

SINGLE / WEAVE

3

SEEN | NOTICE THE SHIFT

False Fine



The words say fine, the person does not.

REALITY NOTE:

Fine can be a shield. Compare words with behaviour.

VALUE 3


DIG 1

SINGLE / WEAVE

4

SEEN | NOTICE THE SHIFT

Vanishing Routine



Sleep, food and messages start slipping.

REALITY NOTE:

Routine changes often show distress before people explain it.

VALUE 4

DIG 2

SINGLE / WEAVE

5

SEEN | NOTICE THE SHIFT

Sudden Calm



The storm goes quiet too fast.

REALITY NOTE:

Sudden calm after distress can mean a decision has formed.

VALUE 5


DIG 2

SINGLE / WEAVE

6

SEEN | NOTICE THE SHIFT

Agitated Static



They cannot sit, settle, or explain why.

REALITY NOTE:

Agitation can be fear, shame or overload looking for a way out.

VALUE 6

DIG 2

SINGLE / WEAVE

7

SEEN | NOTICE THE SHIFT

Burden Talk



Their worth starts sounding negotiable.

REALITY NOTE:

Listen when worth becomes conditional or negotiable.

VALUE 7

DIG 3

SINGLE / WEAVE

8

SEEN | NOTICE THE SHIFT

Goodbye Shape



Their words feel like a door closing.

REALITY NOTE:

Goodbye-shaped language deserves a direct response.

VALUE 8

DIG 3

SINGLE / WEAVE

9

SEEN | NOTICE THE SHIFT

Reckless Relief



Risk starts to feel like relief.

REALITY NOTE:

Risk can feel like relief when pain has narrowed choice.

VALUE 9


DIG 3

SINGLE / WEAVE

10

SEEN | NOTICE THE SHIFT

The Narrowing Window



The signs have stopped being subtle.

REALITY NOTE:

When signs stack up, waiting for certainty becomes risk.

VALUE 10

DIG 5




SINGLE ONLY

J

SEEN | NOTICE THE SHIFT

Ask Directly



Ask plainly before silence grows.

WHEN PLAYED:

Peek 2 from draw. Keep 1. Return rest to top in any order.

VALUE 10


DIG 5

SINGLE ONLY

Q

SEEN | NOTICE THE SHIFT

Name The Shift



Name the shift without accusation.

WHEN PLAYED:

Peek 3 from draw. Keep 1. Return rest to top in any order.

VALUE 10


DIG 5

SINGLE ONLY

K

SEEN | NOTICE THE SHIFT

Break Isolation



One safe witness becomes two.

WHEN PLAYED:

Peek 4 from draw. Keep 1. Return rest to top in any order.

VALUE 10

DIG 5

SINGLE ONLY

A

SEEN | NOTICE THE SHIFT

Witness First



See the human, not the panic.

WHEN PLAYED:

Peek 5 from draw. Keep 1. Return rest to top in any order.

VALUE 10

DIG 5

SINGLE / WEAVE

2

HELD | STAY WITH THE PERSON

Sit Beside



Presence before solutions.

REALITY NOTE:

Being beside someone can matter before advice does.

VALUE 2


DIG 1

SINGLE / WEAVE

3

HELD | STAY WITH THE PERSON

Let Silence Work



Do not fill every gap.

REALITY NOTE:

Silence can be supportive when it is not abandonment.

VALUE 3

DIG 1

SINGLE / WEAVE

4

HELD | STAY WITH THE PERSON

Mirror Back



Use their words, not your theory.

REALITY NOTE:

Use their words so they feel heard, not analysed.

VALUE 4


DIG 2

SINGLE / WEAVE

5

HELD | STAY WITH THE PERSON

Steady Voice



Your calm becomes a handle.

REALITY NOTE:

A steady voice gives the room something to hold.

VALUE 5


DIG 2

SINGLE / WEAVE

6

HELD | STAY WITH THE PERSON

No Shame Room



Pain can be spoken here.

REALITY NOTE:

Shame shrinks when pain can be spoken without performance.

VALUE 6

DIG 2



♥

SINGLE / WEAVE

7

HELD | STAY WITH THE PERSON

Next Hour

Shrink the future to now.

