

# HENRY'S FEAST

King Henry VIII's trip to India cannot successfully conclude until he gets a taste of the best Indian food the King of India has to offer. The Indian King has commissioned some of the finest chefs to compete for a chance to cook at Henry's Feast. He has asked his Head Chef to arrange the competition.

The Head Chef has ordered three feast dishes that are Henry's favorite and told the chefs to impress her with whatever else they can make. The Head Chef is notoriously cautious and needs every chef to prove their worth before revealing any of the feast dishes. She has made private kitchens with multiple stations, a pantry, and even a shared Stockroom available for all competitors. She happens to have her own favorite

dishes, make those, and she might even award a few bonuses. A rumour is going around that there is a cookbook available near the market with some unique recipes that might be worth looking into, cooking them may help impress the head chef.

The King of India is vegetarian so no meat is allowed in the kitchen! He wants King Henry to remember Indian food for the rest of his life. But at the same time, he also wants King Henry to know that Indian chefs can cook anything; thus, he is allowing some western dishes in the feast. If the recipes don't get you hungry the competition sure will! Just remember, a feast for success; fail, and off with your head!

## Game Components

### Game Board

**HENRY'S FEAST**

**FEAST RECIPES**

PROVE YOUR WORTH

EASY MEDIUM HARD

**MARKET**

POTATO TOMATO ONION CARROT BEANS

CHEESE MILK EGG SALT RED CHILI

RICE FLOUR SUGAR LEMON HERBS

**CHEF'S CORNER**

COOKBOOK DISPLAY #1 DISPLAY #2 DISPLAY #3 DISPLAY #4

**STOCKROOM**

STOCKROOM DISCARD PILE

STOCKROOM DECK INGREDIENT #1 INGREDIENT #2 INGREDIENT #3 INGREDIENT #4 INGREDIENT #5 INGREDIENT #6 INGREDIENT #7 INGREDIENT #8

PANTRY +1 PANTRY +2 PANTRY +3

**STATION**

SATCHELS PANTRY HAND LIMIT BONUS

FIRST PLAYER

LAST CALL

The game board consists of the following sections (starting from top left corner and going clockwise):

**Feast Recipes** – King Henry’s favorite dishes. Markers on the left of Easy Recipe are used for tracking the Prove your Worth phase of the game (See Feast Recipes section).

**Market** – The Market consists of all the ingredients available for the chefs to buy. It isn’t unlimited and may run out.

**Chef’s Corner** – A store nearby the market that has a cookbook and some of its recipes on display. (See Chef’s Corner & Cookbook section).

**Stockroom** – The Stockroom is near the kitchen and shared by all the chefs. It contains all the ingredients in limited quantities but gets replenished frequently. Locations of Stockroom Deck and discarded cards are marked on the bottom left of the game board. The Stockroom cards are placed to the right of the deck as they are drawn and revealed.

**Chef’s Bonus** – These are the favorite recipes of the Head Chef. Each recipe, when cooked, gives one of four bonuses: Station, Pantry, Satchels and Hand Limit (See Chef’s Bonus Section).

**Trackers** – First player and Last Call Rounds can be tracked by placing player tokens here.

## Player Board

The player board is each player’s kitchen and tracks the bonuses they have achieved. +0 indicates the starting bonus level. Add the bonus number to the starting stats to determine the current stats. i.e., at +0 pantry size is 5 and at +3 pantry size is 8 (See Starting the Game section for starting stats). The player board consists of the following sections:

**Stations** – Stations are where the ingredients are cooked and recipes are turned into dishes. Ingredients are placed on the stations such that the names of each of the ingredients are visible to all the players. The marker indicates which stations are available for the players to use.

**Pantry** – This is a storage area within the kitchen used to store ingredients for future use. It has a starting limit that can be increased and tracked via the marker on the board. Pantry space must never be exceeded at any time.

**Feast** – Tracker for feast dishes that have been cooked by the player.

**Satchels** – Tracker for the maximum number of ingredients that a player can bring back from the market in a single Go to Market action.

**Hand Limit** – Tracker for the player’s current hand limit and the choices available to them at the Chef’s Corner (See Chef’s Bonus – Hand Limit section for details).

