HOW TO PLAY

1. Imagine what your character is doing.

2. Choose a move. Moves determine the outcome of your character's actions. Choose the move you want to use or ask the MC which move to use for this action. When you use your abilities:
   - to solve riddles or handling questions or gain information, you Investigate.
   - to talk, threaten, or seduce someone into doing something, you Convince.
   - to avoid a hit, endure harm, or resist an influence, you Face Danger.
   - to take a close shot at someone at full power, you Attack.
   - to embrace someone or something in a strange or controlled way, you Go To Toe.
   - to give yourself or your allies an advantage, you Change the Game.
   - to do something sneaky or deceptively, you Sneak Around.
   - to perform a feat of dashing, you Take a Kid.

3. Count tags. Tags improve or impede your action. Count the power tags which directly support your action. Subtract weakness tags which directly interfere with your action. Use the MC can also name them. The result is your POWER.
   (For every weakness tag you use in a move, mark Attention on the theme card upon which it is listed. This helps you remember)

4. Apply statuses. Statuses represent conditions currently affecting your character, each with a tag and a list. They are noted on Status Spectrum cards. If you have any statistic that directly supports your action, add the highest tier among those to your Power. If you have any statistics that interfere with your action, subtract the highest tier among those from your Power.

5. Roll one six-sided die (200) and add your Power. The result is:
   - 10 or more (50%): A great success!
   - 9 or less (10%): You fail, but without complications.
   - 10 or less (10%): You fail and the MC makes a move.
   - 10 (10%): You succeed, but with complications.
   - 10 or more (10%): You fail and the MC makes a move.

Use the Moves Sheet to determine the specific outcome.

IMPROVEMENTS
When you mark three Attention on a theme, reset it to zero and choose one improvement for that theme:
   - Choose a new power tag
   - Remove a weakness tag
   - Rephrase the theme’s identity or mystery (within the theme)
   - (in the full version) Choose a special move from your Themebook
   - (in the full version): Gain experience points for more dramatic improvements

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