

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, and agree terms for those that are reasonable, but meaningful, such that striving for greater prosperity is encouraged.**

Game Play Rules

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.
- ◆ To bet is to choose a cup and remove 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 into 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 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 receive their prize.

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 times, depending on available cups being left on the board.
- ◆ You do not need to match the number of bets of the player before you.

Leaving the game early

Ideally players will not leave the game early. If this is unavoidable, the game will pause, so that any contracts owed can be drawn up.

Distribution of Prizes and Forfeits

Neutral Cups

1/3rd of cups carry the symbol

These are neutral cups, the players receive a crown or resource back from the central pot

Prize Cups

1/3rd of cups carry prize symbols.

| | |
|--|---|
| | 1 ring of Ilium |
| | 1 Throne |
| | A Sungold Basin Hallowed to Prosperity |
| | 4 Crowns |

Prize symbols continued

| | |
|--|--|
| | 3 Autumn Vis |
| | An Argent Ring |
| | The Kulsdottir will cast the enchantment Conspirator's Cloak on you or the person of your choice |
| | The Kulsdottir will owe you a personal favour, such as the use of a vote or direction of a military unit |

Forfeit cups

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

| | |
|--|--|
| | You will accept a quirked item that encourages risk taking |
|--|--|

Forfeit Cups Continued

| | |
|--|--|
| | You owe 1 Throne to the person who played before you |
| | 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 |

