

# THE STARS ARE RIGHT™

## Invocation Symbol Counters

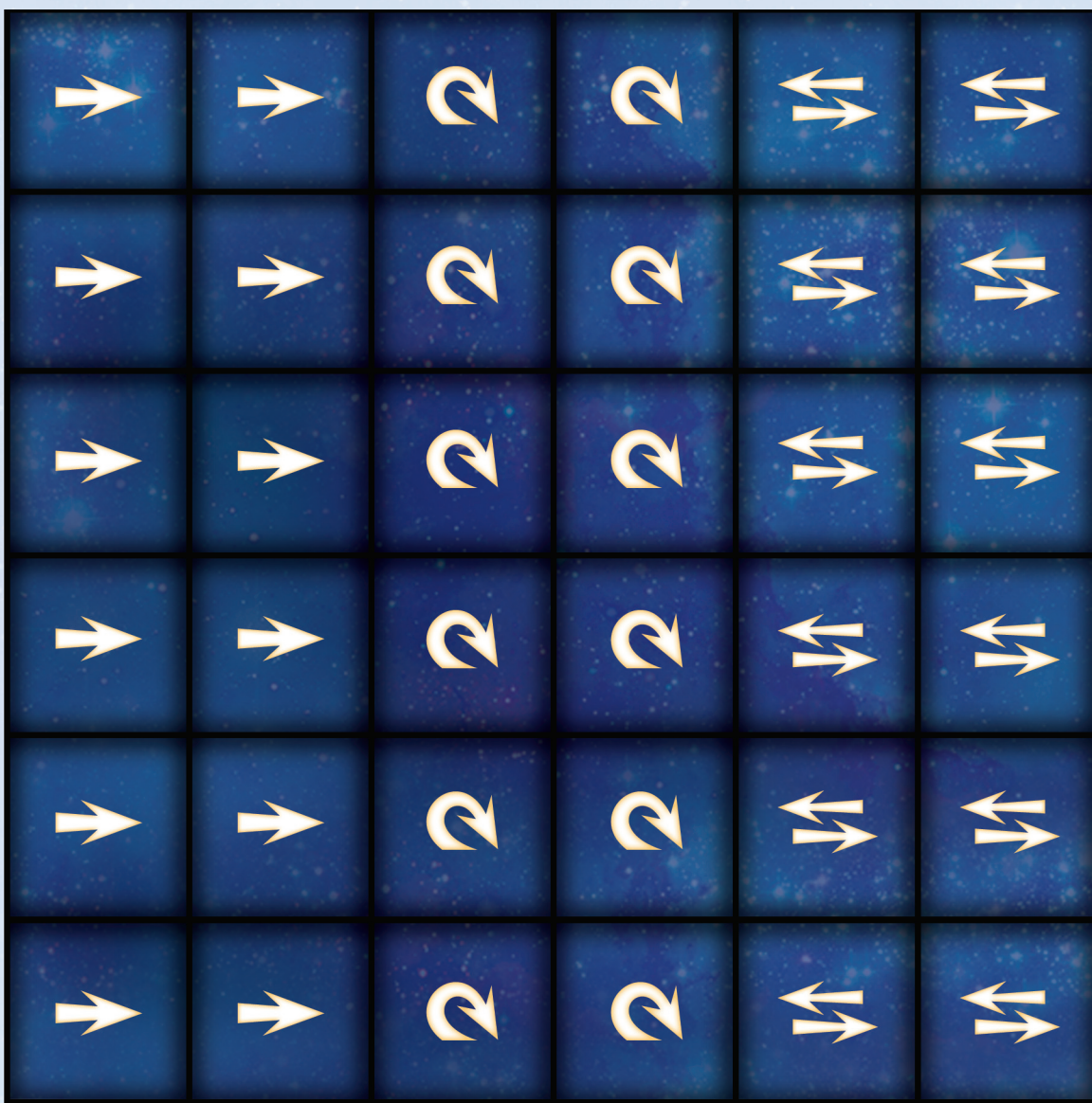
If keeping track of your flips, swaps, and pushes is driving you mad, use these counters for Invocation Symbols. This file has two versions: full Cthulhoid color, and starkly sane black and white. Print the one that best meets the needs of your cult . . .

There are 36 symbols – 12 of each type – which should be plenty. You only need one set for the whole game. Put them where everyone can reach them.

When you invoke a Creature (phase 1), take one counter for each symbol granted by the invoked Creature.

If your summoned Creatures allow you to change symbols (phase 2), swap your counters accordingly – for instance, if you get to change a Swap to two Flips, put a Swap back, and take two Flips.

When you Change the Sky (phase 3), return one counter to the pool each time you make a change. Remember that you have to use all your symbols! When you use your last one, this phase of your turn is over.



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Cut out the 36 symbols on the black lines. If you want to be fancy, adhere them to cardboard before you cut them out. If you want to be mega-fancy, print out the sheet twice and make two-sided tokens.