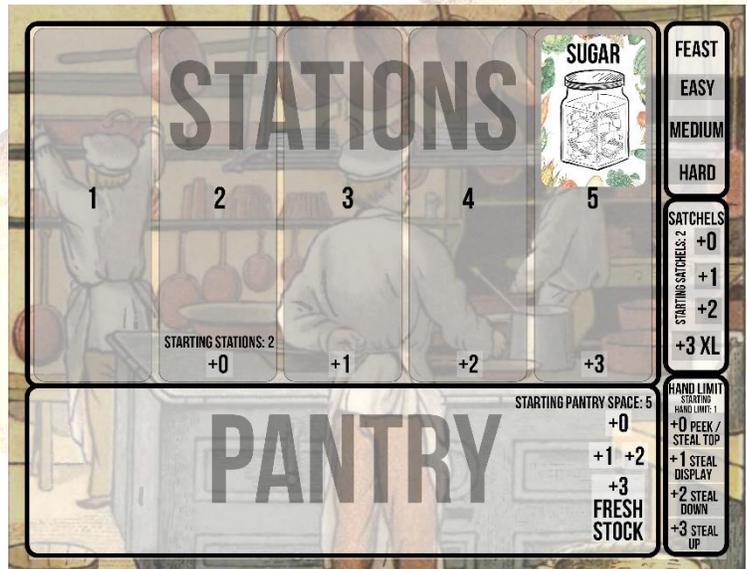
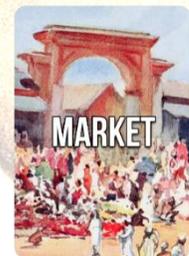
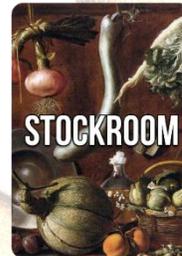




Illustration of mid PLAY game board

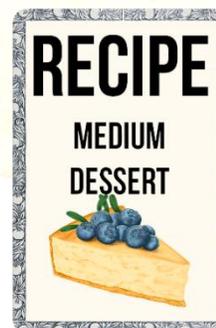
### Ingredient cards

The Stockroom and Market cards represent ingredients that can be either retrieved from the Stockroom or bought at the market. There are a total of 15 ingredients. There are 3 copies of each ingredient card in the Stockroom & Market deck. The size of the Market varies based on the number of players (See Game Setup section).



### Recipe cards

50 recipes are available to be cooked into dishes. While turned face down, the back of the recipe displays the difficulty and course of the recipe. The face up side displays the ingredients required to cook, and its name as well. There are 18 Easy, 19 Medium and 13 Hard recipes. Easy, Medium and Hard represent the difficulty of the recipe. An Easy recipe requires 3 ingredients, Medium recipe requires 4 ingredients and Hard recipe requires 5 ingredients to cook. There are 13 Appetizers, 24 Entrées and 13 Desserts, these represent the course of the dish. Among the Easy recipes there are 5 Appetizers, 8 Entrée, 5 Desserts, among the Medium recipes there are 5 Appetizers, 9 Entrée, 5 Desserts, and among the Hard recipes, there are 3 Appetizers, 7 Entrée, 3 Desserts. Desserts are special as all of the desserts have Sugar as an ingredient. No recipe other than a dessert contains Sugar.



The game box also contains 50 wooden player tokens, 10 tokens each in 5 different colours, and 5 Actions & Game End Victory Points cards, which can be distributed to each player for quick reference.

## Game Overview

### Feast Recipes

These recipes are King Henry's favorite and remain hidden until the players **prove their worth** to the Head Chef. To prove their worth each player must cook at least 1 dish from the Chef's Corner or the Chef's Bonus. As a reward after cooking their first dish, the player will get to Peek at the Easy Feast Recipe. After peeking at the recipe, the player should place the Easy recipe face down on its spot on the game board and place their player token on one of the Prove Your Worth markers.

