

SUMMARY OF PLAY

Character Creation

1. Write a Vision about your ideal world.
2. Choose 5 Obsessions and split 9 points between them.
3. Choose 5 Limitations and split 9 points between them.
4. Begin play with 5 Infestation (Tokens).

Scenes

1. In the initial scene the GM narrates the opening of the story then...
2. The narrator introduces each subsequent scene (based on previous scenes).
3. Players can act as they wish without Changing Reality, so long as the GM agrees and they like the GM's answers.
4. Or players can Change Reality to make things as they wish and end the scene.
5. The GM may also open a scene by triggering a Solipsist's Obsession or Limitation, or by introducing a Thread or Shadow-dominated scene. A player may initiate a new scene by adding themselves to the current scene if they are currently absent.

Changing Reality

1. Describe the Change you want (which must be about you and fit your Vision).
2. The GM calculates the difficulty...
 - i. 3 (or 5 if the Shadow is active),
 - ii. +1 if contradicting one or more facts from this story,
 - iii. or +2 if contradicting one or more facts from this scene,
 - iv. +2 per Token if the GM chooses to spend Shadow Tokens,
 - v. + Shadow Strength if opposing the Shadow directly.
3. Reduce the difficulty by your relevant Obsessions.
4. Increase the difficulty by your relevant Limitations.
5. If the result is not 0, optionally spend Infestation to bring it closer.
6. Narrate the result.
 - i. If equal to 0 you narrate a perfect result.
 - ii. If above 0 the GM narrates your failure.
 - iii. If below 0 the GM narrates your excessive success.
 - iv. Optionally, if below 0 the GM can spend 1 Shadow Token to twist it.
7. If you succeeded Tick each Obsession used. If you fail Tick each Limitation used. If the Shadow made you fail gain Un-ticks and Shadow taint. If you overshoot gain a Tear, and Infestation equal to the value below 0.

Grounding

1. Between stories a player can ground themselves.
2. Use Infestation to remove traits and Tears, or to gain new traits.
3. Narrate a scene where you attach to a Limitation to do the same.