

General Key Phrases:

- * LONG AGO, THE PEOPLE WERE DYING AT THE END OF THE WORLD. Start the game.
- * BUT HOPE WAS NOT YET LOST, FOR N_ STILL HEARD THE SONG OF THE STARS. Introduce a Protagonist.
- * AND SO IT WAS... begin or end a scene.
- * BUT THAT ALL HAPPENED LONG AGO, AND NOW THERE ARE NONE WHO REMEMBER IT. End the game.

Key Conflict Phrases:

Phrases which add new things:

- * BUT ONLY IF... Suggest some additional event or compensation. Your opponent may respond with any phrase.
- * AND FURTHERMORE... Require some additional event or compensation. Your opponent may respond with any phrase except "IT WAS NOT MEANT TO BE" or "BUT ONLY IF..." You must exhaust an appropriate Theme to say this phrase.

Phrases which remove or reduce things:

- * IT SHALL NOT COME TO PASS. Roll to decide the conflict. Conflict ends. May be used at any time.
- * YOU ASK FAR TOO MUCH. Opponent must reduce or change his statement. You may then choose either the new statement or the old one, and respond to it as normal. You must exhaust an appropriate Theme to say this phrase.

Phrases which end Conflict:

- * IT SHALL NOT COME TO PASS: See above.
- * IT WAS NOT MEANT TO BE. Follows "BUT ONLY IF." Your opponent does not get the last thing that he asked for. You do not get the last thing you asked for. Conflict ends. May not be used at the start of a conflict.
- * AND THAT WAS HOW IT HAPPENED. Accept all statements and end conflict.

Phrases which deal with the Moons

- * BUT IT WAS NO MATTER... Negate or oppose a Moon's statement.
- * WE SHALL SEE WHAT COMES OF IT. Take up a Moon's statement as your own.