

ROYAL
Princess
COURT

ACTION: Take any card from the DECK and put it back any place in the DECK.

PASSIVE

King
COURT

WHEN PLAYED:
During the Draw & Equip phase of the turn, don't draw. Instead, search for the "PRINCESS" and EQUIP her. If the "PRINCESS" is already EQUIPPED, play this as a 5 card.

PASSIVE

URGENT
Croissant Prophet
PROPHET

ACTION: DISCARD the top card from the DECK.

PASSIVE

CUT ALONG THE LINES

URGENT
Eggs Prophet
PROPHET

ACTION: DISCARD any EQUIPPED card and EQUIP the top card from the DECK.

PASSIVE

URGENT
Pancakes Prophet
PROPHET

ACTION: DISCARD the bottom card from the DECK.

PASSIVE

Eggs
BREAKFAST

ACTION: IGNITE the newly EQUIPPED card.

PASSIVE

Pancakes
BREAKFAST

ACTION: IGNITE the newly EQUIPPED card.

PASSIVE

Croissant
BREAKFAST

ACTION: IGNITE the newly EQUIPPED card.

PASSIVE

Mender

ACTION: IGNITE the top card of the DECK.

PASSIVE

6 **URGENT**
Croissant Prophet
PROPHET



ACTION: Trigger the PROPHECY:
The "DESIRED DISH" is the "CROISSANT".

If this is the first PROPHECY in the game:
Set this card out of play, as a reminder.

If this is not the first PROPHECY:
This card has no effect.

IGNITED ⇒ ☒

K **King**
COURT



WHEN PLAYED:
During the Draw & Equip phase of the turn, don't draw. Instead, search for any card in the DECK and EQUIP it.

IGNITED ⇒ ☒

3 **ROYAL**
Princess
COURT



ACTION: If you EQUIP the ignited "DESIRED DISH" this turn, the game ends. Otherwise, this card has no effect.

IGNITED ⇒ ☒

2 **URGENT**
Eggs
BREAKFAST



ACTION: Find the "CROISSANT" and put it to the bottom of the DECK.

IGNITED ⇒ ☒

6 **URGENT**
Pancakes Prophet
PROPHET



ACTION: Trigger the PROPHECY:
The "DESIRED DISH" is the "PANCAKES".

If this is the first PROPHECY in the game:
Set this card out of play, as a reminder.

If this is not the first PROPHECY:
This card has no effect.

IGNITED ⇒ ☒

6 **URGENT**
Eggs Prophet
PROPHET



ACTION: Trigger the PROPHECY:
The "DESIRED DISH" is the "EGGS".

If this is the first PROPHECY in the game:
Set this card out of play, as a reminder.

If this is not the first PROPHECY:
This card has no effect.

IGNITED ⇒ ☒

5 **URGENT**
Mender



ACTION: Take any card from the DISCARD PILE and put it to the bottom of the DECK with the IGNITED side facing up.

IGNITED ⇒ ☒

2 **URGENT**
Croissant
BREAKFAST



ACTION: Find the "PANCAKES" and put them to the bottom of the DECK.

IGNITED ⇒ ☒

2 **URGENT**
Pancakes
BREAKFAST



ACTION: Find the "EGGS" and put them to the bottom of the DECK.

IGNITED ⇒ ☒

5

Mender



ACTION: IGNITE the top card of the DECK.

PASSIVE

1

Joker
COURT



ACTION: Put all EQUIPPED CARDS to the bottom of the DECK (in any order) and EQUIP the same number of cards from the top of the DECK.

PASSIVE

1

Joker
COURT



ACTION: Put all EQUIPPED CARDS to the bottom of the DECK (in any order) and EQUIP the same number of cards from the top of the DECK.

PASSIVE

4

Librarian



ACTION: You may change the order of the top 3 cards of the DECK.

PASSIVE

4

Librarian



ACTION: You may change the order of the top 3 cards of the DECK.

PASSIVE

4

URGENT

Rascal



ACTION: IGNITE the top 2 cards of the DECK.

PASSIVE

4

URGENT

Rascal



ACTION: IGNITE the top 2 cards of the DECK.

PASSIVE

3

Guardian



ACTION: Take any card from the DECK and put it to the bottom of the DECK.

PASSIVE

3

Guardian



ACTION: Take any card from the DECK and put it to the bottom of the DECK.

PASSIVE

1

URGENT

Joker
COURT



ACTION: EQUIP an additional card from the top of the DECK.

IGNITED ⇒ ✕

1

URGENT

Joker
COURT



ACTION: EQUIP an additional card from the top of the DECK.

IGNITED ⇒ ✕

5

URGENT

Mender



ACTION: Take any card from the DISCARD PILE and put it to the bottom of the DECK with the IGNITED side facing up.

IGNITED ⇒ ✕

4

URGENT

Rascal



ACTION: IGNITE the top 4 cards of the DECK.

IGNITED ⇒ ✕

4

Librarian



ACTION: You may change the order of the bottom 5 cards of the DECK.

