TODO

* **Review and print rules!**
* Personality Cards
  + Each player gets one at random, kept secret by other players until an accused result forces it to be revealed
  + Can't be executed for on bucket + empty or maxed.
    - ie General - military max immune
    - Ie Saint - clergy max immune
    - Ie Martyr - Want to get killed by the king when game ends (this is a win condition!)
  + Bonus points for finishing with “immunity state” active
  + Deception in the game
    - Convincing others to give/take from cups that reach immunity state
* Add more interaction between players taking/giving chips from each others cups
  + Chips pass to/take from other players (pass influence)
  + Change Chips/Cups to Cards/Hands?
* WIN BY POINTS
  + Start with 5(?) points
  + Accused results…
    - Right: +1 Prosecutor, -1 Accused
    - Wrong: -1 Prosecutor, -1 Prosecutor on counter inspection, +1 Accused
* Add KINGS Personality Cards
  + Mood changes often by Event cards
  + End of Game by drawing the “King has had enough” personalty card
    - Count Points, top points live, lower points executed (players can tie)
* King has VARIABLE meter counts for accused conditions. Unknown until accused and then rerolled by event card. Kings mood changes often. Draw another king card without showing anyone. Info remains secret until next accusation
* LESS OR NO STORY BASED CARDS?
* Add Card# to template and variables sheet
* LOCK/UNLOCK CUP mechanic… no clout moves in or out of that cup
* Figure out a system for event card balance
* Gather media reference for card text
* Create more cards that inspire/demand direct interaction between players
* Find as many spots as possible for humor
* Figure out the “Voice” of the cards… character’s voice? Game’s voice? Talk to with BrianK
* Ghost haunts
  + “You may be an undigested bit of beef, a blot of mustard, a crumb of cheese, a fragment of underdone potato. There's more of gravy than of grave about you, whatever you are!”

Important Aspects

* Social Intrigue & Deception
  + Tracking Cup Types
  + Tracking Chips in each Cup for each Courtier
* Surprise Plays
  + Secret Cards
* Unpredictable event resolutions / Luck / risk management
  + How to manage Cup levels just in case…
  + Always pairing Cup resolutions, I may have to get my Plebs down, but make my Banks dangerously close… will I be accused?

Event Card Notes

Event Themes - create characters that deliver text/fiction

* People/Characters
  + Treasurer
  + Head Steward
  + Constable
  + King’s Little Brother
  + Mistress
* Media references
  + Monty Python Holy Grail
  + Dumb and Dumber
  + Big Lebowski
  + Breaking Bad
  + Game of Thrones
  + Harry Potter
  + Star Wars
  + Princess Bride
* Pop Culture Games
  + Spin the bottle
  + Truth or Dare
* Other
  + Illuminati
  + College Majors
  + Gravity Falls Cartoon
* Etc

King’s Psyche Cards

Vampire - when a courtier executed... something happens

List of Mechanics

* Starting turn/player
* Direction of play (CW/CCW)
* Clout/Cups
  + Adding Clout to Cups
  + Removing Clout from Cups
  + Bucket Types (Pleb/Clergy/Generals/Banks)
* Event Cards
  + Drawing
  + Reading aloud
  + Resolving
  + Discard / Pile
  + Inventory
  + Persistent
  + Duration Counters
* Secret Cards
  + Purchasing
  + Drawing
  + Playing
  + Discard / Pile
* Gold
  + Acquiring
  + Spending
* Accusation
  + Accused by another player
  + Accused by the King
  + Prosecutor
  + Accused
  + Correct
  + Wrong
  + Empty
  + Maxed
  + Guilty/Executed

VISIBLE INFORMATION

* Event Cards
  + Event Options
  + Potential Choices
  + Clout / Gold taken for resolution
* Inventory Cards
  + Number of Inventory Cards and their effects held by each player
* Persistent Event Cards
  + Number of Persistent Event Cards and their effects affecting each player
* Secret Cards
  + Number of Secret Cards possessed by each player
* Gold

HIDDEN INFORMATION

* Cups
  + Number of Clout in each Bucket
* Event Cards
  + Player choice to resolve the event card (unless their actions reveal the choice)
* Secret Cards
  + Effects of Secret Cards
* Personality Cards
  + Name of Personality
  + Special Abilities
  + Special Win Conditions
* King’s Psyche/Personality Card