



➔ *On Your Turn, you may **Position** or **Place**.*

Position Dice

- 1) Pick up your ideals pool or resources pool.
 - 2) You may add one new ideal or resource to the pool.
 - 3) Roll the pool.
 - 4) Narrate how you are preparing to act.
- If no dice roll 1, you may **position** again or choose to end your turn.
 - If you roll a 1 in resources, **place** the die immediately and mark a tally in a burn-out counter. Your turn is over.
 - If you roll a 1 in ideals, discard the die and mark a tally in a fallout counter. Your turn is over.

Counter a Die

- 1) Pick up your ideals pool.
 - 2) You may add one new ideal to the pool.
 - 3) Roll the pool. 1s go to fallout as in **position**, above.
- If none of your ideals dice match the die just **placed**, the counter fails; sell the other player's action.
 - If any of your ideals dice match the die just **placed**, put your die on top and narrate how your ideals make the other player's actions irrelevant.
 - If the original player has another resource die showing the same value, he may redouble by **placing** it next to the first die. Only you may counter the redoubled die.

Place a Die

- 1) Select a die from your resource pool.
 - 2) Place it on a goal you are forwarding.
 - 3) Narrate your actions.
- Your die placement may also result in **Identifying**, **Escalating**, or **Completing** the Opportunity.
 - One other player in the incident may attempt to **Counter**.
 - You may place only one resource die on your turn. Your turn is over.
 - If you have any dice On Deck, you may **place** it at any time. At the start of your turn, discard any unplaced dice On Deck.

Identify an Opportunity

- You identify an opportunity by **placing** a die on a new card.
- 1) Write your fictional goal on one end of an index card.
 - 2) Select two resource dice from any player in the incident as spoils; write this in the center of the card.
 - 3) The player who has the largest resource pool (not you) writes another goal on the opposite end of the card.
- You may only identify a new goal when you have the largest ideals pool.
 - In Synthesis and beyond, you may identify by spending credits equal to the difference between your ideals pool and the largest in play.
 - You may also identify a new goal on an existing opportunity; disregard steps 2 and 3.

Escalate an Opportunity

- 1) After **placing** a resource die, select a die from your ideals pool which shows the same value.
 - 2) Place the ideals die on the opportunity's spoils.
 - 3) Narrate your actions and announce your intended escalation (list at right).
- Other players may attempt to **counter**, but must counter the resource die placement before they may counter the ideals die and escalation.
 - Each escalation increases the length of the sequence needed to **complete** goals on this opportunity.

Complete an Opportunity

- A goal is completed when a die **placed** on it completes a sequence of dice equal to 3 + the number of escalations on that opportunity. 1s are wild.
- 1) Narrate how the goal is achieved.
 - 2) All players who placed a die in the completed sequence decide how to divvy up the dice spoils and answer binary spoils.
 - 3) Any ideogogue who placed a die in the completed sequence may withdraw from the incident.
- If the winning players cannot come to a consensus, the spoils are placed on a new opportunity with a goal written by each player. Place a die showing 1 on each of these goals.

- No Escalations in Descent

1st Escalation (Survival)

Full Dice (rest of resource)
Additional Dice (new 2d)
Conclude Incident?

2nd Escalation (Synthesis)

Invite <who> into <alliance>?
Censure <who> in <alliance>?
Redeem <who> in <alliance>?
Expel <who> from <alliance>?
(one or more for same alliance)
...or spoils in 1st list, above

3rd Escalation (Vision)

Remove <obstacle>?
Fill Endgame Bubble?
...or any spoils in 2nd list