



*Fate*

The Earl of Oxford offers to be your patron.

*Fate*

Your lead actor is in the stocks after insulting the local landowner. Miss a turn while you wait for him to be released.

*Fate*

William Shakespeare comes to see you. He gives you a play.

*Fate*

You play dice games in the local tavern. You have won two shillings!

*Fate*

Choose a Tudor personality and do a mime. No words allowed. If another team guesses correctly, you can choose an object of your choice.

*Fate*

You hold auditions. Steal an actor from another team.

*Fate*

Read a speech from one of Shakespeare's plays. Another team has to judge whether it is worth one shilling, six shillings or ten shillings.

