

Turn Sequence

1. Scene

A new scene is declared by the player to the left of the one who declared the previous. Starting with that player, going clockwise, players choose a character to play for free. They may then buy more characters for a Story Token each.

1. Page

The first person to start a new page is known as the Starter.

1. Free Conflicts

At the start of each Page, going clockwise around the table, players may add Free Conflicts and Claim one side of a Conflict. They may add or Claim more Conflicts for a Story Token each.

2. Free Narration

After all players have had a chance to Claim, there is a period of free narration. Anyone can narrate, just as they would using an Ability, so long as it does not require rules arbitration. This is a good time for characters to have conversations, and other tight interactions that can be slowed by turn order. The Starter ends free play at any time by taking Actions for each of her characters. Other players do the same, clockwise.

3. Actions

In the same order, they get an action for each of their characters. Players may then buy more Actions for a Story Token each. In their Action a player may either use an Ability or create a Conflict. Before and after, they may Stake Debt, Split Dice and/or spend an Inspiration to raise a die to the Inspiration's value.

▪ Conflicts

Conflicts start with a die for each side. These start at 1 and change through play. The highest side controls and narrates the Conflict. There are two kinds of Conflict - Events and Goals.

▪ Events

By declaring an Event you say what will occur in the future. The Resolver narrates how it happens, when it Resolves.

▪ Goals

By declaring a Goal you say some characters are trying to do something. The Resolver narrates whether they succeed.

▪ Abilities

A super-ability earns a Debt Token each time it is used. Other abilities are used only once per Scene, but effect no resources.

The ability either raises an Inspiration by a point or rolls any one die on a Conflict. The ability score must be at least the value of the Inspiration or die. If they roll a Conflict die then they choose whether to accept the roll or turn the die back to its original value.

▪ Stake Debt

Players Stake by moving Debt onto Conflicts. Each character may Stake one Drive per Conflict, no more Debt than Drive Strength.

▪ Split Dice

Players may evenly split any die they own into dice totaling the same value. A side may split to as many dice as it has Stakes.

▪ Use Ability

▪ On a Conflict

The ability score must be at least the value of the die in the Conflict you wish to change.

▪ Reaction

Any time a roll is accepted, any player (not just the acting one) may roll that die again by using an Ability of equal or greater value as a Reaction. No player may React twice on the same action.

▪ To raise Inspiration

The ability score must be at least the value of the Inspiration. Add one to your Inspiration.

▪ Use Inspiration

If a character has inspiration points then they can be spent to raise a die up to the level of Inspiration spent.

4. Resolving

After actions, once again in turn order, players look at the Conflicts they claimed. If the side they claimed Controls a Conflict then they Resolve it. Losers get back double the Debt they Staked. Winners give away their Stakes as Story Tokens to the losing characters. Claimant matches winning and losing dice and gains an Inspiration equal to the difference for each pair or excess die.

- Conflicts in which the side with the highest total (the Controlled side) is not Claimed, cannot be Resolved.
- Conflicts where the sides have the same totals, cannot be Resolved.

2. End of the Page

After all the Conflicts that can be Resolved, have been, the player to the left of the previous Starter becomes the new Starter for the next page.

All Claims on unresolved Conflicts are removed.

3. End of the Scene

If all conflicts have been Resolved, the scene ends.