

Oscar Kelly's

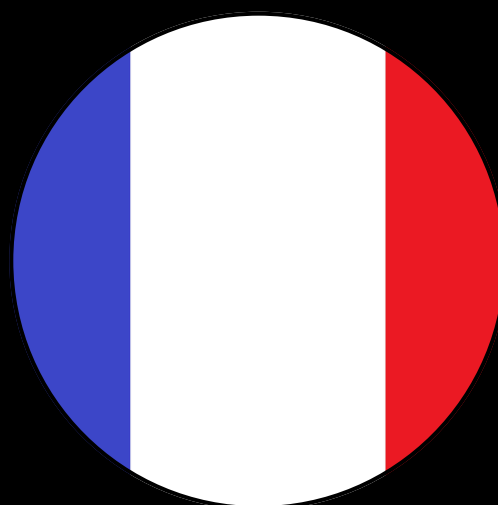
BY
**ORDER
OF THE
KING**

RULEBOOK



LANGUAGES

English • Deutsch • Français • Svenska



SCAN ME

Includes Extra Rule Clarifications 1

INDEX

1 Languages	13 Action
2 Introduction	16 Execution!
4 Game Contents	19 Rewards
5 Objective	21 Play Again!
6 Setup	22 Credits

INTRODUCTION

Paranoia has driven the king to madness. Conspirators hide among his closest advisers and he will take no chances. By order of the king, his entire court is condemned to death!

But the conspirators are cunning! Saboteurs have smuggled pardons and other powerful contraband into the gallows. Should the crown be seen executing a pardoned nobleman, the kingdom would descend into violent rebellion. Perfect cover for the mutineers to seize power!

Among the prisoners, some remain loyal to the king, and will share in the riches of their deceased counterparts. But their own heads are on the line too! Just like the saboteurs, they will need to bargain, deceive, and lie to save themselves!

The fate of the realm rests in the ever-faithful though greedy hands of the Executioner! Each execution will bring him greater wealth and reward but one fatal mistake could doom the crown itself. He must decide carefully which prisoners deserve the axe and which must be spared or else he might find his own head rolling at the feet of a usurper-king!

GAME CONTENTS



14 GALLOWS CARDS



13 ITEM CARDS



10 ROLE CARDS

Guide Card

Roles:

Executioner: Execute as many players as possible, but avoid players with pardons and the Princess.

Loyalist/Princess: Help the executioner execute players, avoiding players with pardons and the Princess, but avoid getting executed yourself.

Saboteurs: Trick the executioner into executing a player with a pardon or the Princess.

Jester: Die! Immediately steal 1 crown from each player if executed (or die via item).

Items:

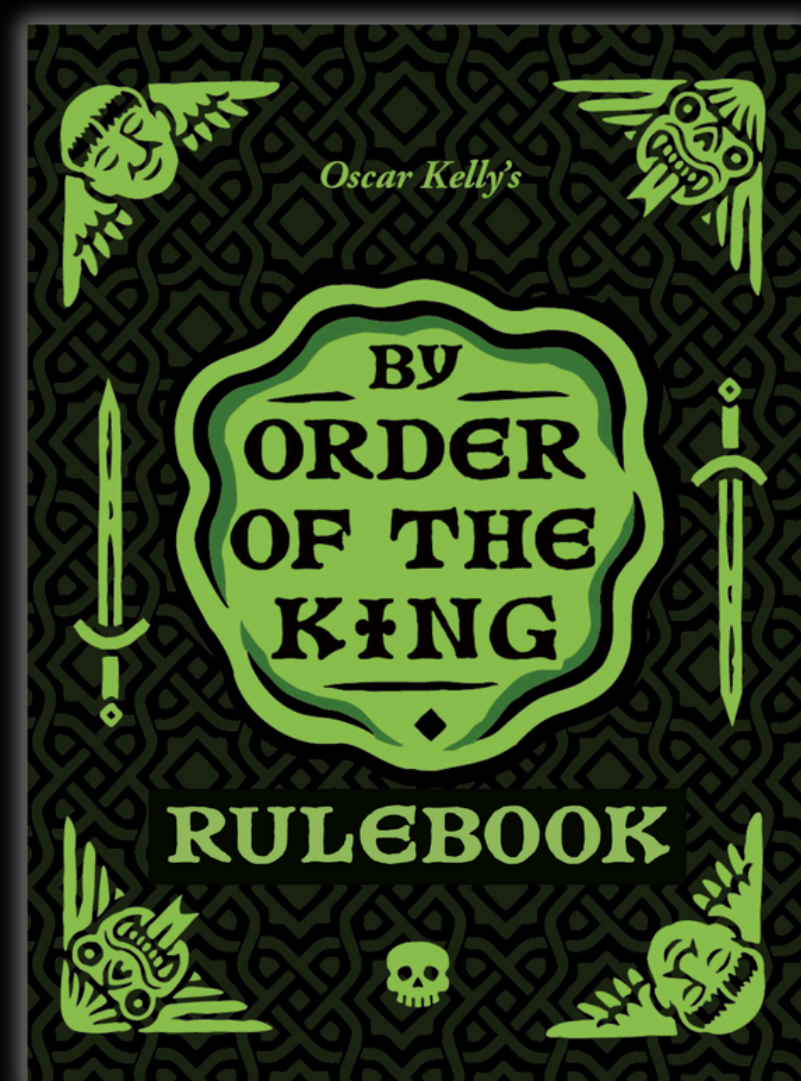
Pardon: If a player with a pardon is executed, saboteurs win.