IGNITED ⇒ ✕

4

Librarian



ACTION: You may change the order of the bottom 5 cards of the DECK.

IGNITED ⇒ ✕

3

URGENT

Guardian



ACTION: DISCARD any card from the DECK.

IGNITED ⇒ ✕

3

URGENT

Guardian



ACTION: DISCARD any card from the DECK.

IGNITED ⇒ ✕

4

URGENT

Rascal



ACTION: IGNITE the top 4 cards of the DECK.

IGNITED ⇒ ✕

Learn the rules:
bit.ly/3xBB5Xb



Setup

1. CARDS:

All cards start the game in the PASSIVE state.

2. DECK:

Shuffle all the cards into a DECK.

3. EQUIPPED CARDS:

EQUIP 3 cards.

2-player game: The first player
EQUIPS 3 cards, the other player
EQUIPS 2 cards.

1/2

Playing a Turn

1. PLAY A CARD:

Play an EQUIPPED CARD
(URGENT cards first).

2. DRAW & EQUIP:

Draw cards as specified by the
played card and EQUIP the last card.
Put others to the bottom of the DECK.

3. CARD ACTION:

Perform the played card's ACTION.

4. IGNITE:

IGNITE the played card (turn it over from
PASSIVE to IGNITED or DISCARD it).

5. CLEAN-UP:

If the played card wasn't discarded, put
it to the bottom of the DECK.

2-player game: Give one of your equipped
cards to your co-player to EQUIP.

1/2

4

ROYAL

Right Hand



ACTION: The next turn, all
EQUIPPED CARDS count as
URGENT cards.



PASSIVE



7

ROYAL

Dream Guide



ACTION: Find and
DISCARD the "PRINCESS".
Then the DECK becomes the
DISCARD PILE and the DISCARD
PILE becomes the DECK.



PASSIVE



5

Maiden



ACTION: IGNITE one of the
top 4 cards of the DECK.



PASSIVE



1

ROYAL

Left Hand



ACTION: Exchange any
EQUIPPED CARD with the
top card of the DECK.



PASSIVE



2

Gardener



ACTION: Take any card
from the DECK and put it to
the top of the DECK.



PASSIVE



1

URGENT

Prince
COURT



ACTION: Find and
DISCARD the "KING".



PASSIVE



3

ROYAL

Queen
COURT



ACTION: Skip the Ignite
phase of this turn.



PASSIVE



4

ROYAL
Right Hand



ACTION: Choose any EQUIPPED CARD and copy its ACTION. You can't choose a card with the **yellow text**, or a "PROPHET" or a "GIFT" card.

+ IGNITED ⇒ ✕

Win Conditions

EXPANSIONS



"MOSQUITOS"
Both "MOSQUITO" cards must be in the DISCARD PILE.



"DREAM GUIDE"
You must play the "DREAM GUIDE" at least once during the game.



"GIFTS"
You must play at least 3 "GIFT" cards during the game.



"THE JUICE"
"THE JUICE" must be the "DESIRED DISH".



"ALL"
"ALL" must be an EQUIPPED CARD at the end of the game.

2/2

Win Conditions

1. PROPHECY:

An *ignited* "PROPHET" card must be played to specify what is the "DESIRED DISH".
(Only the first PROPHECY counts.)

2. DESIRED DISH:

The "DESIRED DISH" must be in the IGNITED state.

3. PLAYING THE PRINCESS:

The *ignited* "PRINCESS" must EQUIP the "DESIRED DISH".

2/2

1

ROYAL
Left Hand



ACTION: DISCARD an EQUIPPED CARD. EQUIP a card from the DISCARD PILE.

+ IGNITED ⇒ ✕

5

Maiden



ACTION: Turn the top 4 cards of the DECK to their PASSIVE sides.



IGNITED ⇒ ✕

★

7

ROYAL
Dream Guide



ACTION: Find and DISCARD the "PRINCESS". Then the DECK becomes the DISCARD PILE and the DISCARD PILE becomes the DECK.



IGNITED ⇒ ✕

★

3

URGENT
Queen
COURT



ACTION: Flip over the whole DECK; so that the bottom cards are now at the top, all PASSIVE cards are now IGNITED and vice versa.



IGNITED ⇒ ✕

★

1

URGENT
Prince
COURT



ACTION: IGNITE the "PRINCESS", unless she's in the DISCARD PILE.



IGNITED ⇒ ✕

★

2

URGENT
Gardener



ACTION: Put any number of EQUIPPED CARDS to the top of the DECK (in any order) and EQUIP as many cards from the bottom of the DECK.



IGNITED ⇒ ✕

★

"MOSQUITOS" EXPANSION

2 **Squeek**
MOSQUITO



This card can't be played, unless there are 6 or fewer cards in the DECK; or unless only "MOSQUITO" cards are EQUIPPED.

PASSIVE

3 **Skoot**
MOSQUITO



This card can't be played, unless there are 8 or fewer cards in the DECK; or unless only "MOSQUITO" cards are EQUIPPED.

