

Use a **drama token** (blue stone) to:

- Duck a scene
- Crash a scene
- Block someone from crashing your scene
- Call a scene where you're not present
- Force a concession (2 tokens)
- Cancel a Force (3 tokens)
- Contribute toward Force or cancel Force (must be present and helping)

Earn drama tokens by granting a petition, or by having yours refused. Or buy one with a bennie. Drama tokens go away at the end of the session.

Use a **bennie** (white – only one per scene) to:

- Crash a scene
- Block someone from crashing your scene
- Buy a token (drama or procedural)
- Burn a token that someone else holds
- Jump the queue and call the next scene

Earn bennies by playing your Poles in relation to the episode's Theme. Unspent drama tokens also help you earn Bennies.

Procedural scenes:

Secretly choose a procedural token to spend.

The GM will also secretly choose a token.

- Player spends green token: draw two cards. Gain a positive Consequence on a face card.
- Player spends yellow token: draw one card.
- Player spends red token: draw one card, and then GM removes players' best card. Gain a negative Consequence on a face card.
- GM spends green token: players must match card denomination. (5% yellow, 11% green)
- GM spends yellow token: players must match card suit. (23% chance yellow, 40% green)
- GM spends red token: players must match card colour. (50% yellow, 75% green)

Procedural tokens do carry over from session to session, and are visible. Draw a full set (green, yellow, red) when all three have been spent.

Player vs. Player:

- Strong ability vs. Weak ability: Strong wins.
- Otherwise, secretly spend one of your procedural tokens.
- Green token = draw 3 cards, and take a positive Consequence if a face card is drawn.
- Yellow token = draw 2 cards.
- Red token = draw 1 card, and take a negative Consequence on a face card.
- Strong ability vs. Middling ability: draw 1 extra card.
- The player who started the action (or has more cards, if who started is unclear) reveals a card first, then the other, and so forth.
- High card wins. On a tie, spades beat hearts beat diamonds beat clubs.

Action Types:

You have two strengths and two weaknesses. Choices include Fighting, Enduring, Moving, Sneaking, Knowing, Talking, and Making.

Challenging narration:

Most things can be put to a vote of the whole table, like a Push in Microscope, if you don't like what another player (or the GM) is narrating. You can always challenge a time jump.

If you're stumped about what to call:

The Hillfolk deck has ideas for what to call in a scene. Common intentions for a scene include:

- | | |
|-----------------|-----------------|
| • Acceptance | • Excitement |
| • Admiration | • Favor |
| • Affection | • Forgiveness |
| • Anger | • Gain trust |
| • Annoyance | • Mollify |
| • Apology | • Obedience |
| • Assurance | • Punish |
| • Attention | • Seek truth |
| • Being assured | • Test |
| • Calm | trustworthiness |

See also the list of radio-friendly (we have Creative Commons audio) locations and events.

Radio-friendly locations for scenes:

20th Century Office
Abandoned Amusement Park
Aboard Ship in the Age of Sail
Alchemist's Lab
Alien Machine Shop
Alien Night Club
Asylum
Blacksmith's Shop
Bubbling Pools
Busy Spaceport
Catacombs
Cathedral
Cavern Underground
Colosseum
Cyberpunk Los Angeles
The Dark Continent
Deep Under the Sea
Derelict Freighter
Desert
Desert Bazaar
Dinotopia
Docks District (medieval/early modern)
Dome City Centre
Down By the Sea
Dungeon
Forbidden Galaxy
Forest at Night
Frozen Wasteland
Gazing Into the Abyss
Goblin Cave
(Haunted) House on the Hill
Ice Cavern
Industrial Shipyard
The Inner Core (cave full of power/alien tech)
Kaltorian Spacecraft
Medieval Library
Medieval Town
Mountain Pass
Mountain Tavern
Nephilim Labs

Orbital Platform
Present-Day Major City
Protean Fields (extraplanar space)
Railway Dining Car
Railway Platform
Royal Salon (18th Century)
Samurai HQ
Shelter from the Storm
The Slaughtered Ox Tavern
Sleeping Dragon's Cave
Starship Bridge
Steampunk Airship
Swamplandia
Temple of the Eye
The True (Old) West
Victorian London
Warehouse 13
Woodland Campsite
Xingu at Night

Radio-friendly events for scenes:

Before the Storm (eve of action or battle)
Clash of Kings (medieval battlefield)
Death
Disembodied Spirits
Giant Monster Attack
The March of the Faithful
Middle Earth, Dawn
Monsters in the Shadows
Outer Space EVA
Overland Journey by Oxcart
Rainy Day
Rise of the Great Old Ones
Shelter from the Storm
A Solemn Vow
Superheroes on the Job
Terror!
There Be Dragons (and let's go fight them now!)
Thunderstorm at Night
Uncommon Valor (20th Century battlefield)
Zombie Attack