REALITY NOTE:

Short horizons make survival feel more possible.

VALUE 7

DIG 3

♥

SINGLE / WEAVE

8

HELD | STAY WITH THE PERSON

Stay Through Spike

Do not vanish at the peak.

REALITY NOTE:

The peak is when staying matters most.

VALUE 8

DIG 3

♥

SINGLE / WEAVE

9

HELD | STAY WITH THE PERSON

One Promise

I am here, and I mean it.

REALITY NOTE:

A promise only helps when it is specific and kept.

VALUE 9

DIG 3

♥

SINGLE / WEAVE

10

HELD | STAY WITH THE PERSON

Hold The Line

Connection stays in sight.

REALITY NOTE:

Holding the line means staying visible, not controlling.

VALUE 10

DIG 5

♥

SINGLE ONLY

J

HELD | STAY WITH THE PERSON

Direct Check

Protect the current moment.

WHEN PLAYED:

Recover up to 1 from discard/played. Moment end: discard to 7.

VALUE 10

DIG 5

♥

SINGLE ONLY

Q

HELD | STAY WITH THE PERSON

Gentle Truth

Pain can return to the room.

WHEN PLAYED:

Recover up to 2 from discard/played. Moment end: discard to 7.

VALUE 10

DIG 5

♥

SINGLE ONLY

K

HELD | STAY WITH THE PERSON

Anchor Them

Keep connection within reach.

WHEN PLAYED:

Recover up to 3 from discard/played. Moment end: discard to 7.

VALUE 10

DIG 5

♥

SINGLE ONLY

A

HELD | STAY WITH THE PERSON

Stay With Me

No performance, no panic, just human.

WHEN PLAYED:

Recover up to 4 from discard/played. Moment end: discard to 7.

VALUE 10

DIG 5

♣

SINGLE / WEAVE

2

HELPED | MAKE HELP REAL

One Text Sent

Bring one safe person in.

REALITY NOTE:

One message can turn private danger into shared care.

VALUE 2

DIG 1



SINGLE / WEAVE

3

HELPED | MAKE HELP REAL

Water And Food

Basic care lowers the volume.

REALITY NOTE:

Basic needs can lower intensity enough for help to land.

VALUE 3

DIG 1

WEAVE ONLY

4

HELPED | MAKE HELP REAL

Small Task Removed

Clear one practical threat.

REALITY NOTE:

Small practical relief can make the next minute easier.

VALUE 4

DIG 2

SINGLE / WEAVE

5

HELPED | MAKE HELP REAL

Call Together

Hands do not shake alone.

REALITY NOTE:

Calling together reduces the weight of asking alone.

VALUE 5

DIG 2

SINGLE / WEAVE

6

HELPED | MAKE HELP REAL

Transport Sorted

Move toward help, not away.

REALITY NOTE:

Transport can turn intention into actual help.

VALUE 6

DIG 2

SINGLE / WEAVE

7

HELPED | MAKE HELP REAL

Share The Weight

No lone rescuer mythology.

REALITY NOTE:

Support fails when one person tries to become the whole system.

VALUE 7

DIG 3

WEAVE ONLY

8

HELPED | MAKE HELP REAL

Names In Reach

Put real people within reach.

REALITY NOTE:

Names matter more when they are reachable now.

VALUE 8

DIG 3

WEAVE ONLY

9

HELPED | MAKE HELP REAL

Hand-Off, Not Drop-Off

Stay until the next person has them.

REALITY NOTE:

Do not hand off until the next person has truly received them.

VALUE 9

DIG 3

WEAVE ONLY

10

HELPED | MAKE HELP REAL

Next 24 Hours

Build the immediate bridge.

REALITY NOTE:

A 24-hour plan beats a vague promise of later.

VALUE 10

DIG 5

SINGLE ONLY

J

HELPED | MAKE HELP REAL

Bring Backup

Help becomes a real option.

WHEN PLAYED:

Draw up to 1. Put the same number from hand on deck bottom.

VALUE 10

DIG 5



SINGLE ONLY

Q

HELPED | MAKE HELP REAL

Make It Concrete

Make the next step concrete.

