

MOODS OF THE MAD KING

Rules of Play

In *Moods of the Mad King*, each player takes on the role of a Playwright, attempting to quickly write a play to match the King's Mood and please him! Don't forget to also please your Muse! Those who fail to please the King will lose their heads, and those who fail to please their Muse will lose their patronage. Will you manage to keep both your head and livelihood... for this tournament.

Components

There are 6 different types of cards:

- There are 15 play cards. 3 of each genre (Drama, Tragedy, Romance, Comedy and Musical). These have all five genre icons on the back.
- There are 14 action cards. These have grey backs.
- There are 5 Mood cards. These have blue backs with a burgundy stripe.
- There are 5 Muse cards. These have blue backs with a gold stripe.
- There are 4 player references.
- There is 1 The Show Begins! card.

Goal

During *Moods of the Mad King* you will be adding cards to your play. You win *Moods of the Mad King* if, at the end of the game, your play has at least one card that matches the King's Mood card and one card that matches your Muse. If you fail to satisfy the king, you'll lose your head! If you fail to satisfy your Muse, you'll lose your livelihood! More than one player can win (and it's possible that everyone loses!).

The moods and plays match as follows:



Joyous = Comedy



Brooding = Drama



Lamenting = Tragedy



Passionate = Romance



Operatic = Musical



Setup

To set up *Moods of the Mad King*, take the following steps:

1. Shuffle the 14 action cards. Deal action cards to each player as follows:

2 player: 5 Action Cards each

3 player: 4 Action Cards each

4 player: 3 Action Cards each

Return any unused action cards to the game box.

2. Shuffle and deal 1 Muse card to each player.

3. Shuffle the 5 moods cards. Deal 1 facedown to the middle of the table. This is the King's Mood.

4. Deal each player 1 of the remaining Mood cards (in a 2 player game each player is dealt 2 leftover Mood cards). The Mood card(s) in your hand is **not** the King's Mood.

5. Take "The Show Begins" card and place it beside the King's Mood. Then, shuffle the play cards and put them in a facedown stack on top of it so that the text is covered, but the curtains are showing. This is the deck.

You're ready to create your play!

Playing the Game

The person who most recently saw a play is the first player. Each player takes the following steps in this order:

1. Draw the top card of the deck and look at it. Then you must choose to either:
 - a. **Keep the card.** If you keep it, add it to your play. Add a card to your play by putting it face up in front of you.
 - b. **Give the card to another playwright.** If you give it away, the playwright you give it to must add that card to their play.

Your play may not have more than 3 acts (or cards) in it. After adding a card to your play, if you have more than 3, discard cards from your play until you have exactly 3.

Put discarded cards in a faceup pile beside the play deck.

2. If you gave a card to another player, you may use one of the action cards in your hand (if you have any). To use an action card, follow the instructions on the card. After you use an action card, discard it.

After you take your turn,
the player seated to your left
takes a turn.

The game ends when, if at the
start of a player's turn, the deck is
empty and "The Show Begins!" card is
visible. This marks the beginning of the
performances!

Game End

When the show begins, flip the King's Mood
face up and each Playwright reveals their
Muse.

1. Each Playwright that does not have at
least one card in their play matching the
King's Mood is beheaded and they
lose.
2. Each Playwright that does not have
at least one card in their play matching
their Muse loses their patron, and thus the
game.
3. Each Playwright that has a match with
both the King's Mood and their patron
Muse wins! It is possible that no one wins,
and also possible that multiple Playwrights win.

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Credits

Original Design: Alan Bahr

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