CONTINUUI Roleplaying in the Y Greatest Game Sheet Copyright © 1999 Manui, Adams & Fooden version 1.0	M of T	he (Greatest	Game'	C Parameter
	$_{-}()$				ROUND #
Player Character Name	Span		Society	Total Victory Point earned through last Roun	

Character Hires This Round (Carry over all Span Ones and Twos from last Round. Spans Zero, Four and Five only remain 1 Round; Span Threes for 2.)

#	Name	Span	Society	Notes (esp. Current Position)

Claims This Round

Location	Dates	Claimed By	TYPE OF C Original Nego	LAIM iated Mediated	BASIS Crown Cu	ılture Blood	Notes:	Victory Points for Claim (as awarded by the GM)
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For complete rules to simulate the Greatest Game, see c^{\bullet} NTINUUM ppg. 218-9.

Total Victory Points earned this Round→



Special Errata for Appendix G. The Greatest Game

The points rolled in Phase A of each Round are Hiring Points. These are all spent on Phase B. The points assigned in Phase E by the GM are Victory Points. These accumulate (or decline) each Round, and determine who wins.

The two kinds of points are entirely separate, and do not directly affect one another. Our apologies for not being more clear about that in the book.

If two players attain 200 or more Victory Points on the same Round, the one with the highest number wins. Optionally, all players can play out all 117 Rounds of the Game, and the one with the most Victory Points wins.

—CHRIS ADAMS
29 SEPTEMBER AD 1999.