START A NEW GAME
To start a game, follow these steps:
1) Read Intro
2) Make Kingdom
   a) Kingdom concept
   b) Threats (three total)
   c) Locations (two per player)
3) Make Characters: Complete each step together.
   a) Role
   b) Who are you?
   c) Locations
   d) Bond
4) Write starting cards: Crisis & Crossroad
5) Read "Kingdom in a Nutshell"
6) Pick first player: They will make first Crossroad.

MAKE SCENE
Show what your character thinks or does about the Crossroad.
1) Read Crossroad & Role aloud
2) What's happening?
3) Who's there?
4) Where?

CHALLENGE
Stop something another character does or establishes with their Role.
1) Declare your target
2) Show how you Challenge
3) Defender decides outcome: Yes, No, or Yes If you take steps they specify
   If you Challenge someone's Role and fail, you can immediately escalate to Overthrow them.

MAKE CROSSROAD
Crossroads are the critical chapters of your game. Always make Crossroads that interest you.
1) State the question
2) Check interest
3) Paint the picture

PLAY
On your turn, follow these steps:
1) Make Crossroad: If there isn't one. Next player does it if you already made one.
2) Scene: Show what your character thinks or does about the Crossroad.
3) Reactions: Each player can say where they are and what they see/think/do. Short solo narration.
4) Advance a Card
5) Resolve cards: that are full (Crossroad, Crisis)
6) Next player clockwise
In a scene you can use your Role, Challenge, Change Roles or Overthrow someone else's Role. In a reaction you can only do one.

CHANGE ROLES
1) Show change
2) Pay price
You cannot voluntarily switch your Role unless you held it for one full scene. You can only use one Role per scene.

OVERTHROW
Take a character's Role for yourself.
1) Change to their Role
2) Show how you Overthrow them
3) Defender decides outcome: Yes or Yes If you take steps they specify
If you fail, stop. Otherwise:
4) Cancel what they did
5) Defender picks new Role

RESOLVE: CROSSROAD
1) End Game?
2) Set the Stage
3) Decision (Power)
4) Predictions (Perspective)
5) Popular Reaction (Touchstone)
Each player can interrupt once to Challenge, Change Roles, or Overthrow.

RESOLVE: CRISIS
1) End Game?
2) Describe Crisis
3) What do you see? (each character)
4) What do you do? (each character)
5) Outcome
6) Dead or Retiring characters
7) Introduce New Characters
8) Make new Crisis card