



Chopping Block - Rules



Hey You, Welcome to Chopping Block

We are the creators of Chopping Block, Mikael and Karina. You are about to take part in this juicy rule book, but first:

Thank you for enjoying our game! What would make us even happier is if you gave us feedback on your experience playing Chopping Block.

Maybe even join our community? Please follow the link/scan the code below and spread the word about this game to anyone you think would like it!



<https://nomondays.se/products/chopping-block/join-the-guild>

Customary Introduction

Ok, so Hello, I'm the Narrator! I couldn't really attend your game session so one of you, preferably the one with the best narrative voice, should read this in my stead. Ready? Let's get ahead. Get that? Get a-head? Nevermind you haven't attended narrator school so I understand if you do not get thematic jokes. Ok, here we go....

It's the revolution! No, not that one, this one is the real, bloody one! The King and his advisors have all been sentenced to death by the Ducal Council.

Great news! That means you will have lots of work with you being one of the few official Headsmen in town. Since you all wear hoods and baggy clothes that's more of a traditional title than a gender defining thing.

Your job is to keep the Dukes and Duchesses happy by making sure all executions go smoothly and get some tasty Gold in the process.

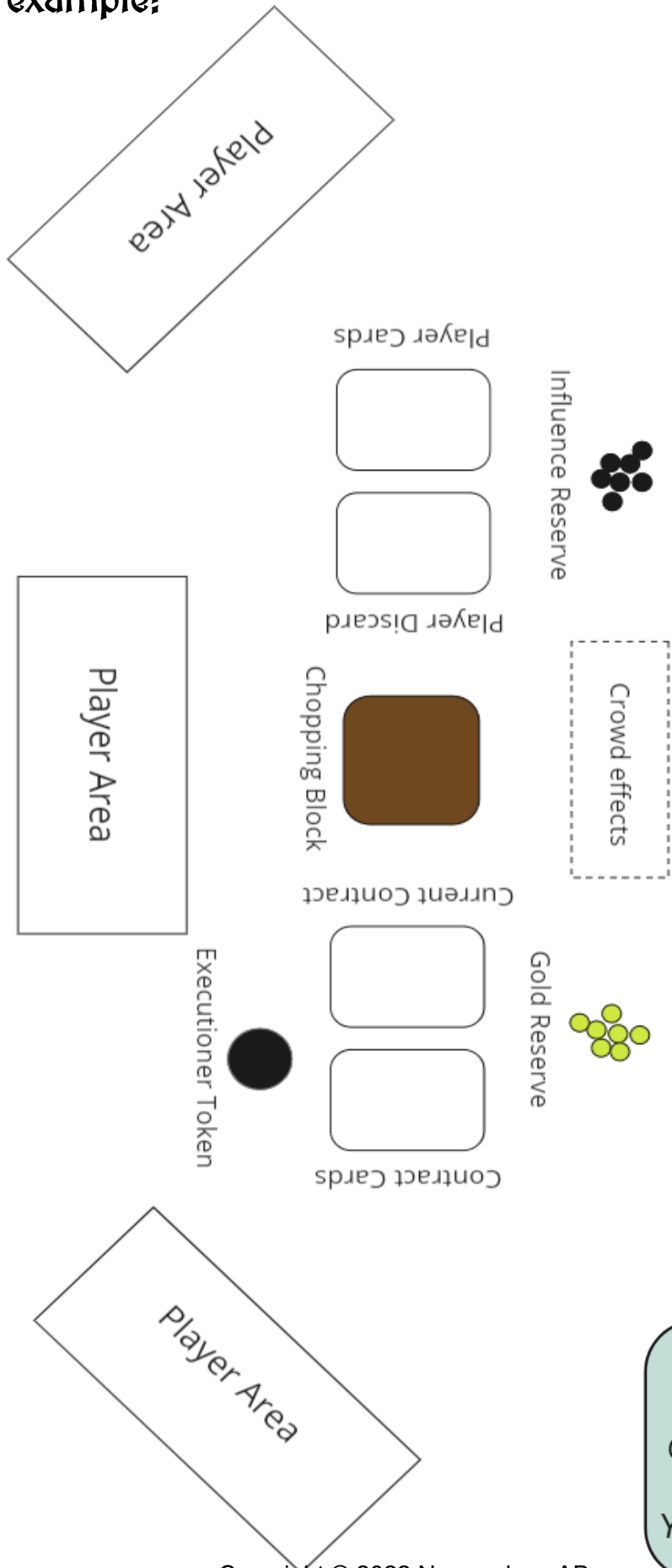
Now please, I know you've had some trouble cooperating in the past, but I trust you will be able to put that behind you, ok? Did I mention that the highest earner will win a Guild sponsored vacation? Did I tell you the important...er...nevermind, Good luck!

