

Player Mat

One per player · track with coins, beads, or pencil



NAME _____

COINS

start: 5 · goal: 20 = Prosperity

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REPUTATION

start: 3 · goal: 10 = Beloved

0	1	2	3	4	5	6	7	8	9	10

UPGRADES

goal: 4 = Builder

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MY GOAL

check one — keep secret

☐

Prosperity

20 coins

☐

Beloved

10 reputation

☐

Builder

4 upgrades

PROMISES THIS ROUND

once per round · the table decides

"I promise

"

☐

Kept it *+1 Rep*

☐

Broke it *-2 Rep*

THE APOLOGY

once per game

☐

Pay 1 coin to the player you wronged. Regain +1 Rep.

REP GATES

Rep < 2 Can't issue Vouchers

Rep >= 3 Can use Builder space

Rep >= 5 Vouchers worth +1 (trusted)

Rep >= 8 Trade with 2 players per turn