

STONES



Welcome to the Moraff's World Tavern!

You have just walked into a popular tavern where humans and beasts alike gather to gamble, drink and fight.

You sit down at a gambling table occupied with local monsters. "Hey boys, looks like we have another sucker! Lucky for you we don't discriminate against humans...as long as they have enough silver."

You take the hint and go to the bartender to trade in your money belt for 175 silver pieces. You sit back down at the table, the game tonight is Stones. Its time to put on a mean face and hope you leave with all your fingers intact.

Stones is a four player gambling game where you must use your wits against your opponents to trade jewels, gold and silver pieces for a better, stronger hand.

Pieces

12-Jewels 12-Gold 12-Silver

4-Force pieces: Red

4-draw stones: 3 Blue+1 Clear

4-game boards

1-Turn counter

Object of the game

The object is to have the highest value of stones in your hand; a hand ends after 12 trades.

The game ends when the first player reaches 1000 points (or any point amount you want to set)

Starting play

Each person gets a red stone; this is the force stone.

At the beginning of each hand, each person randomly draws 3 stones. These 3 stones are placed on the front of your game board for other players to see. Then the players each randomly draw 4 more stones to hide from sight of the other players in the hidden part of the game board. **You do not get to choose which stones are seen and which stones are hidden.**

The person to move first is randomly chosen by passing around the small black bag with 3 blue stones and 1 clear stone. Whoever randomly draws the clear stone gets to play first.

Each hand lasts 12 trades. Use the trade counter to keep track of each trade until the end of the hand.

Trading Moves

A trade works by offering one of your stones, either hidden or seen, and asking for the stone you want from any opponent, either hidden or seen. The offer can then be accepted, or denied. The only exception is a force trade.

The first person to play may choose to trade with whoever they want.

The person who traded with the first person now gets to do their trade. They may choose to trade with anyone except the person who just traded with them.

Each player may choose to pass if they decide not to trade.

Force Stones

Each person is allowed to force a player to accept a trade by using the red force stone and the trade can not be denied.

The player may only force the opponent to trade any of the 3 Stones that are visible on the front of their game board.

A force is declared by placing the red stone on the board of the opponent you are forcing.

Each player may only use their "Force" once per hand.

A player may only have 2 forces used upon them per hand.

Scoring

Jewels are worth 12 coins

Gold are worth 6 coins

Silver are worth 1 coin

Jewels trump gold, and gold trumps silver. However, the most complete hand trumps everything.

There is a 120 coin bonus for the most complete hand. So a full hand of 7 silvers will receive the 120 bonus coins plus the 7 it earns in value totaling 127 coins; thus, beating a hand with 6 jewels and 1 gold totaling 78 coins.

In the event of two full hands, the one with the highest value wins.

If no one achieves a full hand, the most complete and the highest value set wins the bonus. The most complete hand will always beat highest value.

In the case of a tie, the bonus of 120 coins is added to the bonus of the next hand.

Keeping score

Player can keep track of their winnings with pen and paper. Each player add up the total of each hand. The totals of the hands add up until the point goal has been beat.

Good luck!