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 and ask the MC which move to use for this action. When you use your abilities:
   - To seek access to banned locations or get information, you Investigate.
   - To talk, threaten, or scare someone into doing something, you Convince.
   - To avoid a hit, endure harm, or resist an influence, you Face Danger.
   - To take a dive that at someone at full power, you Hit with All You’ve Got.
   - To overcome someone or something in a struggle for control, you Go Toe to Toe.
   - To give you or your allies an advantage, you Change the Game.
   - To do something discreetly or deceptively, you Sneak Around.
   - To perform a feat of daring, you Take a Risk.

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 (the MC can also name them). The result is your POWER.
   *(For every weakness tag you lose a level, risk Attention on the theme until the MC says it’s over. This helps you improve.)*

4. Apply statuses. Statuses represent conditions currently affecting your character, each with a tag and a die. They are listed on Status Spectrum cards. If you lose any statuses that directly support your action, add the highest tier matching those to your Power. If you have any statuses that interfere with your action, subtract the highest tier among these from your Power.

5. Roll two six-sided dice (106) and add your Power. If the result is:
   - 10 or more (10+) (10x): You succeed, but with complications.
   - 6 or less (D6): You fail and the MC makes a move.
   Use the Moves Sheet to determine the specific outcome.

IMPROVEMENTS

When you check 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
- Recharge the theme’s Attribute or Mystery (within the theme)
- Use the full version of your Themebook
- (On the full version) Gain evolution points for more dramatic improvements