

Moments

The biggest rules update is a simplification and streamlining of how 1's and 6's are used in Moments. The option for the active player to gain or lose a coin out of the linked Core Trait is no longer available. Once the active player has placed the initial dice for the Moment, consult the revised chart below. As you can see, a 6 placed on an Achievement simply requires the active player to generate a new Achievement, and a 1 placed on a Consequence requires the scene guide to generate a new Consequence. After additional outcomes are generated, if any, players (starting with the active player) may use Claims. If a die is adjusted to a 1 or a 6 with a Claim during the Moment, this does not trigger an additional Consequence.

Revised Outcome Chart

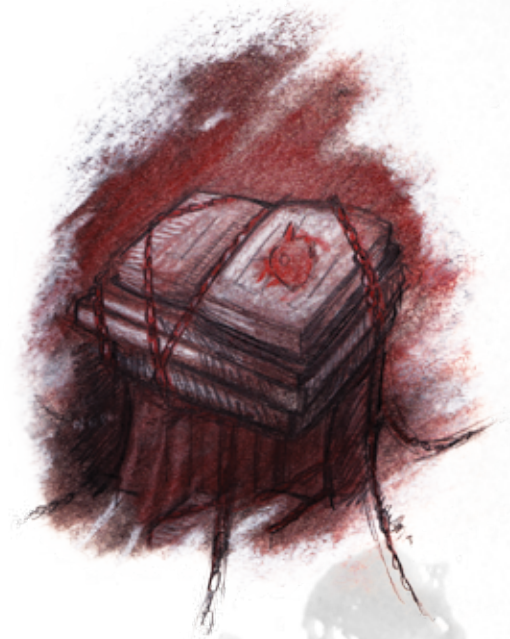
There were some inconsistencies in previous editions of the effects of some entries on this chart. Please use this revised chart instead.

Achievements:

- Value of 1: You do not even come close to gaining the Achievement.
- Value of 2: You do not gain the Achievement.
- Value of 3: You come just short of gaining the Achievement.
- Value of 4: You gain the Achievement.
- Value of 5: You gain the Achievement handily. When the Moment closes you add a coin to this Satellite Trait.
- Value of 6: Your Achievement has an unexpectedly positive outcome. If this is the initial roll of the Moment, the active player generates another Achievement and place a die with a value of 4 on it.

Consequences:

- Value of 1: The Consequence happens with full force. If this is the initial roll of the Moment, the scene guide generates another Consequence and places a die with a value of 3 on it.
- Value of 2: The Consequence happens. When the Moment closes you spend an additional coin out of this Satellite Trait. If you do not have any coins left in this Satellite Trait, spend a coin out of the linked Core Trait instead.
- Value of 3: The Consequence happens, though not to its fullest possible extent. When the Moment closes, place a coin in your Reserves.
- Value of 4: You avoid the Consequence, though perhaps only barely. When the Moment closes, place a coin in your Reserves.
- Value of 5: You avoid the Consequence. When the Moment closes, place a coin in your Reserves.
- Value of 6: You completely avoid the Consequence. When the Moment closes, place a coin in your Reserves.



Due to the extensive rewrite of the Final Edition, this document only includes major rules changes. If you have a suggestion for critical errata that should be included, please visit the website and get in touch.

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