When all players have cooked at least 1 dish and there are an equal number of tokens on the Prove Your Worth marker as the number of players in the game, then the Easy recipe is turned face up and is available for everyone to cook. The Easy recipe cannot be cooked by any player till it is turned face up. Whenever any player cooks the Easy dish for the first time, the Medium recipe is turned face up, and similarly, whenever any player cooks the Medium dish for the first time, the Hard recipe is turned face up. Feast dishes do not need to be cooked in any particular order; however, they are made available to cook in the specific order of Easy, Medium and Hard.

Feast recipes cannot be stolen and cannot be added to the victory pile, they remain on the board throughout the game. However, they do count towards victory points. Feast dishes when cooked can be tracked on the player board. *A player must make at least 1 Feast dish or they will be disqualified from the game.* Cooking a feast dish also counts towards the number of total dishes cooked by the player. Not cooking all of the feast dishes comes with a penalty, see Game end section for victory points.

### Chef's Corner & Cookbook

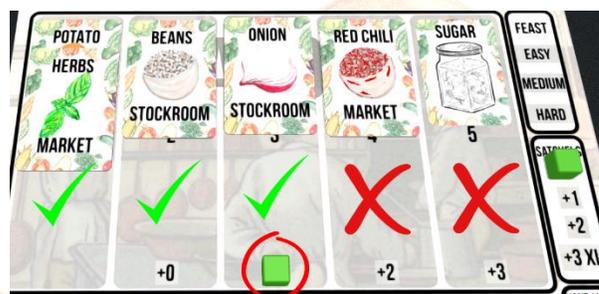
At the Chef's Corner there is a cookbook with recipes that players can cook. Whenever a player cooks a recipe from the display, they will take the recipe and add it to their victory pile. When a player visits Chef's Corner (See Visit Chef's Corner action) they may peek at a recipe or steal it from the cookbook (See Chef's

Bonus – Hand Limit). However, if a player does not make a recipe they stole, then they will be penalized at the end of the game. Chef's Corner is close to the market and allows players to buy an ingredient on their way back from the Chef's Corner.

### Chef's Bonus

The Head Chef is a foodie herself; chefs can curry her favour by cooking her favorite dishes. All of her favorite dishes happen to be Easy Entrées, and every time a chef cooks one of the bonus dishes, the head chef awards that chef with the associated bonus. Each bonus provides an advantage allowing players to perform more with its related action. Bonuses are available for use *immediately* after they are earned. They increase by 1 every time their respective dish is cooked and are tracked via markers on the player board using the player tokens. Each bonus has 3 levels and reaching the maximum level on a single bonus provides extra victory points (See Game End). Each bonus starts with a +0 which corresponds to the starting stats (See Starting the Game section, for example, +0 pantry is the starting space of 5 ingredients).

**Station** – When this bonus is earned the player receives an extra station to use (Station #3 to #5). Station #5 is a Dessert Station; it does not require a player to perform Cook Dishes action to cook a dessert. The Sugar ingredient is always available to use at this station, as such no further Sugar is needed and this station can *only* cook Desserts. Station #5 can cook desserts anytime an ingredient is allowed to be moved to stations. This station can also cook multiple desserts within the same round.





**Pantry** – Earning this bonus increases the size of the pantry allowing the player to store more ingredients. It also allows more ingredients to be drawn from the Stockroom when performing the Go to Stockroom action. When the 3<sup>rd</sup> bonus level is earned, the Fresh Stock option will be available to the player. This allows the players the option to shuffle the Stockroom discard pile and Stockroom deck to create a fresh Stockroom prior to drawing from the Stockroom when performing the Go to Stockroom action. Pantry space must never be exceeded at any time during the game.

**Satchels** – Earning the Satchels bonus lets the player bring back more ingredients from the market. When a player attains the 3<sup>rd</sup> bonus, they receive the XL (Extra Large) satchel which allows them to bring back 2 ingredients of the same kind. Without the XL bonus a player may not bring back more than 1 ingredient of the same kind during the Go to Market action. A player may not bring back 3 ingredients of the same kind even if the XL bonus is available. The Satchels bonus does not apply when visiting Chef’s Corner.