A Nice Hat: No effect.

8 GUIDE CARDS



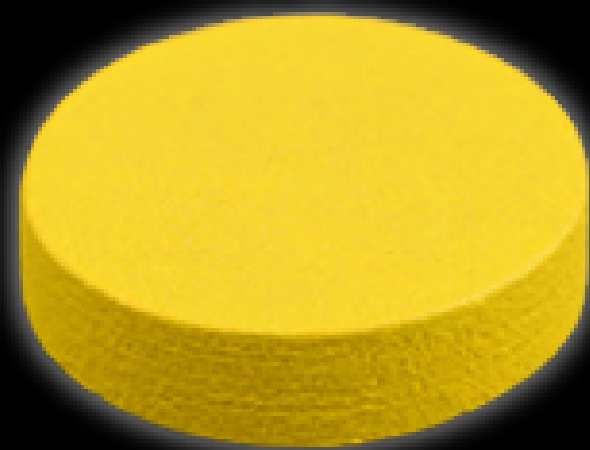
1 EXECUTIONER CARD



1 RULEBOOK



20 PLASTIC RED GEMS



20 YELLOW WOOD COINS



1 PLASTIC CARD STAND 4

OBJECTIVE

The Executioner must execute as many players as possible by deducing what items players have and avoiding players with powerful items. Especially pardons.

Among the prisoners are Loyalists who must survive, potentially lying to do so, while also helping the Executioner avoid killing players with pardons. Among them, the Princess, must be spared or everyone will suffer the King's wrath!

Saboteurs are seeking to sabotage the king's reputation by getting a prisoner with a pardon (or the Princess) executed, sully the crown's reputation and justifying rebellion!

Finally, the Jester is a sad clown seeking the simple mercy of death!

1. SETUP

The first game you play, give each player 1 guide card, 2 coins & 1 gem. Guide cards can be looked at any time, containing useful information about roles and items.



1 card is unique - the Executioner. Attach it to the card stand and give it to the player who has the most experience playing social deduction games! All other players are prisoners!



Separate the remaining cards into 3 decks according to card backs: Gallows, Roles, and Items. Shuffle each deck.

Give the Gallows deck to the Executioner.

Draw **role** cards = number of players.

Draw **item** cards = number of players.

Lay these cards out, face up, so everyone can see them. These are the active cards this game. There should be at least 1 Pardon among the items. If not, replace the last drawn item card with a Pardon from the deck.



In smaller groups, impossible games can occur. There should always also be at least 1 of the following items: ***A Nice Hat, Golden Chalice, Cheese, Dummy.***

If there is not, the Executioner may remove an item of their choice and redraw until one of these items appears.

Shuffle role and item cards separately and distribute 1 item and 1 role randomly to players. The Executioner does not receive any item or role card.

The extra role card is discarded and the extra item card is placed face-down at the centre of the table - this is the “centre card”.

- Prisoners are allowed to look at their role card for the rest of the game; it cannot be switched at any point.
- Once prisoners have noted their item card, it is placed face down in front of them and cannot be viewed again.

**AN EXAMPLE SETUP IS
AVAILABLE ON THE NEXT
PAGE**

EXAMPLE SETUP

(4 Players)

Put aside
leftover decks



MIMIC

A mimic of the hidden centre card.
If executed, reveal the centre card
as your own.

Why is my pardon licking me?



CHEESE

The Jester cannot win while in
possession of this item.

Yummy!



LOYALIST

Help the Executioner eliminate
other players and avoid pardons
- but don't die!



SABOTEUR

Trick the Executioner into
executing a player with a pardon
or the Princess.

There should be at least 1
pardon and at least 1 nice
hat, golden chalice,
cheese, or dummy.

