

Rules

How to Play a Turn

1. Choose an event card from your hand and place it in one of the seven slots marked as PLOT POINTS. You can place any card in any slot in any order - for example, the first player does not need to play in the first slot.
 - a. If you do not like your hand, you may shuffle any number of cards into the deck and redraw the same number of cards into your hand. This will end your turn.
2. Briefly (in about 30 seconds) argue your case for why your card should be placed the way it is. You want your card to fit the setting and make sense with the other cards next to it – above all, you want your event to work with the story!
3. Now, the other players have a chance to express their thoughts on your card. They can ask questions, make counter-arguments or recommend alternatives – but they may NOT specifically mention any of the cards in their own hands!
4. Finally, all players, you included, vote on whether or not the event should stay where you've placed it. Place your vote card face-down on the table, count down, and flip your votes over at the same time.
 - a. If all players voted YAY, the event card is permanently added to that slot! Place one of your tokens on that card to show that you contributed that card to the story. Then, draw a card from the event deck.
 - b. If even one player voted NAY, the card is not placed in that slot, and is returned to your hand. You can discard it and draw another card or keep it in your hand for another turn.
5. Your turn is over – the player to your left starts their turn.