**Hand Limit** – Hand Limit determines the maximum number of recipes a player may have in hand at any given time. Increasing the Hand Limit bonus allows players to keep more stolen recipes from the cookbook or the display. Stolen recipes can be kept hidden until they are cooked. Recipes in hand can only be cooked by that player and cannot be discarded. Increasing the Hand Limit also provides the player with various choices at the Chef’s Corner. Each of the previously



achieved Hand Limit bonuses are available to use at a higher level.

- **+0 Peek/Steal Top** – Peek or Steal (a player cannot choose both within the same round) the top recipe of the cookbook. When choosing to peek, look at the top recipe of the cookbook and put the recipe back on top. Players may not record the ingredients and must memorize the recipe when they peek. A player cannot cook this recipe until it opens up on the display or is stolen. It is possible to cook this recipe immediately after cooking another recipe from the display within the same Cook Dishes action. Players may choose to steal the recipe instead; in this case, they must do so without peeking at it in the same round. Peek/Steal Top options are available throughout the game.
- **+1 Steal Display** – Steal one of the recipes from the Chef’s Corner Display and open a new recipe in its place.
- **+2 Steal Down** – Steal a recipe from the cookbook while the recipe remains face down (i.e., ingredient side remains hidden). Players may look through the cookbook but cannot flip the recipes over to look at the ingredients until after they’ve stolen the recipe to hand.
- **+3 Steal Up** – Achieving this bonus level allows the player to look through the cookbook, and choose any recipe to steal after looking at the ingredients.



## Game Setup

Setup Henry’s Feast by following the steps below, in order:

1. Place the game board in the middle of the play area so that all players can reach it.
2. Create an Easy Entrée Recipe deck, shuffle, and place one recipe from the deck face UP on each of the 4 Chef’s Bonus spots.

3. Shuffle together all the remaining Easy recipes to create an Easy Recipe deck and place one recipe face DOWN on the Feast Recipes Easy spot.
4. Create and shuffle a Medium Recipe deck and place one recipe face DOWN on the Feast Recipes Medium spot.
5. Create and shuffle a Hard Recipe deck and place one recipe face DOWN on the Feast Recipes Hard spot.
6. Shuffle all of the remaining recipes to form a Recipe Deck and place a recipe face UP on each of the 4 Chef's Corner Display spots.
7. Place the remainder of the Recipe deck face DOWN on the Cookbook spot.
8. From the Market deck, place each of the 15 ingredients on the Market spots corresponding to their name. The number of cards per ingredient is determined by the number of players:
  - a. 2 of each Market Ingredient cards for 2-3 players
  - b. 3 of each Market Ingredient cards for 4-5 players
9. Create a Stockroom Starting Deck by taking one of each ingredient (15 cards total) from the Stockroom deck. Shuffle, and Deal 3 cards to each player's pantry. Discard the rest to Stockroom Discard Pile face UP. These cards will become part of the Stockroom when shuffled.
10. Shuffle the remaining Stockroom cards (2 of each ingredient, 30 cards), to create a Stockroom Deck and place it in its spot.
11. Distribute the player boards to each player so that each player has one in front of them.
12. Each player picks a colour and takes 10 player tokens of that colour.
13. Finally, each player places one of their player tokens on each of the four +0 spots on their player board (Station, Pantry, Satchels and Hand Limit) and keep the remaining tokens close to the player board.
14. Distribute 1 Actions & Game End Victory Points card to each player for quick reference.

## Starting the game

The player that most recently cooked a dish for someone other than themselves starts the game. Place their token on the First Player marker on the game board. Play will proceed clockwise.

### Game Starting Stats:

- **Pantry space - 5 ingredients**
- **Stations - 2**
- **Hand Limit - 1 card**
- **Satchels - 2 ingredients**



## Actions

On a player's turn the current player (you) may perform **1 Active action**, then, if applicable any number of **Passive** Actions at the end of the turn. Passive actions can be performed in any order, but cannot be performed while the Active action is in progress.

**Active - Go to Market** – This action allows you to purchase ingredients from the Market (no money required). The number of ingredients that can be purchased is the starting Satchels size (2 ingredients) plus any Satchels bonus. However, the maximum number of ingredients you purchase from the Market must never exceed the **empty space** in your pantry. If there is no space in the pantry prior to Going to Market then nothing can be purchased.