WHEN PLAYED:

Draw up to 2. Put the same number from hand on deck bottom.

VALUE 10

DIG 5

SINGLE ONLY

K

HELPED | MAKE HELP REAL

Team Around Them

Care becomes structure.

WHEN PLAYED:

Draw up to 3. Put the same number from hand on deck bottom.

VALUE 10

DIG 5

SINGLE ONLY

A

HELPED | MAKE HELP REAL

Bridge Built

Help is a route, not a slogan.

WHEN PLAYED:

Draw up to 3. Put the same number from hand on deck bottom.

VALUE 10

DIG 5

SINGLE / WEAVE

2

SECURED | PROTECT THE HOUR

Lower The Noise

Make the room less sharp.

REALITY NOTE:

Lowering noise can lower threat without demanding words.

VALUE 2

DIG 1

WEAVE ONLY

3

SECURED | PROTECT THE HOUR

Shared Space

Do not leave danger alone with silence.

REALITY NOTE:

Shared space means danger does not get privacy.

VALUE 3

DIG 1

SINGLE / WEAVE

4

SECURED | PROTECT THE HOUR

Distance From Harm

Create space between person and risk.

REALITY NOTE:

Distance from harm buys time for support to work.

VALUE 4

DIG 2

SINGLE / WEAVE

5

SECURED | PROTECT THE HOUR

Open Door

Keep contact breathable and visible.

REALITY NOTE:

An open door keeps support breathable, not trapped.

VALUE 5

DIG 2

SINGLE / WEAVE

6

SECURED | PROTECT THE HOUR

Slow The Next Move

Buy minutes, then more minutes.

REALITY NOTE:

Buying minutes can be enough to change the next choice.

VALUE 6

DIG 2

WEAVE ONLY

7

SECURED | PROTECT THE HOUR

Clear The Table

Reduce the immediate load.

REALITY NOTE:

Clearing the table can clear pressure from the person.

VALUE 7

DIG 3



♠

SINGLE / WEAVE

8

SECURED | PROTECT THE HOUR

Ordinary Ground



Sit, breathe, speak, repeat.

REALITY NOTE:
 Ordinary ground helps when everything feels exceptional.

VALUE 8

DIG 3

♠

SINGLE / WEAVE

9

SECURED | PROTECT THE HOUR

Awake Together



The night does not get them alone.

REALITY NOTE:
 Staying awake together can protect the hardest hours.

VALUE 9

DIG 3


♠

SINGLE / WEAVE

10

SECURED | PROTECT THE HOUR

Emergency Now



If life is at risk, act.

REALITY NOTE:
 Immediate danger needs immediate action, not perfect wording.

VALUE 10

DIG 5

♠

SINGLE ONLY

J

SECURED | PROTECT THE HOUR

Safer Room



Change the scene, keep the person.

WHEN PLAYED:
 Move up to 2 from discard/played to deck bottom.

VALUE 10

DIG 5


♠

SINGLE ONLY

Q

SECURED | PROTECT THE HOUR

Safe Hands



Someone capable takes over with you.

WHEN PLAYED:
 Move up to 3 from discard/played to deck bottom.

VALUE 10

DIG 5


♠

SINGLE ONLY

K

SECURED | PROTECT THE HOUR

Professional Help



The hand-off becomes protection.

WHEN PLAYED:
 Move up to 4 from discard/played to deck bottom.

VALUE 10

DIG 5


♠

SINGLE ONLY

A

SECURED | PROTECT THE HOUR

Life Before Pride



Embarrassment can wait. Life cannot.

WHEN PLAYED:
 Move up to 5 from discard/played to deck bottom.

VALUE 10

DIG 5

★

REVEAL ONLY

★

JOKER | CASE SHIFT

Fracture Moment



The room cracks. The plan does not survive untouched.

WHEN REVEALED:
 Discard all hands, then redraw to hand size. Remove this Joker from the game.

JOKER

NO DIG

★

REVEAL ONLY

★

JOKER | CASE SHIFT

Resilience



What was spent is not gone. It comes back within reach.

WHEN REVEALED:
 Put discard/played on top of draw, face down and unshuffled. Remove this Joker.

