Offering Ruleset

In the offering version, you play as villagers kidnapped by a Cyclops that enslaves you as servants. Each day, you have to offer the right type of food he requires. However, there is also a naughty spirit who wants to disrupt his meals.

[Contents]
1. The **Box** with all the food items.

2. **Event cards** with script font. (total: 38)
The events will decide what happen to each player during their explorations.

3. **Role cards x5**. (different than the survival game role cards, these cards only indicate if you are a villager or the spirit)

3. **Health Meter**: indice the max and current health points of each player.

4. **Food Bucket**: these are the containers where players store their foods. A player cannot show the contents of their bucket to another player.

5. **Offering Bucket: The bucket used to offer food to the cyclops.**

5. A **Fair Coin**

[Rules]
1. Win Condition
Villagers: In this game, the villagers are trying to keep the cyclops happy. They win if they **successfully offer the cyclops 5 meals in total**. The **successful offering** consists of **3 foods**, **with at least good food and no bad food.** If the offering has less than 3 foods or has no good food, or has bad food, it fails. The villagers can also **win by killing the spirit** till it cannot reincarnate.

Spirit: The spirit **wins if 3 offerings fail** or the remaining villagers cannot achieve enough successful offerings. The spirit takes the form of a villager. **The spirit can also possess another villager of his choice if he dies, but he can only reincarnate once.**

2.Preparation:
Before the game, **each player** should have **one empty bucket** and **a initial health of 2 (Max at 4).**
At the start of the game, each player **draw 5 foods** randomly from the box. Then everyone gets a **role card indicating if he is a villager or the spirit.**

3. Player Attributes

a. Health Points

In the offering game, a player only have 1 attribute indicating their health instead of hunger and thirst. A player **start with a initial health of 2 (Max at 4).**

Once your hunger drops to 0, you can eat a food to regain health.

4. Game Sequence

Each day there is a lead servant who will choose 2 other servants to offer food for the cyclops. At the beginning of each day, **the lead servant tosses a coin.** The result of the **coin toss** decides the **value of red/green food**. If head is up, the red food is the "good food(+2HP)" for today, and the green food is bad(-1HP). If tails is up then it is the opposite. Yellow food is always normal food(+1HP).

a. Exploration Phase

During the day, players have the opportunity to explore in turn. The game can start from any player, but each day the first player to take action shifts to the next player.

1) Exploration
Each player has **1 chance to explore**(unless specific events state otherwise). The player will **draw an event card** from the event deck. When the card runs out, reshuffle the used deck.

2) Food consumption
A player may **eat food at any time during his/her turn**, but **can only eat up to 2 foods.**

3) Trade
A player may trade with others any time during his/her turn. There is no limit on the number of trades each day.

4) Exile
A player can propose to exile another person during his/her turn. If a person is exiled, he/she will be the offered to the cyclops and it counts as a successful offering.
   a. If the spirit is exiled, he will **choose another person to possess**. During that process, everyone close their eyes. The spirit player gathers all the role cards and redistribute them. **He can only reincarnate once**, if he is exiled the second time, the villagers win.

b. Council Phase

The lead servant gets to **choose the other two servants** to go with him/her.

At the end of the day, each player loses 1 HP. **If they reach 0HP, other players can offer them food, or else they will die.**

b. Offering Phase: The servants for tonight's offering stays up while others close their eyes to sleep. **The servants puts one food into the offering bucket at the same time without revealing the food they are offering.** After the night, all player wakes up and the result of the offering is revealed. If there are 3 foods, with at least 1 good food, and no bad food, it counts as a success, Otherwise, it counts as a failure.