How to Play Chopping Block

Setup

- The player that most recently killed something goes first, or you can just choose the first player randomly. This player takes the **Executioner token** and starts as the Executioner.
- Shuffle the Player cards and **deal three (3) cards** to each player. Put the remaining Player cards facedown on the table. This makes up the Player card deck.
- Each player **gains three (3) influence tokens** and **one (1) pass token** which are kept in their **bag**. The amount of influence a player has at any time is considered **secret** information.
- Shuffle the Contract cards and **draw eleven (11) facedown cards**. This makes up the Contract deck. Place the card named *End of the Line* at the bottom of the deck. It will always be at the bottom of the Contract deck to signify when the game ends. The remaining Contract cards will not be used.
- Take the top card of the Contract deck and place it face up on the table, this is the current Contract and the card players will bid on. Flip the topmost Contract card on the Contract deck face up so that players know what Contract is next.
- Each player draws a random **Secret Agenda card**.

Setup example:



SECRETS
 You must hide;
Cards in your hand
Influence owned
Your Secret Agenda

Phases of the game

Each turn consists of four different phases.

Resource Phase

Starting with the Executioner and going clockwise; all players **draw one (1) card**.

All players **gain one (1) Influence token**.

Bid Phase

Players bid influence for the current Contract on the table.

The Executioner settles ties

Winner becomes the Executioner and either gains or keeps the Executioner token.

The Executioner places the current Contract on the Chopping Block.

Chopping Phase

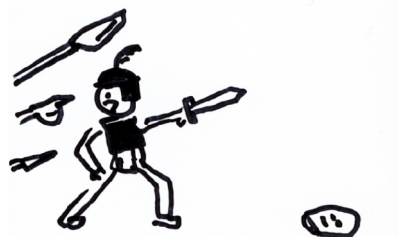
Executioner gains rewards or suffers losses printed on the current Contract modified by played cards/items and places the Contract in their player area.

NOTE that the Influence reward can be negative, the Gold reward can not.

Cleanup Phase

Renew the Contracts. There should be one current Contract on the table and one Contract face up on the Contract deck unless it is the last one.

All players **discard cards** down to the player card hand limit, **the limit is five (5)**.



End of the game

When the Contract Card *End of the Line* is revealed follow its instructions.

Players count their Gold, including any accomplished Secret Agenda rewards. Whoever has the most Gold wins.

If there is a tie, the player with the most Influence wins. If there is still a tie, the Executioner decides. If this isn't satisfactory there's always the option of open rebellion.

Phases in detail

Resource Phase

“Breaktime, wanna play a game of cards?”

In the Resource Phase, starting with the Executioner and going clockwise, all players gain one (1) influence token and draw one (1) Player card from the top of the Player card pile.

If there are no more facedown Player cards to draw, shuffle the discard pile to create a new draw pile. The game cannot run out of resources. If there are no more Influence tokens or Gold coins, just replace them with any other token.

Bid Phase

“So who’s up for the next gig?”

During the Bid Phase players first do one of two things;

1. Secretly decide how many influence tokens they wish to risk to win the current Contract card on the table. Players can bid zero (0) tokens up to any amount they currently hold. Any tokens are kept secretly in your hand until you reveal them.
2. Players may also choose to pass. To do so they instead reveal their PASS token and gain one (1) influence token. The pass token is kept secretly in your hand until you reveal it.

When all players have made their choice, everyone should do a count to three and simultaneously reveal their bids by opening their hands.

1 - 2 - 3 - SHOW

The player that bids the most influence tokens wins the bid. If players are tied, or if everyone passes, the player with the Executioner token decides who wins the bid, which can be a player who isn't the

Executioner. The player who wins the bid returns their influence tokens to the reserve. Everyone else returns their influence tokens, as well as any used pass tokens, to their bag.

At the end of the Bid Phase, the player who won the bid, gains the Executioner token and moves the current Contract on the table to the Chopping Block.

Let's look at an example:

Jerome bids three (3) influence tokens, Annah bids two (2), Ishmael bids three (3) and Greger (who holds the Executioner token) also bids three (3).

When they reveal their bids Annah is out as her bid is the lowest but she keeps her influence tokens. Greger, who is the Executioner, could then opt to win the bid as he is tied to both Jerome and Ishmael with three (3) influence tokens. However, he is eyeing up the next Contract and has a surprise up his sleeve, so he allows Jerome to win the bid.

Just like Annah, both Greger and Ishmael keep their influence tokens but Jerome must return his three (3) influence tokens to the reserve. Jerome becomes the Executioner and gains the Executioner token.

Chopping Phase

"It's hard work but someone's gotta pay the bills."

All cards played are kept face up on the table until the end of the phase as they can change the outcome or the value of the current Contract.

If the execution isn't stopped, the Executioner claims the Contract and any rewards on it and puts it in their player area. The Contract might be subject to other effects including modifiers from other cards, some of which can be negative. Once claimed and moved to the Players area a Contract is **completed**.