After shuffling the decks, draw and layout the cards so everyone can see them.



PARDON

If a player with a Pardon is executed, saboteurs win.

Good leverage or good sabotage.



A NICE HAT

No effect...

...but you look good!



JESTER

Die!

Immediately steal 1 crown from each player (including the Executioner) if you die.



PRINCESS

Help the Executioner eliminate other players and avoid pardons but if you die, saboteurs win!

Give the Executioner the Gallows deck.



EXECUTIONER

10

EXAMPLE SETUP

Shuffle and distribute the cards. Always keep cards hidden while distributing and viewing your cards.



Don't forget the hidden centre card and discard the extra role card without revealing it.

Once everyone's checked their cards, items are placed face down in front of you and cannot be viewed again without a peak action.



Role & guide cards are held in hand and can be looked at any time.



2. ACTION

During this phase, the Executioner must deduce what cards prisoners have by observing players' behaviour. They may stop the game any time to conduct ruthless interrogations. Loyalists should help the executioner but claim to have powerful items (such as pardons) to avoid execution. Saboteurs must try to get players they think have a pardon, or the princess, executed! Just remember, players are always allowed to lie!



1. Draw a Gallows Card: The Executioner should draw this card and display it to all players. This card will trigger a special event which happens immediately unless stated otherwise.

Note: If prompted to “select” a player, the Executioner is always excluded from selection.

2. Take an Action: The Executioner chooses the order in which all prisoners either:

- Switch any 2 item cards.
- Peak at any item card.

Clarifications:

Players can switch their own item or 2 items which are not their own.

Players can peak/switch the centre card.

Players can peak at their own item.

Players cannot look at the item cards they switch, which remain face down.

3. Draw another Gallows Card: Once all prisoners have taken an action, the Executioner draws and reveals a second Gallows card triggering another special event or rule.

EXAMPLE

After revealing the first Gallows card, the Executioner chooses player 1 to take an action. Player 1 switches their item with player 2 without looking at their new card. The executioner next chooses player 2, who peaks at their new card and claims it's a pardon. Finally, Player 3 switches with Player 2.

Player 1 does not know what item they have. Player 3 thinks they have a pardon. Player 2 does not know what item they have, but knows player 1's card. A 2nd gallows card allows Player 1 to take an additional action. Player 1 chooses to switch their item with the centre card. Player 1, nor anyone at the table, knows what card it is but Player 2 knows the centre card - their original card.

3. EXECUTION

The executioner must now execute at least 1 prisoner! They can stop executing players at any time but more executions = more reward! But beware, If a player with a Pardon or Princess is killed (via execution or item), the game ends immediately in a Saboteur victory! Sometimes, players survive executions. Survivors cannot be executed again (they escaped!).



An execution is only complete with an “execution gesture”: karate chopping an open palm - like the falling of a guillotine on a neck!

Dead players lose -1 crown and remain quiet until the game end. They reveal only their item unless they were the Princess/ Jester who show their role too.



