

FILLING IN THE DETAILS

Once you've got those rules in place, you can probably sit back and play for a little bit. Your next "Rules-teaching" episode will happen when one of two situations occurs.

First, when somebody gets a second Debt token. Read the monstrous shpiel 10 to the right, to introduce them to the concept of Stakes.

Second, the turn will eventually come back around to you (i.e. all players have had their Action). When that happens, use shpiel 11 to the right to introduce them to the concept of Pages.

Continue asking around the table until somebody expresses an interest in resolving a Goal. Then use shpiel 12 to the right to introduce them to the concept of Claiming.

And that's that about Claiming, until you get to the end of Page 2. At the end of Page 2, it is very likely that there will be some Goals ready to be resolved. Use shpiel 13 at right, to introduce them to the basic concept of Resolving.

Once they're done with their narration, use shpiel 14 at right, to discuss Inspirations.

If there was any Debt staked on the losing side, use shpiel 15a at right, to explain how that gets dealt with.

If there was any Debt staked on the winning side, use shpiel 15b at right, to explain how that gets dealt with.

10

You've got two Debt Tokens now. You can make good use of those, and here's how. To get rid of Debt Tokens, you Stake them on your side of a Goal. You, personally, can Stake up to three tokens on any given Goal. That's gambling that you'll be able to make that goal go your way. If your side eventually resolves the goal then you don't have to take those Debt Tokens back. But if the other side resolves it, then you'll have to take back twice as many. With me so far? <Look around to make sure people have caught on to the gambling aspect> Okay, here's the advantage of being invested in a Goal. If there are more tokens bet on your side than it has dice... so in this case, two... you can take a die and split its value, as evenly as you can, over two dice. So you could take this four <or whatever> and split it into two twos <or whatever>. And then you still can only roll one die per action, but your sides total is the total of the dice. So if lots of people are rolling them, you can get as much as a twelve total. Which will obviously beat anything that the other side could roll on only one die. Make sense?

11

Everyone has had an Action. That means Page number 1 is over. I started Page 1, so he/she <pointing to the player to your left> starts Page 2. He'll get first Action, and then around the circle again, until it finally gets back to me. But first! At the start of Page 2, we get to determine which Goals may resolve at the end of Page 2. We didn't do that for Page 1, because there weren't any Goals on the table to choose from. <Look at player to your left> Is there any Goal that you'd particularly like to narrate the end of? Like, do you want to have a chance to tell whether the Hostages live or die and how?

12

You get dibs on your side of this Goal. You've Claimed it, for resolution purposes. You can only Claim one a Page. Nobody else can take it away from you, though somebody may choose to Claim the opposing side as well. Now if your side controls the Goal at the end of this page, you'll be in charge of resolving it. If nobody has claimed the side that controls a Goal then it doesn't resolve this page.

13

That's the end of Page 2. Now we have some Goals to Resolve. See, you claimed this side of this Goal, and that side is controlling it. So you get to narrate how it all works out. Now. Go! What happens?

14

You also have to decide who gets Inspirations, and sometimes choose how much. They'll be useful in later Goals. You match dice on your side against dice on the opposing side. If your die is more than a point higher you get an Inspiration of yours, minus theirs. If their die is more than a point higher, you choose someone on the opposition to get an Inspiration of theirs minus yours. So in this case your choices are <describe choices, if any>

15A

You <point to the staking character> Staked Debt on this and lost. So you get back twice as much Debt. Good for you!

15B

You <point to a staking character> Staked Debt on this and won. Now it's no longer Debt. These are Story Tokens. You choose who, of the people who opposed you, did a good job as opposition. Reward them accordingly, by giving them the Story Tokens. No, you can't keep them for yourself.