HOW TO PLAY

TAKING ACTIONS

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 are using your abilities:
   - to ask questions or learn about something, you Investigate.
   - to talk, persuade, or seduce someone into doing something, you Convince.
   - to avoid a hit, evade damage, or resist an influence, you Face Danger.
   - to take a clear shot at someone at full power, you Hit with All You’ve Got.
   - to overcome someone or something in a runtime, you Change the Game.
   - to do something directly or decisively, you Snatch 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 will also name them). The result is your POWER.

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

5. Roll: roll one six-sided dice (2d6) and add your Power. If the result is:
   - 10 or more (100) - it’s a great success.
   - 7-9 (56%) - you succeed, but with complications.
   - 6 or less (30%) - you fail and the MC makes a move.

Use the Moves Sheet to determine the specific outcome.

IMPROVEMENTS:

When you earn three Attention on a theme, reset it to zero and choose one Improvement of that theme:

- Choose a new power tag:
  - Add a new power tag of eight points.
  - Remove a weakness tag.

- Replace the theme on the Personality or Mystery (within the theme):
  - [In the full version] Choose a special move from your Themebook.
  - [In the full version] Gain Inspiration points for more dramatic improvements.

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