



# 'The Greatest Game'



ROUND #



Span

Society



Total Victory Points  
earned through last Round

Player Character Name

**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.)

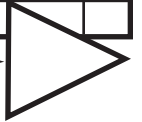
# Name Span Society Notes (esp. Current Position)

#	Name	Span	Society	Notes (esp. Current Position)

## Claims This Round

Location	Dates	Claimed By	TYPE OF CLAIM			BASIS			Notes:	Victory Points for Claim (as awarded by the GM)
			Original	Negotiated	Mediated	Crown	Culture	Blood		

Total Victory Points earned this Round →





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Greatest Game Sheet  
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## 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.