

THE MIND-BENDING ERRATA!

Character's don't do anything on their own, silly! (credit to Stickman):

p. 18: "Starting with that character, going clockwise, players choose a character..." should read "Starting with that **player**, going clockwise, etc."

Tony doesn't know "effect" from "affect" (credit to Paul Hebble):

p. 19: "but effect no resources" should read "but **affect** no resources".

And we move on... when? (credit to Mike Sands):

p.20: Somewhere on this page: "When a Page ends without any Conflicts on the table, the Scene is over."

Claims last how long? (credit to Fred Wolke):

p.22: "At the end of the Page players may Resolve Conflicts they have Claimed." should read "At the end of the Page players **must** Resolve Conflicts they have Claimed. **All Claims are then removed before the next Page.**"

Jump right in, the water's fine (credit to Jay Loomis):

p. 22: "A player may spend a Story Token at this time to add a new Conflict" should read "A player may spend a Story Token at this time to add a new Conflict **or character**".

"For" a particular character? And what's that in game terms (credit to Jesse Burneko):

p. 25: "Each Inspiration is for a particular character or group" should read "Each Inspiration is **from the result of a particular Conflict. When it is used the player should narrate some reason (as tenuous as they like) why that Conflict's outcome has an impact upon this Conflict.**"

And we move on... when was that again? (credit to Mike Sands):

p.30: Somewhere on this page, mention again: "If all remaining Conflicts have been Resolved, the Scene is over."

And, again, characters don't do anything on their own (credit to Jesse Burneko):

p.30: "It is a positive Inspiration for the opposing character or group. The Resolver chooses which character on the opposing side receives the Inspiration." should read "It is a positive Inspiration for **an opposing player**. The Resolver chooses which **player with a character** on the opposing side receives the Inspiration."

How many errata can you pack on one page? (credit to Larry/Miskatonic):

p. 30: Before "Note that players", insert "Each player who Staked Debt on the winning side chooses how to distribute their own Debt as Story Tokens to other players."

Tony still doesn't know "effect" from "affect" (credit to Paul Hebble):

p. 32: "strong enough to effect performance" should read "strong enough to **affect** performance".

... and he uses "effect" too often anyhow (credit to Paul Hebble):

p. 38: "but effect no resources" should still read "but **affect** no resources", and "player of the effected character" should read "player of the **affected** character".

Heroes, villains, is the world really that black and white? (credit to Jesse Burneko):

p. 74: "Take five Heroic or Villainous Drives" should read "Take five **Drives, either all Heroic, all Villainous or a mix.**"

Wrong, yet strangely evocative (credit to Stickman):

p. 105: In "Deathtrap", "Needles Elaboration" should read "Needless Elaboration"

Mine, I found one, it's mine, you can't have it (credit to Tony Lower-Basch):

p. 111: The blank space in "Misplaced in Time" should read "Our rules don't apply here and now"

Want your own name among these luminaries of game-improvement? Find an error and post it on the forums!