

NARRATING THE DESIRED OUTCOME IN EACH TERRAIN IS HOW THE PLAYERS CREATE THE STORY AND FLOW OF A BATTLE. THESE NARRATIONS ARE CALLED ARGUMENTS.

HOW WELL A PLAYER MAKES AN ARGUMENT IS DIRECTLY RELATED TO HOW MANY VPS A PLAYER MIGHT EARN. UNLIKE MOST GAMES, AN ARGUMENT ABOUT WHAT OCCURS ON A BATTLEFIELD IS A GOOD THING.

ARGUMENTS ARE THE KEY MECHANIC OF THE GAME. PLAYERS MAKE THEM AS PART OF THEIR TURN TO EXPLAIN WHAT THEY LOGICALLY WANT TO HAPPEN IN EACH TERRAIN, AND TO TRY TO MOVE THE STORY FORWARD AND THEIR FORCES TOWARDS VICTORY.

ACTION

WHAT HAPPENS

RESULT

WHAT BENEFIT YOU GAIN

ARGUMENTS MADE BY THE PLAYERS MUST RELATE TO THE CURRENT (OR NEXT) TERRAIN AND BE STRUCTURED IN SUCH A WAY AS TO MEET THE FOLLOWING CRITERIA: THEY NEED TO CONTAIN AN ACTION, A RESULT, AND UP TO THREE REASONS WHY THE ACTION AND RESULT HAPPENED.

THE ARGUMENT PARTS [ACTION, RESULT AND REASONS] DO NOT HAVE TO BE PRESENTED IN ANY SPECIFIC ORDER.

ARGUMENTS ARE CONSTRUCTED BY TAKING UP TO FIVE CARDS FROM THE STORY DECK AND PLACING THEM FACE UP ON THIS PLAYER BOARD.

REASON

EVIDENCE THAT SUPPORTS YOUR ARGUMENT

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