

# A Party of Favors

Tier 6 Competition for the Quill

This is a game of Skill and Diplomacy to gather favors from your Merchants to earn credibility within your faction. Each participant will register a team of 3 (not including themselves) Quill members on the pre-registration from before the event.

## **Object of game:**

Collect the most favors from Merchants within one hour.

## **How to Play:**

Each participant will gather as many favors as they can from the Merchants. Each merchant will have favors to give (flag with a quill on it). To earn that favor you must perform/complete whatever task the merchant chooses to bestow upon you. This could mean completing the task before someone else does. The team that completes a task the quickest will receive the favor.

Whichever team has the most favors after 1 hour wins and the Senator advances to Tier 6. The Senator that came in Second Place will also advance to Tier 6. Advancement is not guaranteed until all requirements for Tier 6 are completed.