

GREEN BANQUET

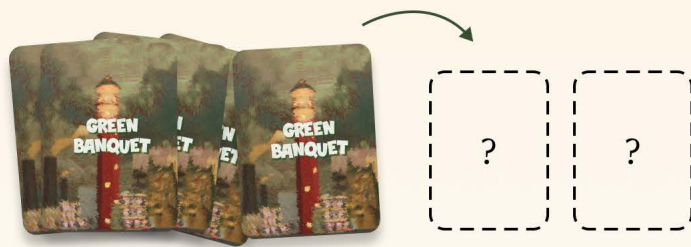
RULE BOOK



GAME PROCESS

Players take on the role of waiters serving 2 guests each. Each serving of a dish constitutes 1 round.

Set Up



Character cards

Player's table

Each player **draws 2 cards randomly** from the character cards and places them in front of themselves.

Serve the dishes



Dishes cards

Flip over a card

Corresponding nutritional token

Randomly draw 1 dishes card each round and take out the corresponding nutritional value token.

*4/3/2 players → 10/7/5 dishes

Settlement



1. The **red deception token**, when placed on a card, reveals its true nutritional value upon immediate reversal. If successfully placed on an opponent's card, they **lose 1 point** during settlement, and the player gains **an extra action opportunity**.
2. Matching tokens earn 1 point, and if all match, an additional point is gained.
3. Scoring occurs **each time a guest card is sent away**. The player with the highest accumulated score wins.

ON YOUR TURN

Order starts clockwise from any player.

Serve a Guest

After serving a dish, select 1 nutrition for your own or your opponent's guest card.

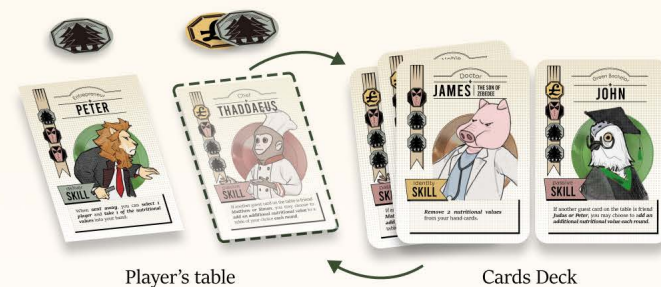
There are 3 different character abilities: deliver skill, identity skill and passive skill.

Use Character Abilities



1. **Identity skill** costs one action to active and can only be used only once.
2. **Deliver skill** activates automatically during guest delivery.
3. **Passive skill** activates automatically when the character's plate color matches that of the guest behind them.

Deliver Character Card

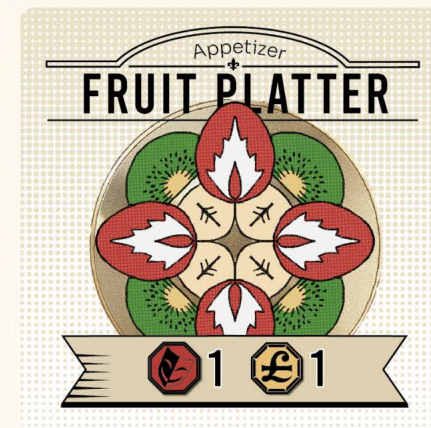
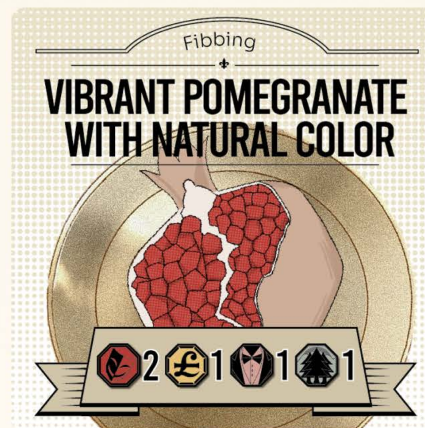
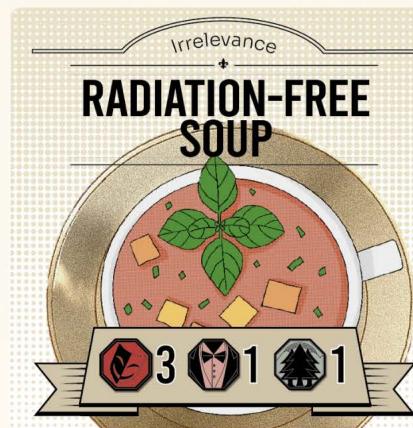
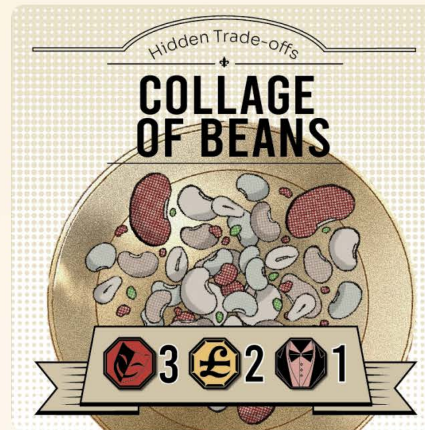