An Influence reward can be negative. A player can only be reduced to zero (0) Influence. Gold rewards can not be negative but can be zero (0).

In the end of the phase, move played cards to the discard pile.

Once completed and moved to a players area, Contract cards cannot be affected by other cards and are only used for scoring.

Cleanup Phase

“Bring a bucket please.”

Renew the available contracts from the draw pile so that there is one current Contract on the table, and if any cards are left in the Contract pile, the top card of the contract deck is turned faceup.

All players discard player cards down to the hand limit which is five (5).



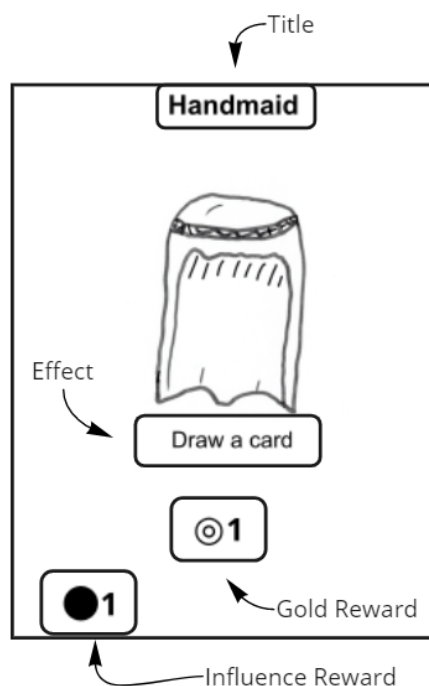
Cards in detail

Contract Cards – Rewards and Effects

When the Executioner claims a Contract card they gain the rewards and trigger any effects printed on it. Rewards can be Gold or Influence. Any reward or effect is only given or triggered once. Rewards can be or become negative, except Gold, which cannot be negative.

Contracts are only renewed in the Cleanup phase, regardless of how many Contracts are visible.

Example of Contract card:



Secret Agenda Cards

The Secret Agenda cards give each player a personal goal to complete that will, if successful, give them an extra Gold reward at the end of the game. For some Agendas you should look for matching icons on the Contract cards that correspond to your Secret Agenda goal.

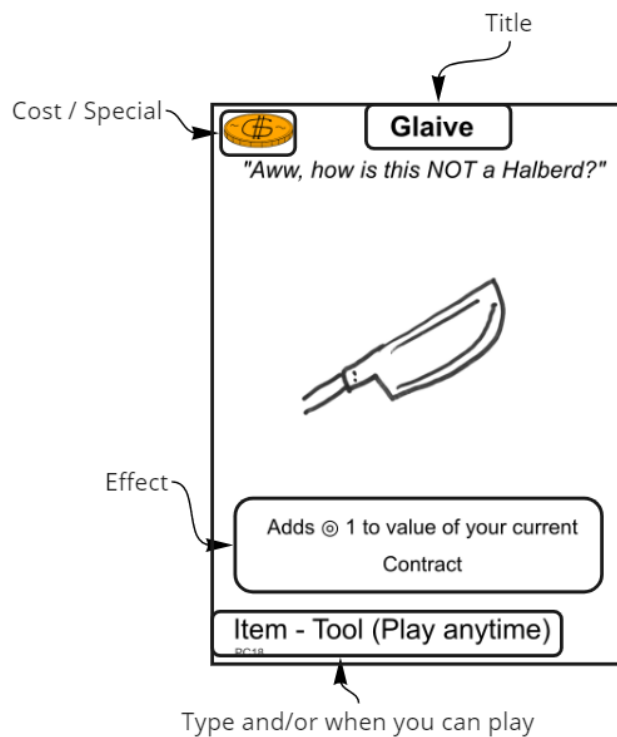
Player Cards – How to play them

During the game, players may play any number of cards from their hand at any time as long as the card allows it and if they can pay its cost.

Cards are always resolved in the order they are played, except for Interrupt cards (see card types on next page).

At the end of each phase, played cards are put in the discard pile.

Example of Player card (Chopping Block back):



Discarding Player Cards

At any time a player may discard two (2) cards from their hand to gain one (1) influence OR draw one (1) new card.

Card Type – Crowd Effects

Crowd Effects are played to the middle of the play area and affect everyone. They stay in play until another Crowd Effect is played or are removed in some other way.

There can only be **one Crowd Effect** in play at any time.

Card Type – Items

When played from hand or gained otherwise, items are placed face up in your player area and you become the owner of them. Items remain faceup in your player area until discarded or moved.



Items can only be discarded if you gain or play a new item card of the same type.

A player can have **one** Item card of each type; **Hood**, **Tool** or **Trinket**.

Card Type – Interrupts

Usually all cards are played and their effects resolved in order. Interrupt cards change this by being able to act on a card just played.

If a card is cancelled by an Interrupt card, it is discarded. Any cost on the cancelled card is refunded to the player of that card.

