

# HOW WE CAME TO LIVE HERE

STORIES OF THE FIFTH WORLD

## Victory Pool



### Conflict Sheet: Inside/Outside

#### Who starts?

- The player with the most **+** dice.
- If tied, the player with the most **-** dice.
- If still tied, the player with the most **■** dice.
- If still tied, the Hero Player goes first.
- If both players are Hero Players, the Inside Player decides who goes first.

#### If it is your turn to attack, you can...

- Push forward a **+** die to attack your opponent.
- Propose a compromise to end the conflict.
- Flee the conflict.
- End the conflict at a disadvantage.

#### If it is your turn to defend, you can...

- End the turn by removing two dice from your hand and place them in your opponent's Victory Pool.
- End the turn by pushing forward a **-** die, which goes into your opponent's Victory Pool.
- Prolong the turn by pushing forward a **+** die to attack your opponent.  
An unused die from your hand goes into your opponent's Victory Pool.
- Propose a compromise to end the conflict.
- Flee the conflict by spending two **■** dice.  
One die goes to your opponent's victory pool.
- End the conflict at a disadvantage.

#### If you need another die, you can...

- Call on a checked failing on your opponent's sheet to roll a die and add it to your hand.
- Call in a favor to roll a die and add it to your hand.
- Spend a corruption point on your opponent's sheet to roll a die and add it to your hand.

#### If none of your dice have the right face showing, you can...

- Call on a checked failing on your opponent's sheet to flip one of the dice in your hand to a new face.
- Call in a favor to flip one of the dice in your hand to a new face.
- Spend a corruption point on your opponent's sheet to flip one of the dice in your hand to a new face.

#### If the trait you want to use is checked, you can...

Call on a failing to refresh the trait.