



The King's Feast

Every year the King holds a great feast, inviting all and sundry to his castle for one night of rambunctious revelry. Each guest is assigned a seat according to their station in life, but once the party begins the veneer of formality wears off, and for this one evening nobility and peasantry alike are mixed together. The night's festivities are suddenly cut short as a fortune teller, seemingly in a trance, points at the King. "You shall die tonight, at the hands of your least favoured guest!" The party immediately descends into panic and chaos. To sort out this mess, you'll need to restore order, getting everyone back to their assigned place in the seating order while avoiding the assassin's blade!

Overview



The goal in The King's Feast is get each guest back to their assigned place in the seating arrangement without giving the assassin a chance to kill the King. You do this by activating cards' special effects to flip and swap them, trying to get them closer to their assigned place over time. If you ever use a card's effect to flip the assassin card face up or peek at it, the assassin uses the confusion of the feast as cover to kill the king, ending the game immediately.

Setup

1. Select a seating arrangement from the table (see Seating Arrangements). For your first game, we recommend the Beginner's Banquet
2. Remove any cards not shown in the Goal diagram for the seating arrangement
3. Place the **King (18)** face up on the indicated space with a crown () on the Setup diagram for the seating arrangement
4. Place the **Assassin (1)** face down on the indicated space with a skull () on the Setup diagram for the seating arrangement
5. Shuffle the remaining cards, then deal them around the King and the Assassin in the shape shown on the seating arrangement
 - Non-filled spaces on the diagram indicate the card in this space should be dealt face-up
 - Filled spaces on the diagram indicate the card in this space should be dealt face-down

Gameplay

The game is played over a number of turns. Each turn, perform the following actions in order:

1. Activate a card. If it has a  **King's Order** on it, resolve that effect. This may trigger other cards with a **! When Revealed** reaction – resolve these immediately before continuing to resolve the original card's action.
*Note: You may activate a card without a  **King's Order** for this part of your turn – just go straight to step 2.*
2. Set the activated card face down – it might have already been flipped face down as a result of a card's effect, in this case keep it face down.
3. (Optional) Swap two adjacent face up cards, or two adjacent face down cards.

When resolving cards' effects, keep the following general rules in mind:

- Card effects are not optional – if you can resolve an effect, you must.
- Any movement effects happen before any flipping effects
- If a card's effect causes you to flip multiple cards (eg the **Queen (17)**), you may flip them in any order.
- **! When Revealed** effects interrupt any effect you are currently resolving – resolve these before continuing to resolve the effect that triggered the **! When Revealed** effect

Ending the Game

The game ends if any of the following conditions are met:

- The assassin card is flipped face up or peeked at
- Your turn begins with all cards face down
- You choose to end the game after completing a turn (typically because you are confident you have all cards in the correct position).

Key Concepts

King's Order:

A card's effect you can activate during the first part of a turn.

! When Revealed:

A reaction on a card. This triggers immediately whenever the card is flipped face up.

Flip:

Flip a card over to the other side – works on both face-down and face-up cards. If this flipped a card face up, it triggers the card's **! When Revealed** reaction (if any.)

Peek:






Look at a face down card, then put it back face down. This does not trigger any **! When Revealed** reactions.

