



PLAY AID

Actions you can do any time

- Spend a Coin to Interrupt and begin your own turn
- Spend a Coin to Interrupt and Originate a Complication
- Take Over a Component in the scene for 1 Coin
- Initiate a Challenge. Bid Coins if necessary
- Engage in dialog for a character you Control.

Actions you can do ONLY on your turn

- 1) Scene Narration Activity (Chapter 4)
 - Establish or change the scene's location to a new or existing location for 1 Coin
 - Introduce an existing Component into the scene for 1 Coin.
 - Exit a Component from a scene for 1 Coin.
 - Describe an Event for 1 Coin.
- 2) World Building Activity (Chapter 5)
 - Create a new Component and Introduce it into the scene or not for 1 Coin.
 - Add, Remove, or Restore a Trait for 1 Coin per Trait.
 - Reduce or Restore Importance for 1 Coin per Level.
- 3) Game Tenet Activity (Chapter 2)
 - Propose a new or modify an existing Social Contract issue for 1 Coin
 - Propose a new or modify an existing Story Element for 1 Coin
 - Propose a new or modify an existing Rules Gimmick for 1 Coin.
- 4) Complication Activity (Chapter 6)
 - Originate a Complication with one or more Components you do not Control
 - Draw on a Trait to add dice to a Complication Dice Pool
 - Buy Dice (and justify the purchase) for a Complication Dice Pool for 1 Coin apiece
 - Roll the dice, determine the winner and spend or keep Bonus Coins