Ingredients purchased from the market must go into your pantry, they must never be placed directly onto your stations.

You cannot buy more than one ingredient of any type unless you have earned the XL bonus. The Satchels bonus +1, +2, +3 increase the ingredient limit to 3, 4 and 5 respectively. With the XL Satchel you may buy two ingredients of the same kind provided they remain within the ingredient limit. The Market is not unlimited and some ingredients may run out.

**Active – Visit Chef's Corner** – Visiting Chef's Corner allows you to acquire recipes for your exclusive use and bring back an ingredient from the Market. Depending on your Hand Limit bonus level, you may perform one of the following options at the Chef's Corner. Peek/Steal Top, Steal Display, Steal Up and Steal Down (See Chef's Bonus Section for details). By default, Peek/Steal Top is available at +0 level, and allows you to either peek at the ingredients of the top recipe in the cookbook, or to steal the top recipe of the cookbook. The other options are earned by cooking the Hand Limit Chef's Bonus recipes. Once an option is acquired by you during the game, for the rest of the game, you may choose to use that option whenever you Visit Chef's Corner. You may only choose one option per visit to the Chef's Corner.

There is a limit to how many recipes you may keep in hand, and that number is based on the Hand

Limit bonus. Starting hand limit is 1 at +0 and increases by 1 for each bonus level, reaching a maximum of 4 at +3 level. Any recipe stolen from the Chef's Corner always goes to your hand and can be kept hidden. No further recipes can be stolen if you are already at your maximum hand limit. Any recipes in hand cannot be discarded and will result in a penalty if they are not cooked by the end of the game. Recipes are removed from your hand when you cook them. These cooked recipes go into your victory pile and will contribute towards your final score.

Whenever you visit Chef's Corner, you may buy 1 ingredient from the Market on your way back. The ingredient must go to the pantry and the pantry must have enough space. Satchels bonus cannot be used when visiting Chef's corner.

- **Shuffle the Cookbook** - Once Peek Top, Steal Down or Steal Up is finished, set aside the top recipe of the cookbook. Shuffle the cookbook without revealing the face down side of the next recipe in the deck. Place the recipe set aside back on top of the deck (face down), this is to keep the second recipe from the top hidden while maintaining the top recipe. When the top recipe is stolen during Steal Top, Steal Down or Steal Up, then simply shuffle the cookbook (if the player never looked through the cookbook for Steal Down or Steal Up, then shuffling is not required).

**Active – Go to Stockroom** – Conveniently, the Stockroom is close to your kitchen! This will save you the time it takes to run to the Market, and will allow you to prepare the food for cooking!

This action allows you to move ingredients from the Stockroom to either your pantry or to any of your stations. You may also move ingredients from your pantry to any of your stations. The movement of ingredients may be done in any order. However, once an ingredient has been placed in a station it can no longer be moved.

- Before taking ingredients from the Stockroom, you *may clear* the current Stockroom by **discarding all** of the currently revealed ingredients in the Stockroom to the Stockroom discard pile face up.

Then, draw ingredients from the Stockroom deck such that the number of ingredients in the Stockroom is **equal to your current Pantry size** (i.e., starting pantry size of 5 plus the Pantry bonus level). The ingredients in the Stockroom remain there until they are taken by a player or cleared before filing the Stockroom.

- If you choose to clear the Stockroom before drawing, then, you must clear all of the ingredients in the current Stockroom. In a rare case, if the Stockroom has more ingredients than your current pantry size (as left by the previous player), then, you are allowed to use all the open ingredients. If you decide to clear the Stockroom instead then draw new ingredients based on your current Pantry size.
- If there are not enough ingredients in the Stockroom deck, draw, and place them in the Stockroom until the deck is empty. Then, shuffle the Stockroom discard pile and make a new Stockroom deck to continue filling the Stockroom.

**Fresh Stock** – If you have the Fresh Stock bonus available, then, before drawing you may discard the Stockroom deck and shuffle the Stockroom discard pile to form a new Stockroom deck.

