**Kings Court Playtest Notes**

**2/11/17**

Move Cups labels to side

Specify counter clockwise after roll 2D6

Specify wrongly accused can correct can amend one cup

Need more gold

Clarify that cards with NO option 2, you must take option 1

(Print them differently) or print NOT AN OPTION / Directives

Change card #69 to be next 3 turns (not just the players turn)

Also make it Roll D6 for the counter

Add “+” to all events for positive clout (ie “+2” rather than “2”)

Card #79, specify you can TELL if you want, but doesn’t need to be the truth

Specify that accused by the King is show ALL cups to ALL players

Can only buy ONE secret card per turn?

Or make secret cards cheaper (or just more gold)?

Change General Lee’s name to another period appropriate name

Make MIDDLE of cups 7? 15 MAXED?

(Too hard to keep track?)

EMPTY = 2 or less, Maxed = 13 or more?

Think about this…

Card #24, printed the text wrong… too many words?

Find a way to keep players in until there is one winner

Secrets go away if a player is eliminated while owning one

Executed player becomes a ghost, can just observe and talk into the game

Change Generals to M for Military

Plebs / Church / Military / Banks

Start with 5 gold? Or 4?

Limit to 3 Cups?

Plebs/Church/Military

Add more dynamics to Gold

Consider shifting influence around in cups, or more stealing influence from other players rather than a constant pool of clout in the middle of the table.

Card #81, option printing wrong, move option1 special to option 2 text

**Consider having the player be the king and the king rotates through the players like poker dealer or sheriff of Notingham**

**Do points counter… if accused correctly, lose a point, if accused wrongly gain a point, 5 points wins it all… so valuable to the king all other courtiers executed**

Make PHASES cheat sheets!!!!!

Get down to 30 to 45 minutes for a game