JOKER

NO DIG



REF-01

Quick Start

SETUP

Choose case, deal hand, then act under the live timer.

REFERENCE:

1) Moment timer starts. 2) DIG any time by discarding cards. 3) Commit Single or one Weave. 4) If a Weaved Moment opens, take one last intervention. 5) Close or take more time.

STEP AWAY REFERENCE

NOT IN GAME DECK

REF-02

Deck Modes

OFFICIAL OR STANDARD

The app works with either the official Step Away deck or a regular poker deck.

REFERENCE:

Official adds art, titles, cues and printed effects. Standard deck uses the same suits and ranks.

STEP AWAY REFERENCE

NOT IN GAME DECK

REF-03

Player Count

1 TO 4 PLAYERS

1 player: 7 cards, 90 seconds. 2 players: 6 cards, 2 minutes.

REFERENCE:

3 players: 5 cards, 3 minutes. 4 players: 4 cards, 4 minutes.

STEP AWAY REFERENCE

NOT IN GAME DECK

REF-04

Moment Flow

SEARCH THEN ACT

The Moment starts live.

REFERENCE:

DIG is live while the timer runs. Single DIG: discard 1 card, reveal its DIG, keep 1. Weave DIG: discard 2 cards, reveal combined DIG, keep 2. End checks for a Weaved Moment, then More Time.

STEP AWAY REFERENCE

NOT IN GAME DECK

REF-05

Live DIG

DIG AS RISK

DIG while the Moment is live.

REFERENCE:

Discard to search without growing your hand. Small DIG is efficient. Deep DIG may find the right card, but burns the deck.

STEP AWAY REFERENCE

NOT IN GAME DECK

REF-06

DIG Values

BEFORE PLAY

VALUE and DIG are different jobs.

REFERENCE:

VALUE is intervention strength. DIG is search depth when sacrificed: 2-3 = DIG 1, 4-6 = DIG 2, 7-9 = DIG 3, 10 = DIG 5.

STEP AWAY REFERENCE

NOT IN GAME DECK

REF-07

Interventions

ONE CARD OR ONE WEAVE

Single: one card. Weave: two numbered cards.

REFERENCE:

Only one Weave can be played per Moment. WEAVE ONLY cards need a compatible care-chain pair and can open a Weaved Moment.

STEP AWAY REFERENCE

NOT IN GAME DECK

REF-08

Face Cards

J Q K A

Face cards are named interventions.

REFERENCE:

They are VALUE 10. Single Only, and use their printed ability when played. If discarded to DIG, they become DIG 5 and lose the ability.