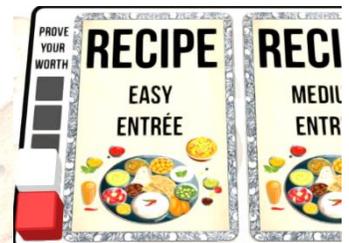


- If the total sum of cards in the Stockroom and its discard pile is less than the current player's pantry size it is possible that the Stockroom cannot be filled. You may count the cards in the Stockroom deck and/or discard pile to determine if there will be enough cards to draw before choosing the Go to Stockroom action. However, you must never look through the ingredients in the discard pile at any time.
- The Dessert station may be used to cook a dessert whenever ingredients are moved to that station.

**Active - Cook dishes** – This action allows you to cook a dish and present it to the Head Chef. Each station can only cook one dish at a time; however, you may cook any number of dishes on multiple stations within the same round. Each dish must match all of the ingredients for an available recipe (recipes from the Chef's Corner that are stolen or cooked by someone

else are unavailable). If the ingredients on a station do not exactly match a recipe, then it cannot be cooked. Cooking a dish is optional, hence, while performing this action you may choose to leave ingredients on a station even if it has all the ingredients to complete a recipe (leaving that dish uncooked).

- If you cook a **Chef's Bonus** dish, move the bonus marker forward one spot on the corresponding bonus track of your player board. You can cook multiple bonus dishes in the same cook action but you cannot cook the same bonus dish twice within the same action. Each bonus dish can be cooked 3 times to achieve the maximum bonus level. Cooking it again will not have any effect on the game.
- If you cook a **Feast** dish, place one of your player tokens on the associated difficulty level of the Feast dish, on the player board. Then, if the next Feast recipe is not face up, turn it face up (Medium if you cooked the Easy Feast dish, Hard if you cooked the Medium Feast dish).
- If you cooked a dish from the display at **Chef's Corner Display** or a stolen recipe **in hand**, then, take the recipe and move it to your victory pile. Whenever there is an empty spot in the Chef's Corner Display, draw the top recipe of the Cookbook and place it face up in the empty spot. If you do not have a victory pile then create one. The victory pile can remain hidden till the end of the game.
- If this is the **First** dish that you have cooked in the game (Chef's Bonus or Chef's Corner Display) then you have proven your worth, place your player token on the **Prove Your Worth** tracker (near the Easy Feast Recipe on the game board) and **Peek** at the Easy Feast Recipe. Then, return it face down on the Easy Recipe space. If there are an equal number of tokens on the Prove Your Worth tracker as the number of players in the game (i.e., everyone including yourself has cooked at least one dish), then, turn the Easy Recipe face up, it can now be cooked by anyone including yourself.



You may only peek at the Easy recipe once after cooking the first dish and must memorize it at that time.

- **Return** the Market ingredients of the cooked dishes to their market spots on the game board. Place the Stockroom ingredients of the cooked dishes face up on the Stockroom discard pile.
- The Cook Dishes action is not required to cook a dessert on the Dessert Station #5.

**Passive – Adjust Pantry** – After you have completed the Cook Dishes action (you've cooked all the dishes you've chosen to cook this round), you may move any number of ingredients from your **pantry to your stations**. No further dishes can be cooked in this round except on the Dessert Station (if available). Adjust pantry is *only* available after the Cook Dishes action.

**Passive – Discard ingredients** – In this action you may discard any number of ingredients from your pantry or all ingredients from one or more of your stations (all ingredients from a single station must be discarded at once, selectively discarding some of the ingredients on a station is not allowed).

**You cannot discard an ingredient picked up at the Market or the Stockroom in the same round.**

**This action can only be done at the end of your turn and is available each turn.**

Note: Since you can only discard ingredients at the end of your turn, you cannot free up space in your pantry or stations to get extra ingredients when performing any actions such as Go to Market, Go to Stockroom or Share Pantry (available in Team Play). You must plan ahead!

**Messy Kitchen** - In the last round the discarding still follows the same rules and any ingredients taken in the same round cannot be discarded. If any ingredient remains in the kitchen after the last round, then it is a Messy Kitchen (see Game End section).

