

The Royal Feast and the Court

Jester

Version Trial Rules, October 23, 2004

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A game for 2-4 players, lasting 20-40 minutes.

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Equipment Needed: 1 full piecepack, plus 6 additional piecepack tiles. (4 for a 2 player game)

You will also need the score board attached to this document or paper for recording the score.

Introduction

Each month the nobility of the land gather for a two day long feast. In between bickering sessions they gather in the large dining hall for a huge feast, and entertainment by the court jester. Each of the noble families brings a huge contingent of cooks and servers to assist with the meal.

In this game you play the roll of servers trying to ensure that the members of your noble family eat the best and enjoy the best entertainment.

Synopsis

You will place your coins (servers) in the serving area at the start of the game. Once the feast starts you will move your servers so that they can either server tables, serve the Jester (so he performs better) or serve the kitchen staff (because the staff has to eat also). Because of the intense bickering you can never really tell who will show up for a feast, and due to intense loyalty you will never serve anyone but members of your own noble household.

Game Setup

From the full piecepack grab one set of coins, die and a pawn for each player. Each player will play a different suit, representing one of the noble families present. Place all of the tiles off to the side we will use them in a bit. Place any remaining pieces back on the box as they will not be needed for this game.

Grab six tiles from another piecepack (only 4 for a 2 player game).

Place the six tiles in the center of the table. The tiles should be arranged in 2 columns of 3 rows each. Leave a little space between each tile as they may be rotated during the game. The area is called the serving area, and is where you will place your servers during the game.

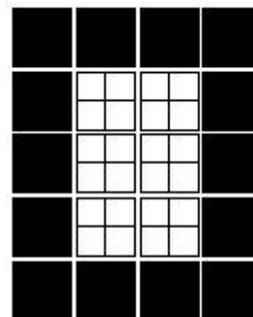
Each player places his pawn on the start area of the score board.

Game Play

Game play is divided into 2 rounds, each consisting of 4 phases. The player with the highest score at the end of the 2 rounds is the winner.

Phase 1 – Set the Table

Shuffle the tile pieces (from the main piecepack, not the six already on the table) either in an opaque bag or grid side up on the table. Each player rolls their die, and the highest result goes first (re-rolling ties). Each player in turn takes a single tile and places it **grid side up** in any position around the serving area (shown in black at the right).



These tiles represent tables that the servers will serve. Continue placing tiles until all the tables around the serving area are placed as shown.

Once the tables have been set, take 2 additional tiles from the bag or table and place them off to the side grid side up as show. These tiles represent the Kitchen and the Court Jester. The remaining tiles are set aside for use in round two.

Phase 2 – Servers Prepare for the Feast

Starting with the player that won the die roll, each player in turn places a single server (coin) from his stack into one of the squares in the serving area (Read phase 4 on scoring to understand where the best place is to put your servers). Servers are placed suit side up, and once the server is on the board it cannot be moved again in this phase. Also, once the server is on the board you cannot look at the value of that server again until phase 4, scoring. Continue to place one server on the board, in turn, until all servers have been placed.

NOTE: In a two or three player game you will not fill each of the available server spaces.

After all servers are in place the guests will be allowed into the dinning hall. Turn each of the table tiles (not the Jester or Kitchen tiles), shown in black above, face up.

REMEMBER: Do not turn up the Kitchen and Jester tiles until the scoring phase.

Phase 3 – Service

The service phase is the heart of the game. During your turn of the service phase you will take up to 2 actions. Turns continue until a player cannot make an action (all of his servers have been placed either on a table, in the Kitchen, or on the Jester). Once one player has done this each of the other players will get one final turn before the round ends.

Select two of the following actions, you may do the same action twice, each time it is your turn. Once a server has moved to a table, the Kitchen or the Jester in a round it cannot be moved again.

1. *Move one of your servers from the serving area, to an adjacent table of the same suit. Only servers in the corners can serve the tables in the corners. You may place as many of your servers on a table as you want up to the value of the tile. Aces and Nulls count as 1. Remember, you lose points if one of your tables is not served at the end of the round.*

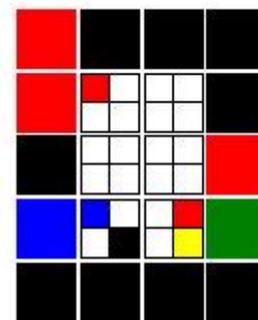
In the example:

The Red server in the upper left is adjacent to the 2 red tables. The Red server in the lower right is not adjacent to any red tables, but is adjacent to the green table.

The yellow server is not adjacent to any yellow tables, but is adjacent to a green and 2 black tables.

The blue server is adjacent to 1 blue table.

The black Server is adjacent to 1 black table



2. *Rotate the server's line (1 server tile) 1/4 turn clockwise.*
3. *Move any one server from any tile in the serving area to any open space on another tile in the serving area (not*

another space on the same tile). You can move your opponent's or your own server.

4. *Move one of your servers to any open space on the jester tile. Once the four spaces on the Jester are filled no more servers can be played to the Jester tile (the Jester can only eat so much).*
5. *Move one server to any open space in the kitchen. You may move as many of your servers to the kitchen as you would like. Stack multiple servers on top of one another.*

Once all servers have been placed, or you have gone one turn after a player cannot make a move, you are finished with phase 3.

Phase 4 – Scoring

One player at a time, count up the points and move the player's pawn along the scoring track. Points are scored as follows:

Scoring Tables (Score all tables first)

For each server you have on a table score the server's (coins) value.

For each server you have on a corner table score the server's value x2.

For each table of your suit without a server you lose points equal to the value of the table tile. Aces and Nulls count as 1.

Scoring the Kitchen

Turn the kitchen tile over. If you have a server(s) in the kitchen you gain 1 point for each server. If the kitchen tile suit matches yours, you get double your scored points. (Keeping your staff happy makes for a better party all around).

Scoring the Jester

The player with the most servers on the Jester scores all of the Jester's points. Turn the Jester tile over. The player with

the most servers on the Jester receives one point for each coin, plus one point for each table whose suit matches the Jester. (The Jester always spends the most time entertaining the members of his own house). If no tables match the suit of the Jester you score zero points and each of the other players score points equal to the number of coins they placed on the Jester. If two players tie for the most servers both players score a single point.

Once you have completed scoring for each player, shuffle the table, jester, and kitchen tiles back into the stacks (or bag) and layout the board again (starting with phase 1). Play another round. The player with the most points after the second round is the winner.

