

# SUMMARY SKIN

## 1: EMBLEM SETUP

- ☑ For each culture, pick/interpret a card from each suit:

- ☐ ♣ ➤ **Aspect** | *Outlook, vocation*
- ☐ ♦ ➤ **Belief** | *Prophecy, superstition*
- ☐ ♥ ➤ **Rule** | *Law, basic right*
- ☐ ♠ ➤ **Repute** | *Reputation*

- ☑ Each player draws one **location** onto the SKIN.
- ☑ Each player receives three VOTES.

## 2: 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* (*Crown* or *Heart*), a *location* and introduces **routine**.
- ☑ 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**.

## 3: FREE PLAY

- ☑ **Push** ➤ Narrate for another 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.

- ☑ **Bribe** ➤ ENEMY offers omen card(s) to edit narration.

- ☐ Player accepts (adds 1 to score per omen card).
- ☐ ...And omen cards added to ENEMY emblem.
- ☐ ...And, if win, player includes ENEMY's narration.
- ☐ ...Or player rejects (ENEMY keeps omen cards).

- ☑ **Omen** ➤ ENEMY foreshadows his GLYPH OF WAR.

- ☐ ENEMY places 1 omen card onto his emblem.

- ☑ **Close** ➤ ENEMY ends the scene.

- ☐ If no player wants to push, ENEMY can close scene.
- ☐ ENEMY discards 1 omen card and adds remainder to his attack hand (below).

## 4: ATTACK

- ☑ **Attack hand** ➤ ENEMY takes 7 new cards.
- ☑ ENEMY narrates **atrocities** 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.

## 5: 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.
- ☑ In a tie, ENEMY decides.

## 6: SKIN

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

## 7: REPEAT

- ☑ The SCRIBE and ENEMY roles shift clockwise.

## 8: WAR SCENE

- ☑ After each player has acted as SCRIBE, working down (counting VOTES), each player chooses to support a side and picks a TRAIT.
- ☑ No TRAIT may be picked twice. There must be at least 1 supporter on each side.
- ☑ Count VOTES and add corpse difference (see page 10).
- ☑ Losers tell how TRAIT(s) contribute to loss.
- ☑ **Epilogue:** Winners tell how TRAIT(s) bring happiness.