

CREDITS

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LICENSING



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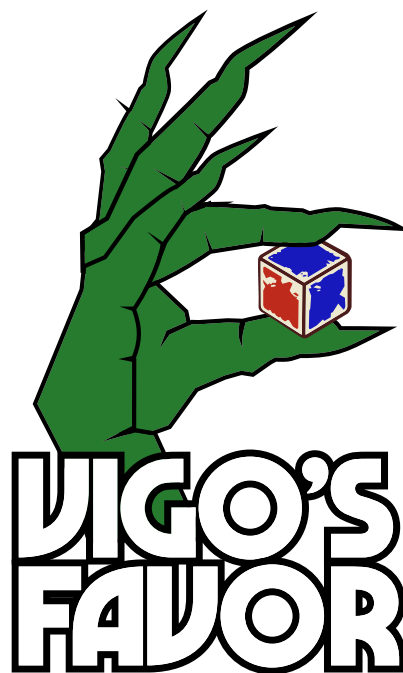
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SOURCE

These rules were developed as part of the *Games of the Galaxy* project: www.gamesofthegalaxy.com

Rules Link:

www.gamesofthegalaxy.com/vigosfavor

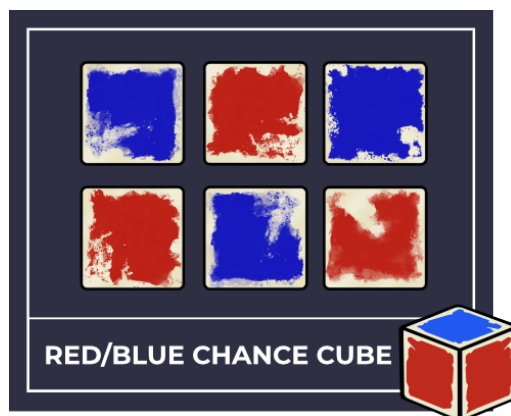


RULES FOR VIGO'S FAVOR

Vigo's Favor is a game where fortune favors the feared. In the criminal underworld, the fickle attention of a Vigo is a blessing and a curse, and fortunes are made and lost on the rattle of chance cubes across backroom tables in darkened cantinas.

SETUP

Chance Cubes x Players - One chance cube per player. A six sided dice with three blue and three red sides. Alternatively, players can use a coin.



Prize Pot - Player wagers are placed in the prize pot.

GAMEPLAY

1. THE STAKE

Choose one player to be Vigo. The Vigo sets the stake for the game.

2. SET THE FAVOR

The Vigo rolls their chance cube to determine the colour of the favor for the round.

3. PLAYER ANTE

Each player matches the stake in the pot.

4. SEEKING FAVOR

Starting clockwise from the Vigo, each player will roll their Chance Cube.

If they **match the Vigo's colour**, the player remains in the Vigo's favor.
If they **do not match the Vigo's colour**, they are eliminated.

WINNING THE GAME

If no players remain, the Vigo takes the Pot.

If one player remains, the player may:

- (A) Claim the pot and end the round
- (B) Challenge fate by rolling again

If the player Challenges, the Vigo increases the stake and the player must match. The Vigo then rolls again. If the player loses the roll, the Vigo claims the whole pot. If the player wins, they take the whole pot.

If multiple players remain:

The Vigo pays one stake per surviving player into the pot.
The survivors decide to either roll again, or split the pot.

Play continues until the Vigo wins, a single player wins, or the pot is split. In friendly games, it is customary to allow each player the chance to play a round as the Vigo.

EXAMPLE OF PLAY

Five players gather at the table. The Vigo sets the stake at 1 credit and rolls red. Each player antes 1 credit, for a pot of 4 credits.

Player 1 rolls red — still in favor
Player 2 rolls blue — eliminated
Player 3 rolls blue — eliminated
Player 4 rolls red — still in favor

Two remain in favor. The Vigo pays 2 credits into the pot, raising the total to 6.

Player 1 offers to split, but Player 4 refuses. The roll again.
Player 1 rolls red — still in favor
Player 4 rolls blue — eliminated

The last one standing, Player 1 may claim the 6 credits. Instead, they choose to Challenge the Vigo, hoping for more. The Vigo adds another 1 credit to the pot, and the player matches, bringing the total to 8.

Player 1 rolls blue — eliminated

The Vigo wins the pot of 8 credits. The title of Vigo passes to the Player 1 for the next round.

VARIANTS

RISING STAKES

Increase the stake each round that players survive, making the game more volatile the longer it continues.

HOUSE VIGO

Some gambling dens have a House Vigo, who never passes the role. These versions, played in professional gambling dens, can be brutal as the House's wins compound.

VIGO'S MERCY

One variant allows player to buy their survival by paying the Vigo another stake rather than being eliminated. This payment goes to the Vigo's bank, rather than the Pot.