

Resolving the Second Pool

Roll the dice added to the Second Pool and compare with the Opponent's original roll. Apply the same results for winning as for the First Pool.

6. Resolve the Suitor Turn

Once all the Die Pools have been rolled and resolved, and the winners have been determined, the Points toward Goals are awarded, traits are added to character Sheets, and the outcome of the situation is narrated.

Limits to narration: No one can narrate that another's player character has died or been taken out of action in the story unless appropriate to the story and agreed to by all.

If points are won, make a check mark on one of the Goal circles on the appropriate area of character

How many Points toward a Goal?

In a two player game, the number of points towards a Goal that may be gained in each turn increase as the game goes on.

First Two Turns = 1 point

Second Two Turns = 2 points

Third set of Two Turns = 3 points

In a three player game, the number of points gained toward a Goal is always 1 during a Suitor Turn.

IF THE ACTIVE SUITOR AND BELOVED WIN

- The Suitor and Beloved gain a new trait, chosen by their players.
- Points are gained toward the character Goals.
- The winning side narrates the outcome of the situation.

IF THE OPPONENT WINS

- The Opponent gives the Active Suitor a trait.
- No points are awarded.
- The Opponent narrates the outcome of the situation.

IF THERE IS A TIE

- The Beloved's Player gives new traits to the two Suitors.
- No points are awarded.
- The Beloved's player narrates the outcome.