EXAMPLE 1

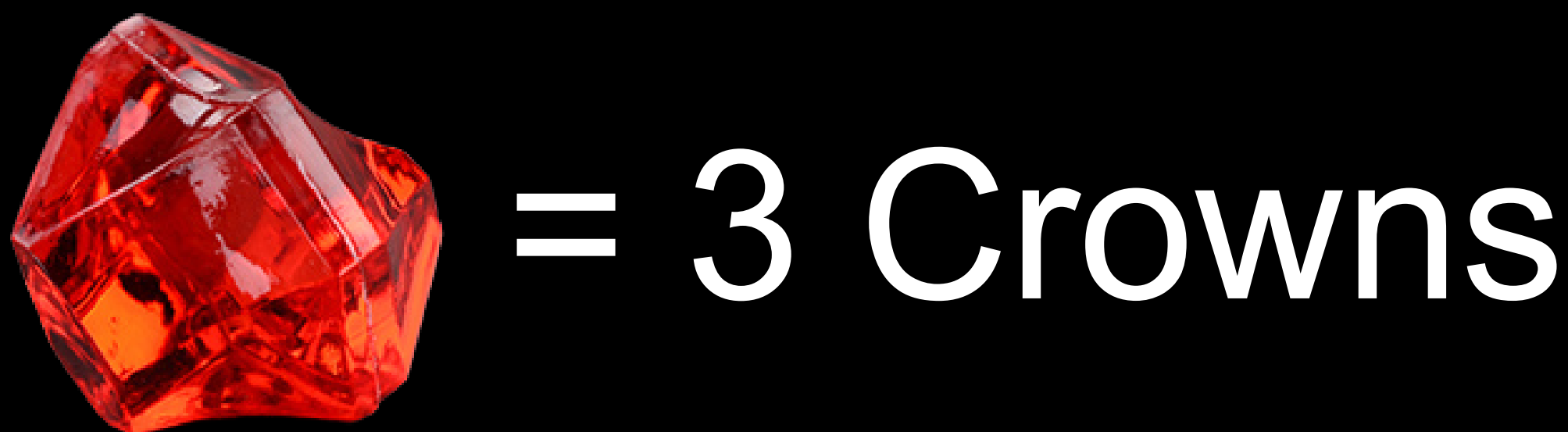
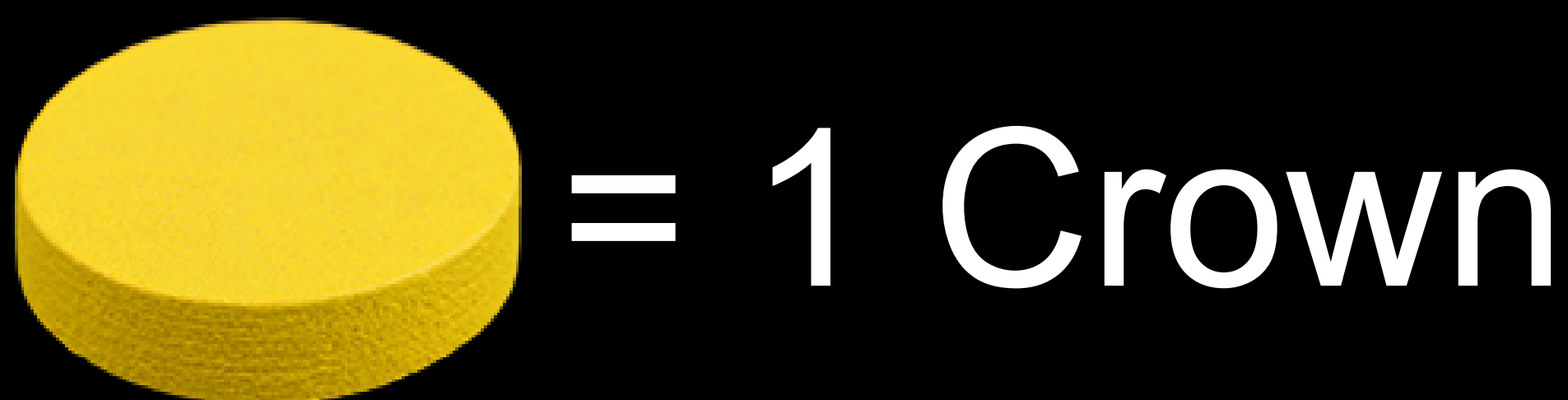
The executioner executes a player, chopping their hand in their direction. They reveal they were not the Jester or Princess, and that they had a nice hat, losing -1 crown. The executioner executes a second player, they reveal they were the Jester, and steal a crown (1 coin) from each player. The Executioner could stop and earn 1 crown, but instead executes a third player. They reveal they had a pardon. The game ends and all living saboteurs receive 3 crowns (1 gem). The executioner, and the surviving loyalists are left with nothing!

EXAMPLE 2

The Executioner decides to execute player 1, who has a shield allowing them to execute a player beside them instead. They execute Player 2, who had a dummy. This item counts as a dead player, despite Player 2's survival. The Executioner decides to stop executing players, remembering that there are 2 pardons in the game, hence one must be in the middle and the second must be with player 3. Players 1 and 2 were both Loyalists so they earn 1 crown for 1 successful "dead player". The Executioner also earns 1 crown. Player 3, a saboteur, earns nothing.

4. REWARDS

Once the executioner is happy with their number of executions or has executed a player with a Pardon or Princess, the game ends and rewards are distributed.



TREASURY

Gems and coins that are not in play are stored in the “treasury”. This is a pile of treasure anywhere which players can give or take components from. Unless stated otherwise, rewards are always taken from the treasury and players who lose money from dying give their losses to the treasury.

Dead players: includes players who have died from executions & items!

- **Executioner:** Receive +1 crown for each dead player. Receive 0 if a player with a Pardon/Princess dies.

The Jester does not count as a dead player.

- **Loyalist/Princess:** If you survive, receive the same reward as the executioner: +1 crown/dead player. 0 if a Player with a Pardon/Princess dies.

- **Saboteurs:** If you survive, gain +3 crowns if a player with a Pardon or the Princess dies.

- **Jester:** Die! Immediately steal +1 crown from each player (including the Executioner) if you die.

If a player has 0 crowns, take a crown from the treasury instead.