## Last Call

At any time during one of *their turns* and *after the player has cooked all of the 3 Feast Recipes* (Easy, Medium and Hard), they **may** choose to call “Last Call” and place their token on the Last Call marker on the game board. Once the Last Call has been announced, the *next round will be the Last Round* (i.e., this current round is the second last round; use the first player marker to determine which player will begin the Last Round). Last Call can be called in the same round the player cooks all of their feast dishes. After the current round ends, beginning with the first player, all players will play the **Last Round**.



## Last Round

Each player on their turn will perform actions in the following order:

1. **Go to Stockroom**
2. **Cook Dishes**
3. **Discard Ingredients**

No other actions are available in this round. Actions take place in the order specified above. Hence, players may not cook prior to or during the Go to Stockroom action (except for the Dessert station which requires no action to cook). Nor can they move ingredients to the stations after starting the Cook Dishes action. The Adjust Pantry action is available but will not be needed during this round. At the end of the round if any ingredients are left in the kitchen, then the kitchen will be declared a Messy Kitchen. Game Ends after the last player finishes their turn.

## Game End

After the game ends the player with the **most victory points** will win the game. Players must have made a **minimum of 1 Feast dish or they get 0 points** and are disqualified from the game.

Note: Bonus dishes that have been cooked DO NOT count towards the final score. They do not provide victory points, count towards dish combos or

contribute to the greatest number of dishes cooked; However, include cooked Feast Dishes in all the victory points calculations. Uncooked Feast Dishes will count towards negative points.

**Add** together the Victory points for the following:

- 2 points – Each Easy dish.
- 3 points – Each Medium dish.
- 4 points – Each Hard dish.
- 2 points for each set of Appetizer, Entrée, Dessert combos. A dish can only be counted once towards the combo. This includes Feast Dishes that have been cooked.
- 2 points are awarded to the player with the highest total bonus levels. Add up the points on each of the four bonus trackers (Station, Pantry, Satchels & Hand Limit. For example, +1 Station, + 2 Pantry, + 3 Satchels and + 3 Hand Limit = 9 Total bonus points). In the event of a tie for the highest bonus points total, the tied players will receive 1 point each.
- 3 points each for reaching the maximum bonus level for each of Stations, Pantry space, Hand limit or Satchels bonuses. (For example, +1 Station, + 2 Pantry, + 3 Satchels and + 3 Hand Limit = 6 Victory Points)
- 1 point for the player that cooked the greatest number of dishes. Count the number of Feast Dishes cooked plus the dishes in the victory pile. Ties are not awarded any points.

**Subtract** 1 point for each of the following conditions:

- 1 point for each of the uncooked recipes in hand at the end of the game.
- 1 point each for missing any of the Feast dishes (Remember, missing all will result in an automatic disqualification).
- 1 point for leaving a Messy Kitchen

**Tie-Breaker** – In the event of a tie use the following order to break the tie:

1. Players that did not cook the Hard Feast dish lose the game
2. Players that did not cook the Medium Feast dish lose the game

3. Players that did not cook the Easy Feast dish lose the game
4. The Player still remaining that cooked the greatest number of dishes wins the game (excluding bonus dishes)
  - If the Tie is not resolved, then, the tied Chefs are declared the ultimate cooks. But, alas! they still lose their heads.

## Tutorial & Quick Game

We strongly suggest that you play the following tutorial game variant as your first game. This will help you get used to the rules and gameplay. This variant can be played anytime if shorter gameplay is preferred.

- Perform Game Setup
- Turn the Easy Feast recipe face up. It is available to be made and the Prove your Worth phase of the game is not required.
- **(Optional for Quick Game)** Remove the Cookbook from the game. Only the display is available. Peek/Steel Top, Steal Down and Steal Up are not available since there is no Cookbook. When performing Visit Chef's Corner action only Steal Display is allowed. **Starting Hand Limit is 0 and you cannot steal till Steal Display is achieved.** +1 level gives a hand limit of 1 and Steal Display. +2 and +3 are not available.
- All other rules and game end victory points apply.

## Team Play

Team play is available for 4 players only with 2 teams of 2 players each. All rules remain the same with the following exceptions:

- **Active – Share Pantry (additional action only available in Team Play)** – You may take up to 2 ingredients from your teammate's pantry and move them to your stations or pantry. You may also move ingredients from your pantry to stations within the same action. The movement of ingredients may be done in any order. The Dessert station may be used to cook a dessert whenever ingredients are moved to that station.

