

Dear Sir or Madame,

You are cordially invited into Keep Teniert to celebrate the year's end. It is with great pleasure that I announce the reopening of our grand ballroom floor, whose redesign has finished ahead of schedule.

It is my hope that with the dawn of a new year, we may set aside any rumors of strife between the great houses. Need I remind you of the benefits in showing a unified front against the mutinous elements amongst the Skaa? It is clear to me that Luthadel has always stood strongest while united.

On a lighter note, my servants have set up a croquet court in the gardens. Those who are interested may come prepared for a friendly little tournament, for which I will be offering prizes.

All festivities will commence at mistfall. Present this invitation when you reach Teniert grounds. Any who bear it are welcome.

I wish you a safe and pleasant journey.

Yours truly,

Lord Fallow Teniert

PS: All matters of security in this ball are left in the capable hands of the Canton of Inquisition, and I will thank you to not be so crass as to bring house troops into my keep.

Rules

- You win if you survive until the end of the game.
- Every player has a **cardinal**. Your cardinal is a number that determines the extent to which this game is cooperative for you. It is the maximum number of other players that you may win alongside.
- The game ends when everybody who is alive can win together. For example, if there are 7 players alive, the game ends if and only if all 7 players have a cardinal of at least 6.
- The game is broken up into 24 hour cycles, during which you play the game by communicating and taking actions.
- You may communicate in the public game thread for the current cycle, or in private messages that may contain any number of other players. Any private messages must also include the GM(s).
- You may take up to 2 different actions every cycle, which take effect at the end of the cycle. In order to be counted, you must specify what action you will be taking in a private message with your GM(s).
- Actions may have varying levels of **clout**. More clout means an action does whatever it does *more* and is generally harder to block. Less clout means the opposite.
- There are 3 different ways to take an action, resulting in different levels of clout:
 - Covert (3): No information about your action is revealed.
 - Standard (4): Your action is publicly announced the cycle after you take it.
 - Overt (5): You must send your action to the GM(s) at least one cycle in advance, and your action is publicly announced at the beginning of the cycle on which you intend to take it. You can cancel an overt action but you can't take a different action in its place.
- There are 2 basic classes of action, which have different targeting mechanics:
 - Proactive: Proactive actions have a single target.
 - Reactive: Reactive actions may have one or more targets, but targets must be listed in order of priority, as it will only trigger for the first target on the list for whom a condition holds true.
- There are 4 kinds of actions you may take:
 - Assail: Proactive. If the cumulative clout of all assail actions against a player exceeds 4, that player is eliminated from the game.
 - Protect: Reactive, triggered when a target is assailed. Weakens or cancels out the clout of assail actions taken against the target. This action has no effect if one of the assailants is also a person under your protection.
 - Investigate: Proactive. If the cumulative clout of all investigate actions against a player exceeds 7, all investigators learn the target's cardinal.
 - Obfuscate: Reactive, triggered when a target is investigated. Weakens or cancels out the clout of investigate actions taken against the target.