



CHEAT SHEET

This is a brief overview of the rules for quick reference, but always follow the complete instructions in the book.

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PLAY

Explore the Crossroad confronting the Kingdom. Show us what your character thinks, says, or does about it. Use your Role to push the Kingdom in the direction you want. On your turn, follow these steps:

- 1| **Crossroad:** If there isn't a Crossroad in play, make one.
- 2| **Scene:** Show what your main character thinks or does about the Crossroad.
- 3| **Check a Box:** Crossroad by default or Crisis if you think we're in trouble.
- 4| **Reactions:** Each of us can narrate our main or minor character reacting to what is happening.
- 5| **Resolve:** If all Crossroad or Crisis boxes are full, stop and resolve.
- 6| **Next player:** Clockwise goes next.

Resolving Crossroad and Crisis are covered in the main rules.

ROLES

Each Role lets you contribute and play differently, as described on your Role card.

- **Power** can tell the Kingdom what to do. You decide which Crossroad path the Kingdom takes.
- **Perspective** has insight. You predict the consequences of our choice.
- **Touchstone** shows us what the people want. As soon your character has a feeling, the people of the Kingdom automatically feel the same.

You can only use your Role when your main character is present in a scene or reaction.

CROSSROAD

Crossroads are the critical chapters of your game. Always make Crossroads that interest you. To create a Crossroad:

- 1| State the question
- 2| Check the interest of other players
- 3| Paint the picture

The Kingdom cannot decide what to do until all Crossroad boxes are checked. All our characters know about the Crossroad as soon as it is created.

SCENES

Your scene is your chance to shine a spotlight on your character and show what you do or think about the Crossroad. To create a scene, tell us **who** is there, **where** you are, and **what** is happening. Your main character must be in the scene, and 2-3 characters total is best.

To play the scene, show us what you **think**, **say**, or **do**. Use your Role and respect what other characters establish with their Roles. You can also change Roles, Overthrow someone, or Fight-or-Fix something.

REACTIONS

Each player can make a short monologue to show how their main or minor character reacts to what is happening, whether or not they were in the scene. Say where you are, then what you see, think, or do. Your main character can also change Roles, Overthrow someone, or Fight-or-Fix. Even though it must be brief, you can still describe taking big action.

CHANGE ROLES

If you feel your Role doesn't fit you anymore, you can change it. Tell us what your new Role is, then show your character embodying that Role.

You can only use one Role in a scene, reaction, or Crossroad resolution.

FIGHT-OR-FIX

You can stop or overcome something another character does, change popular attitudes, or prevent predictions. Describe what you do, then their player chooses one:

- Yes, you succeed
- Yes, you succeed, but there's an undesirable consequence of your actions, which they describe
- Yes, you succeed, if you follow the plan they describe instead of what you said

You can accept what they say, give up, or propose something else and try to negotiate. If you can't come to an agreement, your attempt fails.

OVERTHROW

If you want to take away Power's authority or prove Touchstone or Perspective wrong, you can Overthrow them and take their Role for yourself. Follow the step-by-step instructions in the rules.

If you're Overthrown, you will pick a new Role and keep contributing, but in a different way.