

<p>HELP! LOL Player Aid</p> <p><b>GOAL</b> <i>Keep Stability &gt; 0</i> <i>After 5 rounds, highest Progress wins</i> <i>Stability = 0 → Everyone loses</i></p> <p><b>ROUND FLOW</b></p> <ol style="list-style-type: none"><li>1.Reveal Crisis</li><li>2.Secret HELP / LAY LOW</li><li>3.DENY / CLAIM / PASS</li><li>4.Reveal</li><li>5.Resolve</li><li>6.SUCCESS / FAIL</li><li>7.Gain Progress</li></ol> <p><b>CHOICES</b> <i>HELP:</i> Counts toward Need <i>LAY LOW:</i> No help, no Progress <i>DENY:</i></p> <ul style="list-style-type: none"><li>• Target HELP → 0 Progress</li><li>• No effect if FAIL</li><li>• No Stress</li></ul> <p><i>CLAIM</i></p> <ul style="list-style-type: none"><li>• Target HELP → steal ½ Progress (↑)</li><li>• Wrong → Stress +1</li><li>• FAIL → no Progress taken</li></ul>	<p>HELP! LOL Player Aid</p> <p><b>LIMITS</b> <i>Cooldown:</i> After DENY/CLAIM → skip next round <i>Under Fire:</i> If DENIED/CLAIMED → can't DENY/CLAIM this round</p> <p><b>GLOBAL</b> <i>ALL HELP</i></p> <ul style="list-style-type: none"><li>• No Progress</li><li>• Stress +1</li></ul> <p><i>PROGRESS</i> R1 +1 • R2 +2 • R3 +3 • R4 +4 • R5 +5</p> <p><i>STRESS</i> From wrong CLAIM / ALL HELP At 3 → reset, Stability -1</p>
<p>HELP! LOL Player Aid</p> <p><b>GOAL</b> <i>Keep Stability &gt; 0</i> <i>After 5 rounds, highest Progress wins</i> <i>Stability = 0 → Everyone loses</i></p> <p><b>ROUND FLOW</b></p> <ol style="list-style-type: none"><li>1.Reveal Crisis</li><li>2.Secret HELP / LAY LOW</li><li>3.DENY / CLAIM / PASS</li><li>4.Reveal</li><li>5.Resolve</li><li>6.SUCCESS / FAIL</li><li>7.Gain Progress</li></ol> <p><b>CHOICES</b> <i>HELP:</i> Counts toward Need <i>LAY LOW:</i> No help, no Progress <i>DENY:</i></p> <ul style="list-style-type: none"><li>• Target HELP → 0 Progress</li><li>• No effect if FAIL</li><li>• No Stress</li></ul> <p><i>CLAIM</i></p> <ul style="list-style-type: none"><li>• Target HELP → steal ½ Progress (↑)</li><li>• Wrong → Stress +1</li><li>• FAIL → no Progress taken</li></ul>	<p>HELP! LOL Player Aid</p> <p><b>LIMITS</b> <i>Cooldown:</i> After DENY/CLAIM → skip next round <i>Under Fire:</i> If DENIED/CLAIMED → can't DENY/CLAIM this round</p> <p><b>GLOBAL</b> <i>ALL HELP</i></p> <ul style="list-style-type: none"><li>• No Progress</li><li>• Stress +1</li></ul> <p><i>PROGRESS</i> R1 +1 • R2 +2 • R3 +3 • R4 +4 • R5 +5</p> <p><i>STRESS</i> From wrong CLAIM / ALL HELP At 3 → reset, Stability -1</p>

