The Ever-Expandable Promise Game – Basic Limited Edition

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The Ever-Expandable Promise Game - Basic Limited Party Edition is a social game for four or more
5   players. The goal is to earn tokens during the period of play. Players are limited to promises printed on
the PROMISE cards, except for two "free promise" rounds late in the game.

The goal is to earn social points by meeting one's social obligations (the lesser of one's own promise or
the other party's). You can promise to perform tasks for any number of tokens or for no tokens. Each
player's promises are displayed to the group. You earn from your fellow players and a community bank.

10   1. Game Play:

          Tokens: Each player receives an equal number of tokens at the start of the game.

          Round Cards: The first player in each round draws a ROUND card. The ROUND card
          defines the allowable promises and free ACTIONS in each round.

          Actions: Earn the doer one token from the community bank when completed.

15   Rounds and Turns: Each player gets one turn in each round, with the order of play
          rotating through the player lineup as the rounds are played. In each turn, a player can
          make a social promise on any drawn ROUND card, and one of: revoking a prior promise,
          requesting another player to perform their social promise, or performing the ACTION
          specified by the ROUND card.

20   Making and Breaking Promises: During their turn, a player may make a promise picked
          from any drawn ROUND card. Players who break their promise pay their promised
          penalty to their victim and receive a demerit. Those who revoke receive a demerit.

          Redeeming/Performing Promises. Players who perform their promise or earn "credit"
          for doing so receive a token from the community pot. The requestor gets the value of
25   the promise.

          Challenges to Performance: Immediately after performance of a promise, the requester
          can raise a challenge to the performance. If a challenge is raised, both players can agree
          on any other willing playerz (a "neutral") to decide their dispute. Otherwise, the
          challenge goes unresolved and both players receive a demerit.

30   Resolution of Challenges: Any player not in dispute can bid to be the neutral chosen to
          resolve challenges. The neutral decides whether the promiser broke the lesser
          obligation of their own promise or the requesting player's promise, in exchange for their
          bid fee. Losers pay the lesser promised penalty.

          Determining a Winner: Play continues until all rounds are played. The player with the
35   fewest demerits and most tokens (netted at 1:1) wins.