5. PLAY AGAIN!

Once the game has ended, players should keep their crowns and gems, whether they've lost crowns or gained them. The Executioner chooses their successor, who takes the Executioner card.

Play again as many times as you like and then count who won the most crowns! They are the overall winner. We suggest letting everyone play as the executioner once or play until the treasury is empty! Or just play however long feels right. We're not the boss of you!

CREDITS

Game Designer: *Oscar Kelly*

Game Designer: *James Middleton*

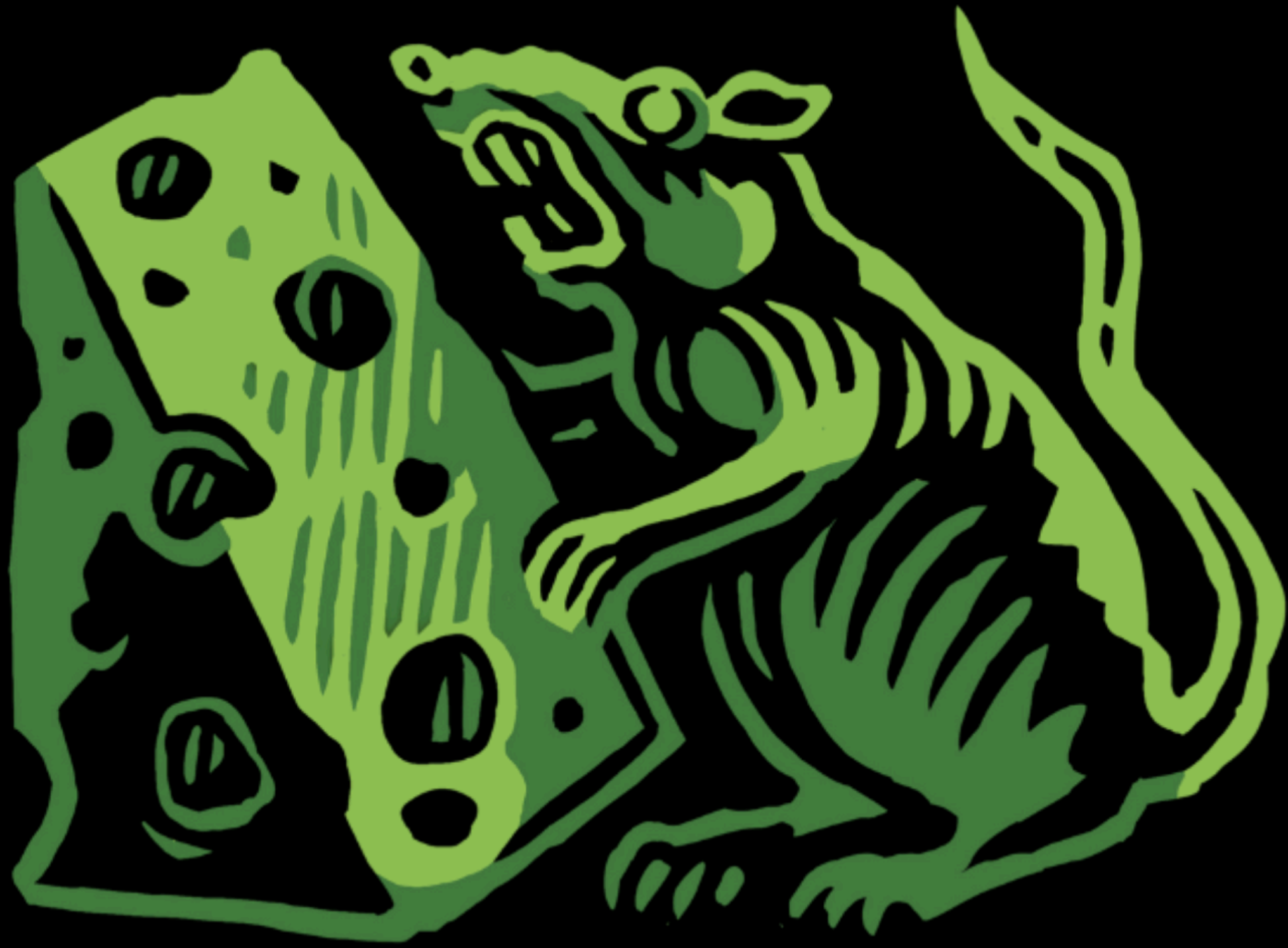
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There are many more who volunteered their time as game testers and for that we are very grateful.

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Oscar Kelly (Game Designer)
James Middleton (Game Designer)
Johnny Greenteeth (Illustrator)

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