

..culmination summary

- 1.// The Speaker has the last say on whether a scene has reached its culmination. When that happens, the Speaker sets the failure condition.
- 2.// The Light rolls three Fudge dice and the Shadow rolls two. Both reroll if more than 3 dice show the same result. If the Light rolls at least a ⊕, the Shadow may turn any of her own dice into ⊖. For each turned die, the Light gains 1 goal. No more than three dice may show the same result.
- 3.// Dice are pooled together. The Light chooses and places one die on any of the three columns: blur, focus or goal. Then it is the Speaker's turn. They alternate until all dice are placed. Unless there are no other results, the Speaker cannot place ⊕ dice. Check the result.
 - ⊖ On the blur column, the Light gains one blur token for each ⊖ placed on the column if the sum of the dice is negative.
 - ⊕ On the focus column, the Light gains one focus token for each ⊕ placed on the column, and one negative condition for each ⊖.
 - ⊕ On the goal column, if the sum is positive, the Light gains one goal for each ⊕ placed. If it is negative, she loses one goal.
 - ⊖ If turning the goal die would result in it becoming zero or less, or in increasing beyond 6, or if the dice placement doesn't result in any blur or focus gain, the character both gains one blur and one focus tokens. These tokens do not generate scars or solaces.
- 4.// If the sum of the Fudge dice on the goal column is zero or positive, the Light wins. Otherwise the Speaker wins. The winner narrates the immediate outcome of the culmination. The Shadow (not the Speaker) describes any negative conditions gained during the conflict, marks them on the protagonist's sheet, and closes the scene.
- 5.// Whenever the character gains any amount of blur, the Shadow inflicts a scar. After that, if the character has gained any focus tokens, the Light creates a solace (but see the exceptions above).

A **scar** is a question posed by the Speaker which undermines the memory's authenticity. Details highlighted by *solaces* can never be questioned by *scars*. A *solace* can give an answer to and solve a question or doubt caused by a *scar*.

A **solace** is a detail that gives further depth to the character's memory. *Solaces* can never be questioned by *scars*. *Solaces* can answer to and solve doubts posed by *scars*.

As soon as you reach 5 in either *blur* or *focus*, you have a revelation scene. If you reach 5 in both at the same time or as soon as you are the last player starting as the Light without having had a revelation scene, you have an ending without revelation. When you have a revelation, check your goal die.

..humans' list

If your *goal* is above 3, choose one for each point by which it is higher than 3.

- ☉ You stay alive
- ☉ You save the thing or person that is most important to you
- ☉ You keep your morality intact

If your *goal* is below 4, you do not fulfill your *purpose*. In addition, for each point by which it is lower than 4, you must choose one:

- ☉ You lose your sanity and your mind shatters
- ☉ You die
- ☉ You lose the most precious thing you had

..androids' list

2.// Android

If your *goal* is above 3, you reach your *purpose*, but it turns against you: you get what you wanted, but not the way you wanted it. Then choose one for each point by which it is higher than 3.

- ☉ You keep your identity as an android hidden. Otherwise, every meaningful character discovers the truth
- ☉ You retain your identity. Otherwise your mind is wiped clean and your true identity as an android is buried behind a new layer of false memories in an automatic survival protocol
- ☉ You stay alive, but then again, is that life?

If your *goal* is below 4, you are eliminated. They get you, and you die (or rather, cease to function).