



Welcome to Louis XIV's royal dinner! Play as waiters serving rich and picky nobles at this extravagant party. At night you can immerse yourself in the thrill of the masquerade but do not get too distracted. Nobody likes to wait on their food!



72 food cards



24 noble cards



4 imposter cards



9 solo cards



1 end of party card

GAME SETUP

Shuffle the food cards and make three equal decks. Take the end of party card and shuffle it in one of the decks. Stack the three decks on top of each other, with the deck containing the end of party card at the bottom, this will be the draw pile. Turn over the top nine food cards from the draw pile to form a 3x3 matrix. This is considered the 'tray'.

Sort the noble and imposter cards by player icon. Every player chooses a player icon and receives the corresponding seven cards. Players decide to all play the unmasked or the masked sides. If it is your first game, we advise you to play the unmasked side. When chosen, all players place their nobles with the chosen sides face up in a row on the table in front of them. The imposter card should be placed at one of the ends of the row of nobles. You are now ready to play!



GOAL OF THE GAME

Win by scoring all nobles or have the most points when the game ends.

END OF THE GAME

The game ends immediately when one player has completed all of their nobles and wins, or when the end of party card has been drawn for the second time. If there is a tie, the player with the most food cards on the table wins.

GAME OVERVIEW

Choose a player to start the game. Play will continue in clockwise order. On your turn you perform the following actions in this order:

1. Take food cards from the tray.
2. Provide nobles with food.
3. Score nobles and/or dispose food, if applicable.
4. Replenish the tray.

1. TAKE FOOD FROM THE TRAY

There are six different food types: blue/dessert, green/drinks, purple/fruit, pink/pastries, yellow/savory and white/abundance. Each food card shows a value from 1 to 12. The abundance cards (white) can be used as any type of food. To take food from the tray you must choose one of the following options:

- Take all 3 cards in a single row, or...
- Take all 3 cards in a single column, or...
- Use the special power of your imposter.



Imposter: You can use the imposter only once per game. When you use it, turn the card 90 degrees to show that the card has been used. You then take the cards that correspond to the pattern. You may rotate the pattern of your imposter.

2. PROVIDE NOBLES WITH FOOD

After taking three cards from the tray, you **MUST** place them somewhere under your nobles. Played cards can no longer be moved, so use them wisely. You may distribute the three food cards among your noble as you like. Depending on what

side you play, the nobles will ask you for specific orders. A pair consist of two cards with the same value. **You may play the cards in any order.** Below an explanation of all nobles (required colors may vary per player):




1. This noble needs four food cards with the exact same value. One of the cards has to be yellow.
2. This noble needs two pairs, each pair must contain one blue card.
3. This noble needs exactly four purple cards with a total value of less than 15.
4. This noble needs exactly three green cards, with the sum of two cards being the third card.
5. This noble needs exactly four pink cards with a total value of more than 38.
6. This noble needs exactly a value of 25, but the type of food doesn't matter.

Remember: abundance cards can be used as any color! And you cannot play cards under a scored noble.





1. This noble needs two sets. One pair and a set containing three cards of equal value. Each sets needs a blue card.
2. This noble needs exactly four cards that are all evens or all odds, all of which need to be green.
3. This noble needs exactly four cards with values in descending order. The first and last card need to be pink.*
4. This noble needs two sets of three cards. The first set in descending and the second set in ascending order. The first card of both sets need to be purple.*
5. This noble needs exactly four cards with values in ascending order. The first and last card need to be yellow.*
6. This noble needs exactly a value of 25. You can play as many cards as you want, but you cannot play abundance. Also each type of food needs to be unique.

* These nobles have some order restrictions. You will have to place the food cards in the correct order. For example: when placing food at nr.5, your first card needs to be a yellow card with a value as low as possible. The second card placed here needs to be higher than your previous card. The third needs to be higher than your second and the fourth card needs to be yellow and higher than the third card. **You can recognize this order restriction by the  icon.**

3. SCORE NOBLES AND/OR DISPOSE FOOD, IF APPLICABLE

Your score a noble if the conditions on the card are exactly met. Turn the noble 90 degrees to show that it is scored. Discard the food cards of a completed noble.

Dispose food

The nobles are picky eaters. It may happen that you must place food under a noble and you can therefore no longer meet the noble's requirements. You then **must** dispose **all** the food cards of that noble, including the one you've just placed there. This might happen because a card does not fit properly anywhere. This may happen after placing your first, second or third card. If you must dispose cards after your first card, you are free to place your second and/or third card at the noble you've just disposed food at.

Voluntary disposing of food

After distributing the three food cards, you may choose to start over with one or more nobles. Disposing food can also be considered as a strategy! But you always have to dispose **all** the food cards under that noble. Place all disposed cards on the discard pile.

4. REPLENISH THE TRAY

Draw three new cards from the draw pile to replenish the tray. Replenish from left to right and top to bottom. It is now the next player's turn.



ENCOUNTERING THE END OF PARTY CARD

You will encounter the end of party card twice in the game. The first time you draw the end of party card, take the discard pile and shuffle it with the remaining cards of the draw pile. Again, form three equal decks and shuffle the end of party card in one of them. Stack the three decks on top of each other, with the end of party card deck in the middle. This is the new draw pile. If you still need to continue replenishing the tray, take the necessary card(s) of the newly formed draw pile. If you encounter the end of party card for the second time, the game ends immediately. The player with the most points wins. In case of a tie, the player with the most food cards on the table wins.

SOLO GAME

In a solo game you play against an A.I. consisting of the solo cards. Take the nine solo cards and shuffle them. Decide if you want to play the masked or unmasked side. Make a draw pile of the solo cards and place them next to the tray. The game setup differs from a standard game. You do not use the end of party card and the A.I. has no nobles and imposter cards. In a solo game, you try to score as many points as you can within nine turns. The A.I. starts in a solo game and draws one solo card each time it's their turn, discarding the three food cards.

Check how well you've scored according to this pointlist:

- 11/12: Waiter of the year!
- 9/10: You deserve a big tip!
- 7/8: Good enough, but you can do better.
- 0-6: You're fired.

Example solo game

Alexander is playing against the A.I.. Alexander has his six nobles and imposter in front of him. He draws the first card from the solo deck and discards the three cards from the tray as indicated on the solo card.



Alexander replenishes the tray with three new food cards. It is now his turn. He decides to take the top row of food from the tray and places them under his nobles.

Replenish the tray with three new food cards. It is now the turn of the A.I. Draw a new card from the solo deck and discard the three cards from the tray as indicated on the solo card. Replenish the tray.

Alexander rotates his imposter to active the special power that gives him the option to take three food cards in a corner from the tray.

A few turns later, Alexander is crowned waiter of the year by completing five nobles within nine turns!

CREDITS

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