

The King's Catering

by Alexandros Kapidakis

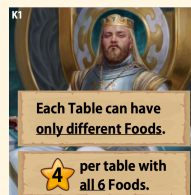
Organizing lavish, unique balls and festivities is truly hard. The Royal family finally decided to ask for outside help, and now is our chance to mingle with the nobles! All jobs in the castle are very important, so the competition is definitely going to be fierce. After wading through many applications, the Royal family decided to hold one final test to decide who will get the job. Do you have what it takes to become the King's caterer?

Overview

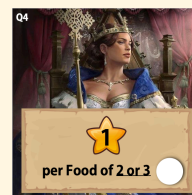
The King's Catering is a fast, drafting and tile laying game for 1 to 4 players, that lasts about 20 minutes. There are three types of tiles: the Royals, the Foods and the Crew. Each turn you will draft new Crew and Food tiles, arranging them to different Tables. You must always follow the orders of the Royal family and try at the same time to satisfy their needs, in order to stand out of the competition!

Components

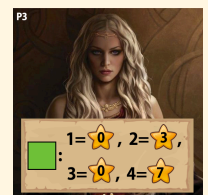
— 9 Royals



3x King

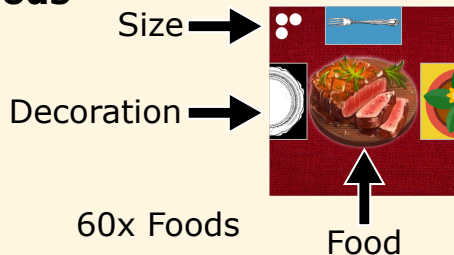


3x Queen

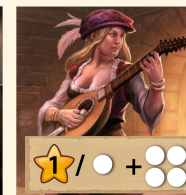


3x Princess

— 60 Foods



— 20 Crew



Setup

1. Set in easy view of all players 1 King, 1 Queen and 1 Princess tile, each on the side you prefer (see page 3 for suggested setups). Return the other tiles to the game box.
2. Shuffle all the Crew and Food tiles and make a face down deck with them. Remove tiles, at random, according to this, returning them to the game box:
 - 2 players: remove 40 tiles.
 - 3 players: remove 20 tiles.
 - 4 players: keep all 80 tiles.
4. Draw 6 tiles from the deck and make three separate face up columns, in the middle of the table. Make a column with 1 tile, a column with 2 tiles, and a column with 3 tiles.
5. The player who last ate something will begin the game.

Gameplay

During your turn, choose and take any one of the three columns from the middle of the table. Then, draw from the deck and place one new tile to each one of the three columns, always starting with the column that was just emptied. If a column already has three tiles, don't place a new tile to it.

When taking a tile, you can create a new Table with it or place it at an existing Table.

— When placing a Food tile at an existing Table you must match at least one Decoration. You don't have to match all the Decorations and orientation doesn't matter.

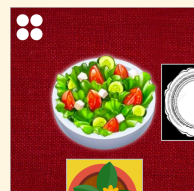
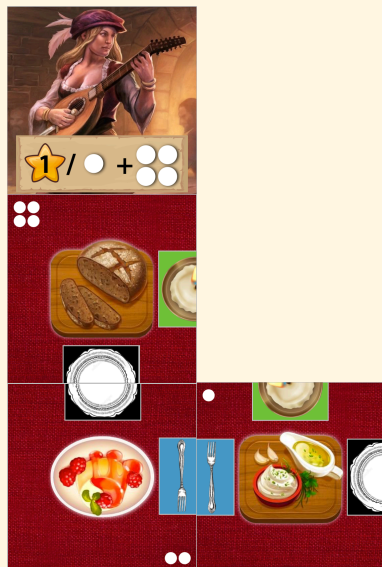
— When placing a Crew tile at an existing Table it must be placed on an empty side of a Food, meaning on a side without a Decoration. Each Table can have only one Crew per type (artwork).

You can never move, replace or discard tiles after you have placed them.

Keep taking turns in clockwise order until all the tiles have been distributed. Please note that in the last two turns there will be fewer than three columns in the middle of the table.

Example

1. It's Joan's turn. She chooses to take the first column, consisting of two Foods.



2. She must immediately place her new Foods, and she decides to place the Beer at an existing Table, matching the Blue Decoration. She, then, chooses to create a new table with the Soup.



3. Lastly, she must draw and place one tile in each column, skipping the last column, as it already had three tiles.



End scoring

- Score the **King**, **Queen** and **Princess**, separately and according to their instructions.
- Score each **Crew** tile, if you meet its requirements in its table. You can score each Crew tile multiple times, if you meet its requirements enough times.

The player with the highest sum wins! In case of a tie, the player with the least Crew, among those tied, wins. Congratulations, you are the new caterer of the King! Now, just make sure to keep the royal family happy...

Suggested Royal's setups

- Family game : K3 , Q4 , P2
- Thinking game : K2 , Q6 , P6
- Low interaction game : K1 , Q5 , P4
- High interaction game : K6 , Q2 , P1
- Priority Size : K5 , Q3 , P3
- Priority Decorations : K4 , Q1 , P5

You can also set the Royals randomly, but note that each combination will offer a different game experience.

For a more challenging experience you can have two Princesses active.

Solo mode

Thanks to your previous displays and parties, you are famous all over Europe! Now, you must showcase your amazing skills in notorious palaces and earn the respect of the royals.

In this solo mode, you will setup the game as a normal 2 player game. Turn structure is the same, with the only difference being that after you refill the columns and before you take another turn, you have to discard the column to the right of the column you just emptied. For example, if you take the leftmost column, draw and place a tile to each column as normal. Then, remove all tiles from the middle column. Finally, draw and place a new tile to each column as normal, and take another turn.

You have to reach a specific target score in order to satisfy the palace, otherwise you fail! There are three different Palaces, each with a specific set of Royals and a difficulty:

- *Schönbrunn Palace* : K1 , Q5 , P3 / Target score: 15 / Easy
- *Buckingham Palace* : K3 , Q6 , P6 / Target score: 20 / Medium
- *Palace of Versailles* : K4 , Q3 , P5 / Target score: 25 / Hard

2 player variant

If you prefer a longer 2-player game, you can play two rounds! The 1st round is the normal game. For the 2nd round, get the other 40 tiles you didn't previously use. Choose new King, Queen and Princess tiles. Now play the normal game again! When the 2nd round ends and you score your points, also add your score from the 1st round. The player with the highest sum wins!





Glossary



= any Decoration



= for every...

- **Table** = A Table can have from 1 to any number of connected tiles, always according to the rules of the King. If a Table doesn't follow the rules of the King at game's end, discard it without scoring it.
- **Most / Least...** = most / least among all players. All ties are friendly.
- **K2** = You can never place a 4th type of Food in a Table. You will have to start a new Table with it.
- **K3** = For example, you can have up to two Tables consisting of three tiles, as long as one Table is a straight line and the other has a Γ shape.
- **K4** = For example, if you have only different  on a Table, you wouldn't score any ★.
- **Q3** = in order to score, a Table must have at least 1 Food of Size 1, 1 Food of Size 2, 1 Food of Size 3 and 1 Food of Size 4.
- **Q4** = Foods don't have to be adjacent or at the same Table.
- **Q6** = Smallest means the Table with the least tiles. In case of a tie, you choose which Table will be scored. Round up the ★.
- **P3** =  score as sets, not individually. If you have more than 4, start a new set following the same scoring pattern.
- **P5** = Open  are half  that aren't adjacent to another tile.