STEP AWAY REFERENCE

NOT IN GAME DECK

REF-09

Presence

REACHABLE STATE

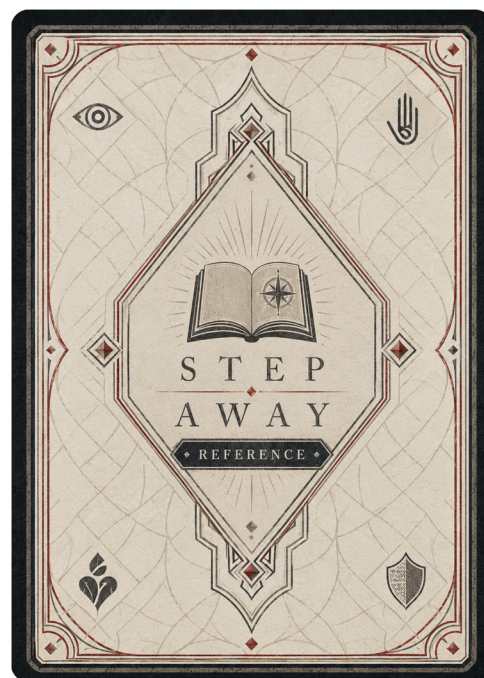
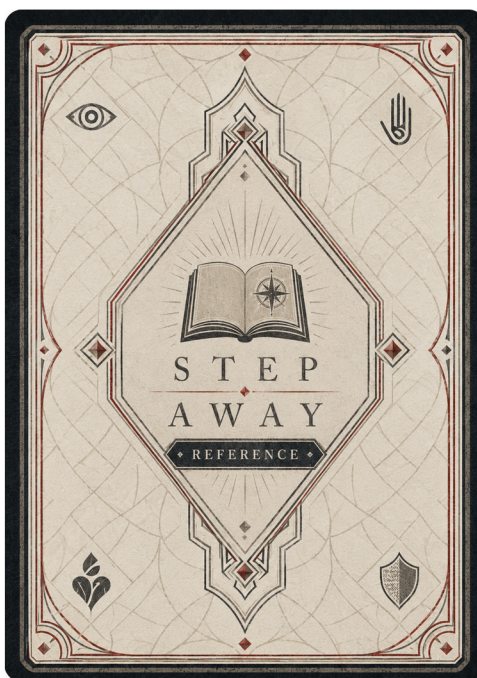
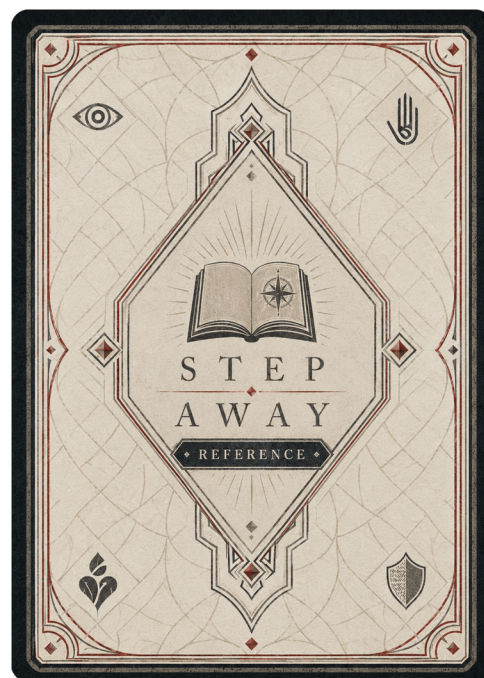
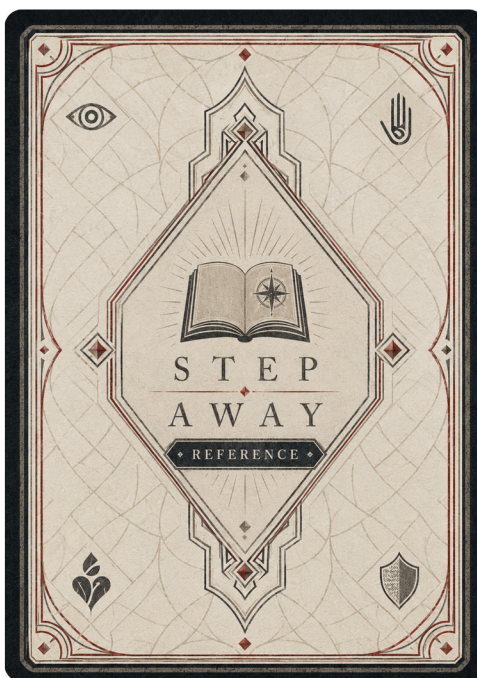
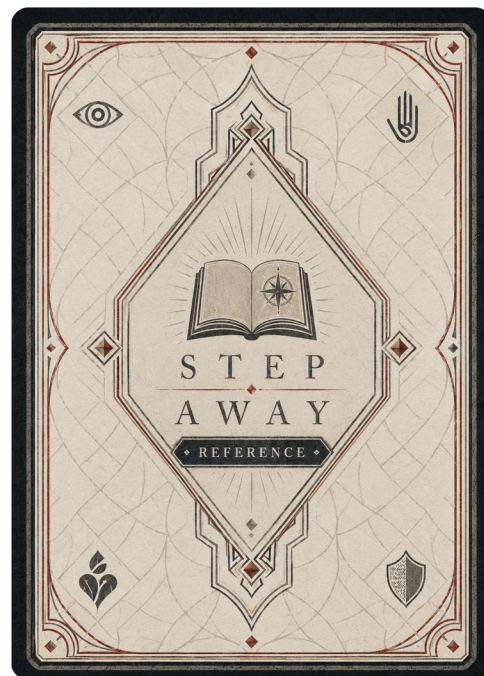
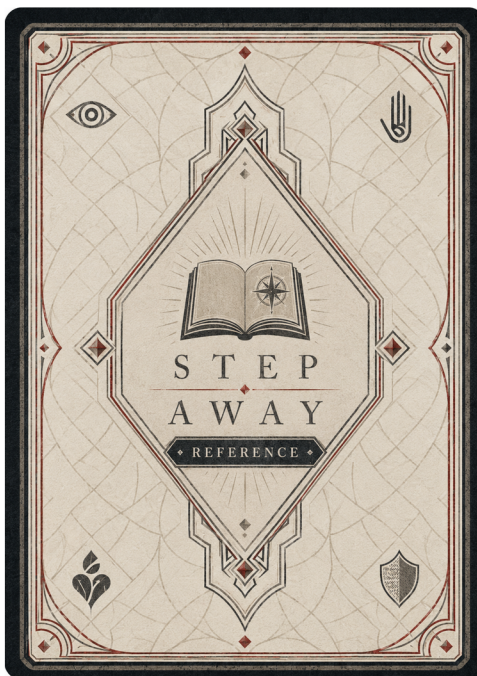
Presence shows how reachable the person currently feels.