PASSIVE

"GIFTS" EXPANSION

2 **Loud Gift**
GIFT

URGENT



ACTION: DISCARD a "COURT" card from the DECK or the EQUIPPED CARDS. Then put this card aside, out of play, to track how many "GIFT" cards were played.

PASSIVE

4 **Smelly Gift**
GIFT



ACTION: DISCARD a "COURT" card from the DECK or the EQUIPPED CARDS. Then put this card aside, out of play, to track how many "GIFT" cards were played.

PASSIVE

6 **Fiery Gift**
GIFT

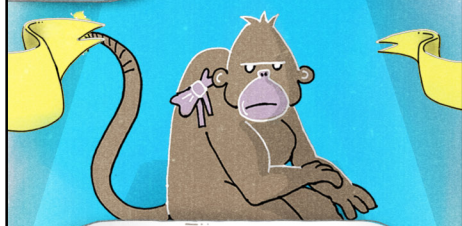


ACTION: DISCARD a "COURT" card from the DECK or the EQUIPPED CARDS. Then put this card aside, out of play, to track how many "GIFT" cards were played.

PASSIVE

12 **Monkey Gift**
GIFT

URGENT



ACTION: DISCARD a "GIFT" card from the DECK or the EQUIPPED CARDS. Then put this card aside, out of play, to track how many "GIFT" cards were played.

PASSIVE

"THE JUICE" EXPANSION

6 **The Juice Prophet**
PROPHET

URGENT



ACTION: DISCARD all EQUIPPED CARDS (in any order) and EQUIP 3 cards from the top of the DECK.

PASSIVE

2 **The Juice**
BREAKFAST



ACTION: DISCARD all "BREAKFAST" cards that are EQUIPPED or in the DECK (in any order).

PASSIVE

1 **Heretic**



ACTION: DISCARD a "PROPHET" card from the DECK or the EQUIPPED CARDS.

PASSIVE

2

URGENT

Loud Gift

GIFT

ACTION: Put this card aside, out of play, to track how many "GIFT" cards were played.

IGNITED

⇒

✕

○

3

URGENT

Skoot

MOSQUITO

This card can't be played, unless there are 9 or fewer cards in the DECK; or unless only "MOSQUITO" cards are EQUIPPED.

IGNITED

⇒

✕

★

2

URGENT

Squeek

MOSQUITO

This card can't be played, unless there are 8 or fewer cards in the DECK; or unless only "MOSQUITO" cards are EQUIPPED.

IGNITED

⇒

✕

★

12

URGENT

Monkey Gift

GIFT

ACTION: DISCARD all "GIFT" cards from the DECK and the EQUIPPED CARDS. Then put this card aside, out of play, to track how many "GIFT" cards were played.

IGNITED

⇒

✕

○

6

URGENT

Fiery Gift

GIFT

ACTION: Put this card aside, out of play, to track how many "GIFT" cards were played.

IGNITED

⇒

✕

○

4

URGENT

Smelly Gift

GIFT

ACTION: Put this card aside, out of play, to track how many "GIFT" cards were played.

IGNITED

⇒

✕

○

1

URGENT

Heretic

ACTION: If any "PROPHET" card is set aside, DISCARD it. Continue play as if no PROPHECY was triggered yet.

IGNITED

⇒

✕

★

2

URGENT

The Juice

BREAKFAST

ACTION: Take the top 3 cards from the DISCARD PILE and put them to the bottom of the DECK in any order.

IGNITED

⇒

✕

○

6

URGENT

The Juice Prophet

PROPHET

ACTION: Trigger the PROPHECY:

The "DESIRED DISH" is "THE JUICE".

If this is the first PROPHECY in the game:
Set this card out of play, as a reminder.

If this is not the first PROPHECY:
This card has no effect and is discarded.

IGNITED

⇒

✕

○

"ALL" EXPANSION

A

ABSOLUTE
All

ABSOLUTE: You must play this card before any other card, even **URGENT** or **ROYAL** cards.

A = Draw any number of cards.

PASSIVE

"WAKING UP" EXPANSION

3

ROYAL
Princess
COURT

ACTION: Take any card from the **DECK** and put it back any place in the **DECK**.

PASSIVE

K

URGENT
King
CONSPIRATOR / COURT

WHEN PLAYED:
During the Draw & Equip phase of the turn, draw until you draw a "CONSPIRATOR" card. If there are none in the **DECK**, play this as a **5** card.

PASSIVE

3

URGENT
Assassin
CONSPIRATOR

ACTION: Count the number of "CONSPIRATOR" cards that are in the **DECK** or **EQUIPPED**. Then **DISCARD** that many cards from the bottom of the **DECK**.

PASSIVE

6

URGENT
Prophet Mother
CONSPIRATOR / PROPHET

ACTION: Turn all "PROPHET" cards that are **EQUIPPED** or in the **DECK** to their **PASSIVE** sides.

PASSIVE

4

Advisor
CONSPIRATOR

This card can't be played, unless the "THRONE" is in the **IGNITED** state.

PASSIVE

2

Throne

ACTION: Find and put all "CONSPIRATOR" cards to the top of the **DECK** (in any order).

PASSIVE

