

AS THE PAGES TURN

Once all the resolution is done, you'll presumably be segueing directly into Page 3. This is a good time to discuss Story Tokens. Use shpiel 16 at right.

16

Now you <point> have Story Tokens. They can do one of two things. First, at the beginning of a page... like now... you can start playing another character. You just make them up, or grab one from a previous scene, when we have previous scenes, and go. You'll get an Action for each character, so that's a lot of extra leverage. The other thing you can do is after everyone else has acted, you can spend a Story Token to take another Action on one of your characters. So taking a character now lets you get more actions long-term, but saving your Story Tokens lets you get an action when it really counts, right before Resolving Goals. Or, of course, you can hold them for later scenes. It's entirely up to you.

You may also need to explain the Overdraw rules (if any player has more than five Debt Tokens that they haven't Staked). If so, use shpiel 17 at right.

17

You <point> have more than five Debt Tokens. This is not a big deal, but it is a drag on your position. We take the highest die your character is allied with, and roll it. If it's higher, we turn it back to what it was. If it's lower, we leave it. It's a recurring penalty that's particularly painful when you're doing well.

Claims happen again, and then Actions, and eventually someone who is about to take an Action will be holding an Inspiration. Use shpiel 18 at right, to inform them what they can do with their Inspiration.

18

Before you jump into your action, let me point out what you can do with your Inspiration. Before or after the rest of your Action, you can spend that Inspiration to turn a die up to its value. So you can turn a one up to <whatever>, but you can't turn a six down to <whatever>. Particularly, if you want to combine that with Debt, you could Stake, split a die into two small dice, raise one with an Inspiration and roll the other one higher, all on your one Action. Make sense?

Home stretch! You have one (yes, only one!) more shpiel to deliver. When a Page ends, and every single Goal on the table gets resolved, that's the end of the Scene. Use the shpiel at bottom, and you will have taught them all the rules of Capes Lite. Congratulations!

19

Well, that's the last of the Goals. Our first scene is over. Nicely played! Now you <turn to player at your left> tell us where the next scene is, and we all decide what characters we want to play for that. You can play the one from this scene, or make up a new one, or take a character someone else was playing, or whatever. If you have Story Tokens you can start out immediately playing two or more characters. Now, where is the scene located? <turn to the player at your left and stare pointedly until they come up with something>