

PLAYER SHEET

SCENE RECORD		Croen		or	Iho	
GLYPH OF PURPOSE						
Char. Card						Notes

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VOTES

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FREE PLAY (ALL)

Push

- * Narrate for other principal character.
- * Play push card(s)/omen card(s).
- * Player *accepts* (pusher gains a VOTE).
- * Or player *rejects* with push card(s).
- * ...And highest total wins 2 VOTES.
- * ...And, if win, pushed player changes narration for their principal character.

FREE PLAY (ENEMY)

Bribe

- * Offer omen card(s) to edit narration.
- * Player *accepts* (+1 to score per card).
- * ...And omen cards go to ENEMY emblem.
- * ...And, if win, player includes ENEMY's narration.
- * ...Or player *rejects* (ENEMY keeps omen cards).

Omen

- * Foreshadow GLYPH OF WAR.
- * +1 omen card on ENEMY emblem.

Close

- * If no player wants to push, ENEMY may end the scene.
- * Discard 1 omen card and add remainder to attack hand.

SCENE SETUP

- Each player picks one GLYPH OF PURPOSE from:
 - Crown:** *Fame or Profit* ▶ The rise or fall of power.
 - People:** *Peace or Alliance* ▶ The unity of people.
 - Shield:** *Rescue or Protect* ▶ The sacrifice for others.
 - Swords:** *Duel or Destroy* ▶ Of honour and revenge.
 - Heart:** *Romance or Betrayal* ▶ The bitterness of love.
- SCRIBE picks a *scene type* (Croen or Iho), a *location* and introduces *routine*.

CHARACTERS

- Give the ENEMY his GLYPH OF WAR card and all other players their character card.
- SCRIBE introduces his **character** first, followed by the OTHERS:
 - Trait** | Use the card's suit and the culture's emblem.
 - Parity** | Is the card odd or even?
 - Status** | Low value, low status—within the group.
- Deal **12 push cards** between the SCRIBE and Others, and **5 omen cards** to the ENEMY. The ENEMY plays his **first omen**.

ATTACK

- Attack hand** ▶ ENEMY takes 7 new cards.
- ENEMY narrates **atrocious** for the principal characters.
 - Acceding players receive 1 VOTE and discard.
 - Highest total wins. Players edit the narrative.
 - Record 1 corpse/point of difference for the losers.
 - Record 1 corpse/dead principal character.
 - If ENEMY wins, he gains 2 VOTES/battling player and ENEMY chooses the LOOT.
 - ...Otherwise, each battling player gains 2 VOTES.

THEME

- Discuss** ▶ Each player may argue for a GLYPH OF PURPOSE.
- Close eyes, point to the best supported GLYPH OF PURPOSE and count to 3.
- Person with most nominations gains 4 VOTES. Choosing the winner gives you 1 VOTE.

SKIN

- SCRIBE records the LOOT, GLYPH OF WAR and theme (GLYPH OF PURPOSE).

REPEAT

- The SCRIBE and ENEMY roles shift clockwise.

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VOTES	
Empty space for recording votes	

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<h3>Omen</h3> <ul style="list-style-type: none"> * Foreshadow GLYPH OF WAR. * +1 omen card on ENEMY emblem. <p>Close</p> <ul style="list-style-type: none"> * If no player wants to push, ENEMY may end the scene. * Discard 1 omen card and add remainder to attack hand.
