

Cranium Rats Reference sheet:

The format in which the game and narration should progress/occur is as follows:

- 1) Enlightened Sets general stage.
- 2) Rat/Dirt pick Goal, Narrate Scene.
- 3) When a Conflict of interest or a conflict of interests arise, or any of the Aspects wants something to happen they interject; Roll the Dice or Say Yes.
- 4) When a Conflict between the character and an NPC occurs and the dice are rolled, OR when the different Aspects strive for different goals, Roll the Dice.
- 5) Water Narrates results according to Stakes.

Repeat Stages #2-#5 as necessary per character.

"Free play" or story development only happens at stages #2 and #5. The only story happens in order to get to or as a result of a conflict.

Scenes have _at least_ one stage #4, if stage #4 leads to another such immediately after, any player may call for scene continuation, subject to Enlightened's Veto.

When the Aspects are imbalanced, the character and the nature of the relationships between the Aspects can do nothing but give. Change leads to more change.

Plus and Minus refer to Dice taken or added to the Dice Pool that occur when the following conditions apply:

- Water is higher than Dirt; Rat gains a Die when Defending, loses a Die when Attacking(Initiating).
- Dirt is higher than Water; Rat loses a Die when Defending, gains a Die when Attacking.
- Rat and Dirt combined are higher than Water*2; Initiators gain 1 extra Die.
- Water is higher than Rat and Dirt combined; Initiators lose 1 Die.
- Rat is higher than Dirt; Social Conflicts gain 1 Die, Mental Conflicts lose 1 Die.
- Rat is lower than Dirt; Social Conflicts lose 1 Die, Mental Conflicts gain 1 Die.

At the beginning of each session each player gets 3 Tokens and the Enlightened gains 5, at the end of each session all unused Tokens are lost. Use them or lose them.

When an Aspect would go over his Die Reservoir Limit(6) the other players gain a Token.

Whenever a Flood Scene occurs or a character loses a Conflict, the Enlightened gains one Token.

When a Goal is completed(success or failure) the Aspect that owns it gains a Token.

When a Goal is completed, you may spend 2 Tokens and fully replenish your Die Reservoir, this may only occur outside of Conflict/Bidding.

When a Token is "Spent", if a player spent the Token it is given to the Enlightened, if the Enlightened spent the Token it is removed from play.

You may offer another player a Token in order to buy Narration rights off him, this may be either from the player who sets up a scene or from the Water Aspects who narrates a Conflict's outcome. The offered player is under no obligation to accept your offer.

You may spend a Token to give an Aspect a Goal, but one that fits what just occurred.

You may spend a Token to gain two bonus dice in any Conflict or Bidding.

You may Spend a Token and use a Die in order to “Steal” a Die from another player. If the player from whom you stole was at 0 Dice before you stole from him, initiate a Flood Scene instead. The Enlightened may not steal dice as he has no dice to use.

Every die spent nets the Aspect one additional die to be rolled in a Conflict or Bidding he’s part of.

Every two dice spent by an Aspect that does not participate in a Conflict or Bidding nets one of the participating Aspects one die.

When an Aspect wins a Conflict(not Bidding), for every success he has over the other side he gains one Die, up to his Die Reservoir Limit(6).

Bidding Situational Modifiers:

- At the Flood Scene which concludes each Character Generation, each Aspect gets one free die.
- In Aggressive Flood Scenes, the Defender gains one free die.
- The default active Aspect gains one free die if someone tries to wrest control.
- In Flood scenes initiated by an Aspect going down, that Aspect gains a free die.