

## World Creation (p17)

- Create a Shock. (p18)
- State Issues. (p18)
- Take Ownership of the Shock and Issues. (p19)
- Write name in grid where your character will be created. (p19)
- Starting with the Shock: owner, make about 10 Minutiæ with the elements you Own. (p20)

## Create Protagonists (p21)

- Features: 3 (p21)
- Links: 2 (p21)
- Story Goal (p22)
- Praxis (p22)
- Fulcrum (p24)
- Give brief phrase about your Antag to the player on your left (p25)

## Create Antagonists (p25)

- Listen to the one-sentence description given to you by the Protag player on your right.
- Minutæ: 3. The first one is the name of the Antagonist. (p27)
- Set Praxis. 3 or 8 if you can't decide. (p27)

## A Scene (p28)

- What does your Protagonist do on a normal day? The Antagonist will mess that up. (p28)
- In future scenes, Antag asks the Protagonist "What are you doing now?" (p29)

## Conflict (p30)

- Protagonist declares Intent, then Antagonist. (p31)
- Protagonist dice = # of Features, chosen secretly. (p33)
- Antagonist dice = Credits spent, 3-6 (p34)
- Audience roll Minutia dice. The Audience member with the largest showing Minutia die may change the outcome based on an existing minutua or create a new one, including other characters. (p36)
- If the result after modification is exactly the Fulcrum, the conflict Escalates. (p37)
- If the Protagonist player doesn't like the result, take the die for a new Feature, then risk a Link to reroll the Protagonist's d10s and Antagonist's d4s or vice-versa. You can do that once with each Feature per Conflict. (p38)
- If new Minutiæ come up while playing, write them down on index cards. (p20)
- Go around the table clockwise and repeat until all Story Goals are met.

## Preparing for the Next Chapter

- Choose a new Shock: for this world, compile minutuae into a World Bible and continue play. Maybe a minutia character is now a protag or an antag is now a protag or a protag is now an antag! (p44)

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