

## OPPORTUNITY

Opportunity is a coinage for activity. Instead of discreet turns, players can spend as little or as much OPP as they choose each round.

### Maximum OPP

Player cannot accumulate more OPP than this limit at any time.

### Recovered OPP

Player gains this amount of OPP during each Maintenance Phase of their turn.

### Current OPP

Player may freely spend this OPP on activities. Opp cannot be negative

## PHASES OF PLAY

### Maintenance Phase

—Must Do All That Apply—

- Review & Recover OPP
- Pay Any Ongoing Losses
- Pay costs to Maintain Spells (or end them)
- Adjust any Turn Counters & Remove Expired Elements

### Prep Phase

—May Choose To Do Only One—

- Adjust Artifact SOOTT Sliders
- Establish or Change a Focus Card or a Style Card
- Adjust Psyche Counter (if not maintaining any Spells)

### Action Phase

—May Do As Much As One Has Opp For—

- Attack with Weapon
- Cast Magic (i.e., activate Magic Cards)

### Free Phase

—Any Time—

- Freeform Action:
  - Talk for a few seconds
  - Any non-combat, non-magic action
- Discard any active game elements under your control
- Defend an Attack
- Resolve a Spell

OPP

MAX

RECOVER

CURRENT



Tape over edges  
of this leaf  
and the middle leaf

### MAX

- wheel with gray band
- attach on this side (bend tabs to this side)
- text faces same direction as this text

Reinforce spindles by  
taping over entire spindle  
area before cutting.

cut along  
red lines to  
make tabs

### RECOVERED

- wheel that is smaller
- attach on opposite side (bend tabs toward back)
- text faces same direction as this text

### CURRENT

- wheel with yellow band
- attach on this side (bend tabs to this side)
- text faces same direction as this text

Tape over edges  
of this leaf  
and the middle leaf

## OPP COUNTER ASSEMBLY INSTR.

### Overview

Page 1: Housing with 3 Spindle Mounts for 3 Wheels

Page 2: Duplicated Wheels (may print page 1 multiple times)

### Page 1 (Armor Sheath)

Score/fold along the 2 vertical dashed lines

One on either side/edge of the leaf with "SF" graphic

Cut out the outer waste areas on all sides and discard

Cut out 3 windows

Trim just outside boxes to get rid of the red lines

Cut out one set of 3 Wheels from page 2

Inner circle is critical; so cut precisely on the red line

Ideally, inner circle cut is smooth for best wheel action

You can fold in half along tick marks and cut semicircle

Or else you can use an exacto blade

Make spindle mounts

First apply tape over entire spindle area before cutting  
(this reinforces the paper and decreases friction)

Cut exactly along red lines

Be most precise with corners pointing at the center

Fold triangular tabs

Top/bottom ones come forward, middle ones go back

Mount the Respective wheels on the proper spindles

All text should face forward, but middle wheel is on back

Thread the 3 spindle catches thru inner hole of wheel

Fold the spindle catches back down flat over wheel

Fold the tri-fold housing into a flat tube

Place the assembly printed side down

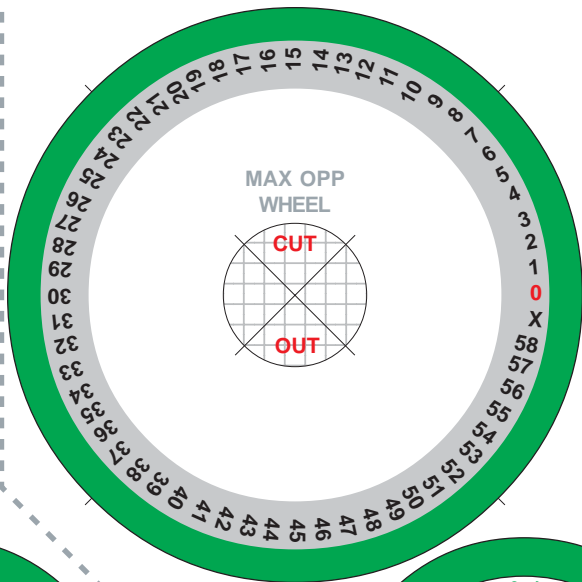
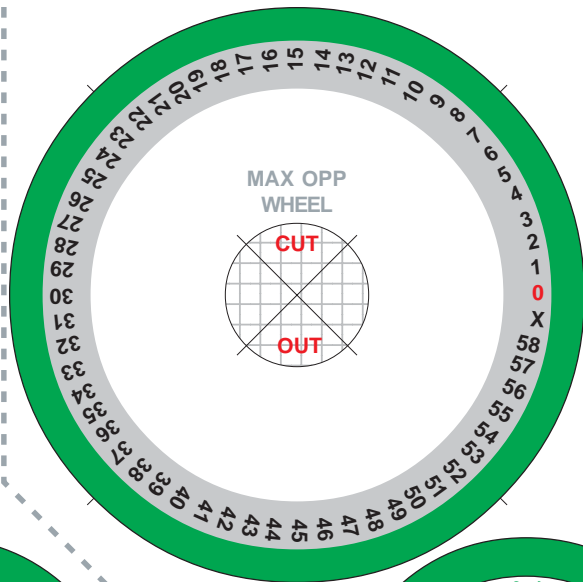
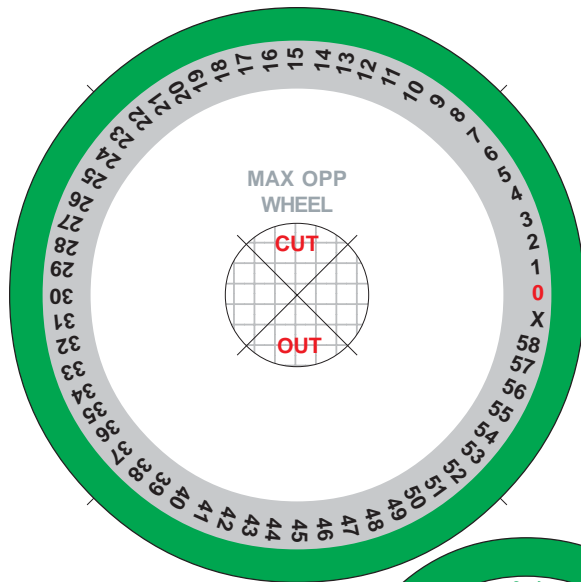
Fold left then right leaf toward the middle

Thread the wheel edges thru the polygon windows

Confirm that the #'s show thru windows properly

Tape together along back, top, and bottom

Insert into side pocket of Mentus Sheath



SET #1

SET #2

SET #3

