

**BASIC MOVES**

**The Day Move**

When you do something risky or face something you fear, name what you're afraid will happen if you fail or lose your nerve, then roll with an appropriate ability.

- > **On a 10+**, you do what you intended or you hold steady; describe what it looks like.
- > **On a 7-9**, the Keeper will tell you how your actions would leave you vulnerable, and you can choose to back down or go through with it. If you go through with it, the Keeper describes what it looks like.
- > **On a 12+**, you do what you intended or you hold steady, and the Keeper will tell you some extra benefit or advantage you receive. Describe what it looks like.

**The Night Move**

When you do something risky or face something you fear, name what you're afraid will happen if you fail or lose your nerve. The Keeper will tell you how it is worse than you fear. You can choose to back down or go through with it. If you go through with it, roll with an appropriate ability.

- > **On a 10+**, you do what you intended or you hold steady; describe what it looks like.
- > **On a 7-9**, you do what you intended or you hold steady, but there is a complication or cost; the Keeper describes what it looks like.
- > **On a 12+**, you do what you intended or you hold steady, and the Keeper will tell you some extra benefit or advantage you receive. Describe what it looks like.

**The Meddling Move**

When you search for a clue, conduct research, or otherwise gather information, describe how you're doing so and roll with an appropriate ability.

- > **On a hit**, you find a Clue. The Keeper will tell you what it is.
- > **On a 7-9**, there's a complication—either with the Clue itself, or a complication you encounter while searching. The Keeper will tell you what the complication is.
- > **On a 12+**, you also find an Odyssey Tape OR you learn some unusual history about Degoya County (Keeper's choice).

**The Nostalgic Move**

When you have an intimate moment with another Latchkey while one of you is waxing nostalgic about something that Takes You Back, you may each clear an appropriate Condition. If you're not the Latchkey waxing nostalgic, you also stumble on a Clue relevant to an active mystery. Tell the Keeper what it is. The Clue cannot conclusively solve the mystery by itself.

**Answer a Question**

When the Latchkeys have an open, freewheeling discussion about the answer to a Question once they have gathered a number of Clues equal to at least half the Question's Complexity—and reach a consensus—roll plus the number of Clues incorporated into the answer or otherwise explained away, minus the question's Complexity.

- > **On a 10+**, the answer is correct and an Opportunity can be pursued.
- > **On a 7-9**, as above, but the Keeper will add an unwelcome complication to the answer and/or pursuing the Opportunity will be more dangerous.
- > **On a miss**, the answer is incorrect and the Keeper reacts.
- > **On a 12+**, the Big Man will appear while the Latchkeys are pursuing the Opportunity.

**PHASE TRACKER**

**Dawn**

Perform the following steps in order:

1. Collect Rewards if a Threat was resolved.
2. Answer Dawn questions.
3. Mark new elective Dawn questions (or leave either or both the same).
4. Resolve any moves that are resolved during the Dawn phase.
5. Optional: Resolve any Key prompts that remain unresolved (players can choose to wait until a later time, unless this is the end of the session).

**Day**

Perform the following steps in order:

1. The Keeper presents a new mystery if there are less than three active mysteries.
2. Regular scenes commence, and continue until the Keeper decides to move to the Dusk phase.

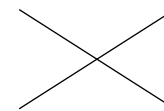
**Dusk**

Perform the following steps in order:

1. Resolve any moves that are resolved during the Dusk phase.
2. The players collectively decide if they're going to watch an Odyssey tape; if they can't come to a consensus, the Keeper decides.
3. The Latchkeys may attempt to Answer a Question.
4. Each player says what their Latchkey will be doing during the upcoming Night phase.
5. Optional: Resolve any Key prompts that remain unresolved (players can choose to wait until a later time, unless this is the end of a session).
6. The Keeper introduces the Odyssey tape (if the players chose to watch one) by reading its opening text and assigning the prompts.

**Night (No Tape)**

1. Regular scenes commence, and continue until the Keeper decides to move to the Dawn phase.



**Night (Tape)**

Perform the following steps in order:

1. A player resolves the first Odyssey tape prompt.
2. The Keeper frames up a scene for one or more Latchkeys; the scene is played out until each Latchkey who is a focus of the scene has had a chance to take or resolve an action.
3. Repeat Step 2 until each Latchkey has been the focus of a scene.
4. Repeat Steps 1 through 3 until there are no more Odyssey tape prompts, at which point the Night phase immediately ends.