- In the **Last Round** the players may choose to perform either **Go to Stockroom or Share Pantry** as their first action.
- Feast dishes are shared and presented as a team at the end of the competition. The mandatory rule of cooking one feast dish applies to the team and so do the negative points. Feast dishes count once per team and making them again will not award any further points or bonuses. Designate one player per team to track the cooked Feast Dishes on their player board.
- Bonuses (Stations, Pantry, Satchels & Hand Limit) are **not shared**, however, when performing the *Cook dishes* action, the bonus dishes may be cooked for the teammate, giving them the bonus.
- Individual Hand Limit is not shared however, a player may cook a recipe held in hand by their teammate. Once cooked, move that recipe to the shared victory pile. This will free up the space in the teammate's hand. Players may examine the recipes in their teammate's hand.
- The victory pile is shared and all the game end victory points are summed together for the team; Messy Kitchen will count as -1 for each player in the team that leaves a messy kitchen.
- Add together all the bonus levels earned by each player on the team to determine which team will be awarded the 2 victory points for the highest bonus levels.

## Strategic Notes

Henry's Feast has a multitude of strategies and no single strategy will always be a clear winner. It is our advice that you should only look at the below notes, *after the tutorial game* to understand the reasoning behind them and to get the most out of different strategies.

- Pantry's empty space is important for the next round and planning ahead will help. Keeping a full pantry may limit what you can bring back from the Market or Stockroom in the next round.
- Cooking more than one dish in a single round maximizes the action economy. Cooking early and Adjusting Pantry may speed up the movement of ingredients to the stations, earlier use of certain bonuses, and also prevent a recipe from getting stolen.
- The probability of finding the ingredient you are looking for in the Stockroom is lower than going to the Market, but using the Market requires an extra round as those ingredients can only go to the pantry and cannot be moved directly to the stations. Pantry and Satchels bonuses will help improve the Stockroom's probability and Market's action economy.
- Bonus dishes do not award victory points but reaching the maximum level of a bonus does award victory points equivalent to a Medium dish.
- The ability to steal from the cookbook can be an essential tool during a stalled game where a few ingredients are in high demand. It also helps in slowing down other players. Achieving Steal Display sets up a mutually assured destruction scenario, without having to actually steal anything.
- Taking a negative point for an uncooked recipe in hand may be better than letting someone else cook exactly what they want.
- All bonuses work in conjunction with each other. If there are no Desserts available, then, the Dessert Station may only be helpful if you can steal Desserts from the Cookbook.
- Cooking many different bonus dishes without a clear plan may leave you short in victory points.
- After the Last Call has been called, the remaining players to take their turn before the last round begins have the final opportunity to Go to Market or Visit Chef's Corner.
- Calling Last Call immediately after cooking the Hard Feast Recipe may prove to have negative consequences if you are already losing the game by a large margin. Track the victory points and plan to call Last Call appropriately. The first player to cook all the 3 Feast Recipes controls when the Game ends.
- Having at least 1 or more free stations in the last round will help Cook that extra dish. If all of the stations are already full then even a helpful Stockroom may prove to be unhelpful.
- Based on the turn order, track who in the team will take the last turns in the Last Call Round and the

Last Round. Make use of Visit Chef's Corner or Share pantry wisely in team play.

Henry's Feast can get quite competitive. Take it Easy and have fun!

## Playtesting Credits

Shubha Jain  
Ed Dean  
George Ang  
Derek Townsend  
Tarun Gupta

Amit Chadha  
Soni Chadha  
Vani Chadha  
Ashwin Chadha  
Ritika Gupta

A Board Night™ Original Game

Original Artwork by Ashish Gupta.

Any images used are in public domain, free to use for commercial purposes, or a commercial license was obtained for their usage.

Credits: RawPixel and FreePik for vectors.

Rule Book Editing: Ashwin Chadha, George Ang



© Board Night Inc. Reproduction of any game material, text, images or logos is not allowed without obtaining a written consent from Board Night Inc.