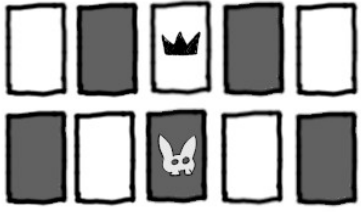


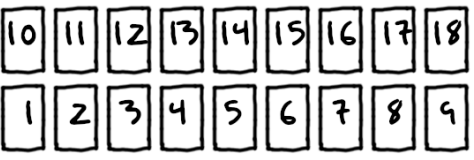
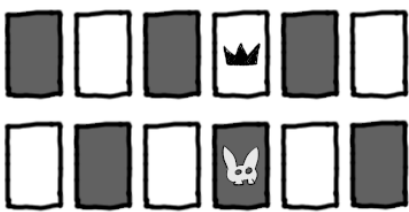
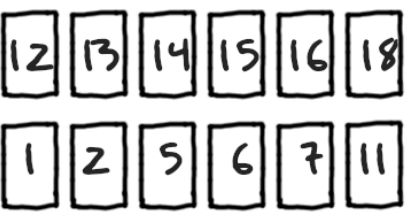
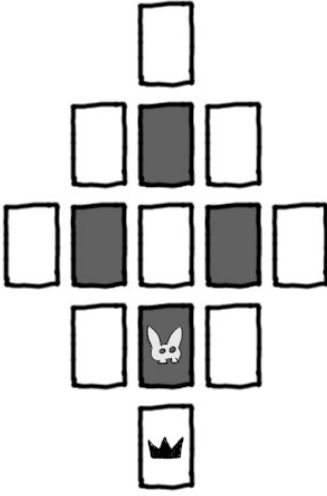
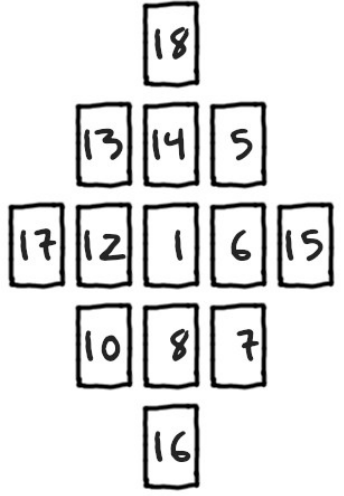
When the game ends, flip all cards face up and calculate your score by counting the number of cards **not** in the correct position based on the Goal diagram of your chosen seating arrangement.

If the game ended because the assassin was flipped or peeked at, add two your score.

Score	Result
0	A Kingly Feast
1-2	A Brilliant Banquet
3-4	A Superb Shindig
5-8	An Acceptable Affair
9+	A Tumultuous Teatime

Seating Arrangements

During Setup				At Game End
Deal a face-up card here	Deal a face-down card here	Set the King here face-up	Set the Assassin here face-down	Card X must end up here
				

Seating Arrangement	Setup	Goal
Beginner's Banquet		
Full Feudal Feast		
Surprise Party Soirée		
Round Table Roast		

Card Reference

The Assassin (1)

! When revealed or peeked at: Immediately end the game

The Hermit (2)

! When revealed: Flip this card back face down

The Priest (3)

King's Order: Peek at any face down card

The Jester (4)

King's Order: Shuffle together this card with the cards immediately to the left and right, then place them back in a random order face down. Finally, flip one of the shuffled cards.

The Gambler (5)

King's Order: Call a number out loud, then peek at a face down card. If that card matches the number you called, flip it face up

The Lovers I (6)

! When revealed: If the **Lovers II (14)** is face up, flip a card adjacent to the **Lovers II (14)**

The Coachman (7)

King's Order: Swap the adjacent cards to the left and right of this card

The Merchant (8)

King's Order: Choose a surrounding (adjacent or diagonally adjacent) card. Find the card with the next highest value that is currently face up (doesn't have to be exactly one higher). Swap that card with the chosen card.

The Guard (9)

King's Order: Send the card immediately to the right of this card to the left-most space in its row, shifting cards to the right to make space

The Knight (10)

King's Order: Swap this card with a card two spaces to the left/right and one space above/below, or two spaces above/below and one space to the left/right of this card

The Noble (11)

King's Order: Peek at a face down card. If its value is less than 11, flip it face up

The Diplomat (12)

! When an adjacent card is revealed: Swap this card with the revealed card

The Scholar (13)

! When revealed: Flip an adjacent card

The Lovers II (14)

! When revealed: If the **Lovers I (6)** is face up, flip a card adjacent to the **Lovers I (6)**

The Vizier (15)

King's Order: Swap any two cards

The Princess (16)

! When revealed: Flip all adjacent cards

The Queen (17)

King's Order: Send this card any number of spaces up, left, right or down, shifting cards travelled across to make space. Flip all cards travelled across.

The King (18)

King's Order: Flip all surrounding (adjacent + diagonally adjacent) cards.