Player's table

Cards Deck

Sending away a guest triggers settlement. Place the guest card at the deck's bottom and choose a new card from the top 2.

10 DISHES CARDS



12 CHARACTER CARDS



Entrepreneur
PETER



deliver
SKILL

When *sent away*, you can *select 1 player* and *take 1 of the nutritional values* into your hand.

Entrepreneur
JUDAS



identity
SKILL

Choose *1 player* and *duplicate 2 nutritional values*.

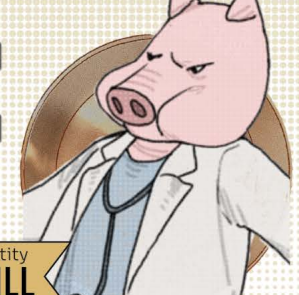
Nobie
ANDREW



deliver
SKILL

When *sent away*, you can choose to *rearrange 1 nutritional value* on your hand.

Doctor
JAMES | THE SON OF ZEBEDEE



identity
SKILL

Remove *2 nutritional values* from your hand cards.

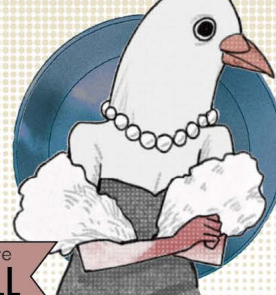
politician
JAMES | THE SON OF ALPHEAUS



identity
SKILL

Select *1 player* and *exchange 2 nutritional values* with the player.

Socialite
BARTHOLOMEW



passive
SKILL

If another guest card on the table is friend *Andrew or James(the son of Alphaeus)*, you may choose to *add an additional nutritional value* each round.

12 CHARACTER CARDS



Green Bachelor
+
JOHN

passive
SKILL

If another guest card on the table is friend *Judas or Peter*, you may choose to **add an additional nutritional value** each round.

Priest
+
PHILIP

passive
SKILL

If another guest card on the table is friend *James (the son of Zebedee) or Thomas*, you may choose to **add an additional nutritional value** each round.

Fitness Citizen
+
THOMAS

deliver
SKILL

When *sent away*, you can opt to **swap the positions of 2 nutritional values** in your hand.

Entrepreneur
+
MATTHEW

deliver
SKILL

When *sent away*, you can **pick 1 nutritional value** from the table of your choice.

Teacher
+
SIMON

identity
SKILL

Move **1 nutritional value** in your hand to a **different position**.

Chef
+
THADDÆUS

passive
SKILL

If another guest card on the table is friend *Matthew or Simon*, you may choose to **add an additional nutritional value** to a table of your choice **each round**.

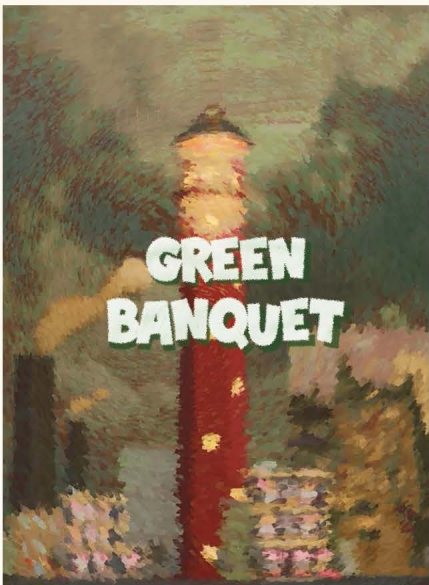
OTHER COMPONENTS



Cards Cover



Dishes Cards Cover *10



Character Cards Cover *12

Nutritional value tokens

Money:



Front



Back

*15

Reputation:



Front



Back

*15

Environmental
Concerns:



Front



Back

*15

Deception:

*3*9



Front



Back1



Back2



Back3