

DICE

For Challenges, the Yellow dice determine whether a higher or lower number win and the White dice determines which trait to use to achieve that number.

YELLOW DICE



Higher number wins. Challenger can use bonus.



Higher number wins. No bonus.



Lower number wins. Challenger can use bonus.



Lower number wins. No bonus.



Choose whether Higher or Lower number wins, no bonus.

WHITE DICE



Choose Positive Trait. Defender can use bonus.



Choose a Positive Trait.



Choose Negative Trait. Defender can use bonus.



Choose a Negative Trait.



Choose between Positive or Negative Trait.



Trait Score. Subtract the Trait numbers from each other and use this number. Never use negative scores.

For example, **11** and **3** will always be **8**. It will never be **-8**.

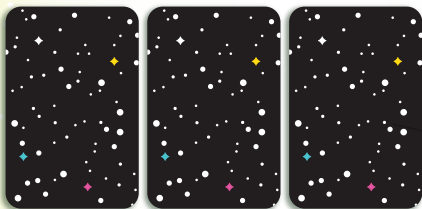
PLAYER AREA

Master Board

Master Sign Card



House Cards



Desired Objects

SIGNS



SAGITTARIUS



ARIES



LEO



CAPRICORN



TAURUS



VIRGO



PISCES



CANCER



SCORPIO



GEMINI



AQUARIUS



LIBRA