

A Guide To Casting Phantoms In The Revolution ❀ Player Reference

Before the Game:

1. Read through the rulebook
2. Print out and cut the character sleeves and phantom slides
3. Gather 20 six-sided dice and pencils for each character
4. Shuffle the scene deck and the character deck

Starting the Game:

1. **Create the cabal.** Deal two cards per player, and then answer the cabal questions one-by-one (page 7). Once every player has answered a cabal question and placed one die into the lantern, answer the remainder as a group.
2. **Pick a card.** Pick a character indicated during the cabal creation, and place the unused character cards into the character card pile. Place the characters indicated during the cabal creation but not picked to the side.
3. **Sleeve and name the characters.**
4. **Cast the first phantom.** Spill the dice from the lantern and add the numbers up. Read the corresponding text from pages 9 and 26. Create a phantom slide and establish the revolutionary goal. Then assign titles, dares, and new characters as indicated by the phantom text.
5. Place the dice into the circles and put scene cards face-up on the wedges.

Scenes

1. **Choose a slice of the pentagram to place your token.**
2. **Predict the scene.** Using the die on the circle, predict what happens in the scene. You may attempt to go for three possible dice challenges, where X represents the number on the die in the circle:
 - a. Using at least X symbols in the scene
 - b. Casting at least X characters in the scene
 - c. Setting the scene in X time

3. **Play the scene.** Pick characters to inhabit the scene. The player that predicted the scene gets first choice. Embody characters and play the scene. The scene is over when the prediction has been met.
4. **Gain rewards.** If dice challenges were completed, gain dice to put in the lantern:
 - a. If one dice challenge is met, the player may collect one die from the circle.
 - b. If any two dice challenges are met, the player may collect all the dice from a circle and add an extra die to the circle of their choice.
 - c. If three dice challenges are met, the player may add a die to the active circle and collect all the dice that circle.

Each player may add a title or quote to their character sleeve. If they have a focus character sleeve, add an event and choose either rise or fall. If any phantom slide goals were addressed, tick dice down. If all phantom goals have been addressed, choose 666 rewards. If any dares were addressed, tick dice down. If dares are completed, add the dice to the lantern.

5. **Repeat until each player has called a scene.** Players can call additional scenes if required. After these scenes, it's time to cast a phantom, starting a new chapter.

Cast a Phantom

1. **Gather.** Bring the characters together and decide who the lanternbearer is. Each player embodies a character and speaks to the lanternbearer. Put any remaining dice on the pentagram aside, and shuffle the scene cards into the deck.
2. **Cast.** Spill the lantern across the pentagram, letting the dice fall. Don't touch them. Draw the silhouette of the

phantom by using the outline of the fallen dice like a constellation on the phantom slide.

3. **Read.** Add the dice results together and read the corresponding casting phantoms table.
4. **Resolve.** Apply changes based on the casting of the phantom. If dice fell off the pentagram, add a phantom dare per die (found on page 23), with a maximum of three.
5. **Ebb.** Each player then describes the world as it has changed. Place new cards in the pentagram wedges. Begin the scene phase again.

Play chapters (phantom casting and scene setting) until four phantoms have been cast, or the game comes to a natural end point. Then, cast the final phantom (page 25).

Casting the final phantom:

1. **Collect.** Gather all of the phantoms and characters (including the retired ones) and place them on the bench. Put all remaining dice into the lantern.
2. **Ask.** Turn characters over and ask a question about their futures. Do not answer them. Write that question on the back of the sleeve.
3. **Answer each of the question.** When a question is answered, remove the card from the sleeve and add it to the character deck.
4. **Cast the lantern on the pentagram** One-by-one, pick up a die and put it away while describing a detail about the future.
5. **Remove.** Deconstruct the lantern and fold up the pentagram playmat. Discuss and speculate as to the phantoms. Are they confined to history or are they lurking nearby?

