

# The Chocolate Game

## Contract of Play

All players in the chocolate game sign this contract to **confirm that they agree to abide by the rules of play**. They also agree to **commit to the forfeits described clearly, and agree terms for those open ended forfeits that are reasonable, but meaningful, such that striving for greater prosperity is encouraged.**

## Game Play Rules

**Number of Players:** between 3 and 12

### Order of Play

- ◆ The players in the game arrange themselves around the game board.
- ◆ The player on the left of the Kulsdottir Chocolatier is the first player.
- ◆ The others follow in clockwise order.
- ◆ The players sign the central copy of this contract in that play order, as a definitive record.

### Method of Play

- ◆ Each player's turn consists of one bet.
- ◆ A player bets by choosing a cup and removing it from the game board, placing it in front of them, without looking at the bottom of the cup.
- ◆ Each bet costs a crown or a resource, placed in the central pot.
- ◆ Only cups which are adjacent to the golden cup may be chosen.
- ◆ At the end of each player's turn, the golden cup is moved into the space the last cup was removed from.
- ◆ At the end of the round, all players reveal their fortunes.
- ◆ The scrivener makes notes of any forfeit or prize contracts that will need to be finalised at game end.
- ◆ Players with neutral cups take a random crown or resource from the central pot.
- ◆ Players winning item prizes or forfeits receive their items.

## Choosing to pass

- ◆ In round one, you may NOT choose to pass.
- ◆ In future rounds, you may choose to pass BUT if you do, you do not benefit from any forfeits. The 'person who played before you' is always the last person who actually bet.

## Increasing bets

- ◆ In round one, you may only bet one cup.
- ◆ In future rounds, you may bet one, two or three cups, depending on available cups being left on the board.
- ◆ You do not need to match the number of bets of the player before you.
- ◆ There are a total of 24 cups available. In a game with a large number of players it is completely possible for the game to end early in round 2 if the starting players choose to place multiple bets in that round. This is within the rules.

## Leaving the game early

Ideally players will not leave the game early.

If this is unavoidable, the game will pause, so that any forfeits and prizes can be settled or contracts owed drawn up and signed.

The leaving player agrees to pay a crown to the pot as a break fee.

The game will continue with remaining players.

# Distribution of Prizes and Forfeits

## Neutral Cups

1/3rd of cups carry NO symbol. These are neutral cups, the players receive a crown or resource back from the central pot at round end.

## Prize Cups

1/3rd of cups carry prize symbols.

	1 ring of Ilium
	1 Throne
	A Sungold Basin Hallowed to Prosperity
	4 Crowns
	3 Autumn Vis

## Prize symbols continued

	<b>A Ring of Wealth</b> (+1 Autumn lore, in the usual way that Foci work, once per day for 1 ritual)
	<b>The Kulsdottir will cast the enchantment Conspirator's Cloak on you or the person of your choice</b>
	<b>The Kulsdottir will owe you a personal favour as per limits in the favour contracts, such as the use of a vote or direction of a military unit</b>

## Forfeit cups

1/3rd of the cups carry Forfeit symbols. Some forfeits benefit the Kulsdottir. Others benefit other players in the game.

	<b>You will accept a quirked item that encourages risk taking</b>
	<b>You owe 1 Throne to the person who played before you</b>

## Forfeit Cups Continued

	You owe 5 Thrones to the person who played before you
	You owe 5 Thrones to the Kulsdottir
	You owe the person who played before you a casting of Rivers of Gold
	You owe the person who played before you a magic item, the details to be agreed between you in contract
	You owe the person who played before you a personal favour such as the use of a vote or direction of a military unit
	You owe the Kulsdottir a casting of Clad in Golden Raiment