REFERENCE:

Presence is not personality. It moves through Gone Quiet, Flickering, Reachable, With You and Anchored.

STEP AWAY REFERENCE

NOT IN GAME DECK



REF-10

Weave Lead Support

CARE CHAIN

Highest VALUE leads. Support changes how it lands.

REFERENCE:

WEAVE ONLY is special because it connects support. If the pair fits the suits and succeeds, it opens a one-card Weaved Moment.

STEP AWAY REFERENCE

NOT IN GAME DECK

REF-11

Standard Deck Map

REGULAR CARDS

Use a normal 52-card deck plus 2 Jokers. Suits map directly to Step Away suits.

REFERENCE:

Diamonds=Seen. Hearts=Held. Clubs=Helped. Spades=Secured. 2-10 are number VALUE cards. J/Q/K/A are special VALUE cards.

STEP AWAY REFERENCE

NOT IN GAME DECK

REF-12

Official Deck

INFORMED PLAY

The official deck is the same system with clearer moment titles, art, cues and printed effects.

REFERENCE:

Use it when you want faster reading, stronger theme and better table learning. Standard deck remains playable.

STEP AWAY REFERENCE

NOT IN GAME DECK

REF-13

Suit Map

FOUR MOVES

Seen: notice the shift. Held: stay with the person. Helped: make help real. Secured: protect the hour.

REFERENCE:

A strong play is not just a high number. It should fit the Moment.

STEP AWAY REFERENCE

NOT IN GAME DECK

REF-14

Cases

PLAY THE MOMENT

Campaigns are built around case categories, not suits. The case gives the situation.

REFERENCE:

Quiet Drift, Heavy Load, Frayed Connections, Immediate Edge. Each case is a short chain of Moments.

STEP AWAY REFERENCE

NOT IN GAME DECK

REF-15

Crisis

REAL LIFE OVERRIDES

Crisis uses the same suit-target logic, but real danger overrides the game.

REFERENCE:

If someone is in immediate danger, stop playing and call 999. Samaritans: 116 123.

STEP AWAY REFERENCE

NOT IN GAME DECK

REF-16

End of Moment

CLOSE CLEANLY

End checks for a Weaved Moment first.

REFERENCE:

If no Weaved Moment is used, More Time appears for 10 seconds. No button means the Moment ends with no pressure gain. The live timer keeps running during normal DIG and intervention decisions.

STEP AWAY REFERENCE

NOT IN GAME DECK

REF-17

Table Skill

CASE CONSOLE

The app tracks the case, not your deck memory.

REFERENCE:

Discarding, DIG choices, deck burn and hand pressure stay physical. That is intentional table skill.

STEP AWAY REFERENCE

NOT IN GAME DECK

REF-18

Case Archive

CASE LOG

Save the case result, pressure, key cards played and final outcome.

REFERENCE:

Use the log for campaign wrinkles, community milestones and future case consequences.

STEP AWAY REFERENCE

NOT IN GAME DECK

