

Remember When That Didn't Happen?

Things You Need To Play

- the playing board
- a 90 second hour glass
- a deck of theme cards
- a deck of personality cards
- 1 six-sided emotion die
- a stack of 6 Favour token for each player
- pen & paper for each player
- 8 character cards
- a player token for each player to indicate turn order

The Senile King

The king's dementia has taken a turn for the worse. He can't remember his entourage at court, not even their names. And yet he is determined to find a worthy successor to the throne.

In an effort to convince him that you are this worthy successor, you have to repair his tangled memories and prove that you are fit to rule over your peers -- wise and just.

Setting Up

Goal Of The Game

Each player starts with a stack of Favour tokens in their colour. Each round one player is declared Subject and will hand out up to two of their Favours to their peers, according to the results of the round.

At the end of a round, if a player has at least one Acquired Favour (Favours which are not your own in your possession) from every other player, they win. If two or more players should meet this goal, the player with the most Acquired

Favours in total wins. If after that, two or more players are still tied, they will have to marry and rule together.

Preparation

Each player gets a stack of favour tokens and a player token in their colour, a pen, and a stack of paper to write down their assumptions.

Shuffle the deck of themes and the deck of personalities. But both of them together with the emotion die in the middle of the table.

If your group is already familiar with the rules, every player choses 1 of the 8 character cards. Alternatively, hand each player a character card at random to spice things up.

Playing A Round

Goal Of A Round

Each round, one player is declared Subject of the king's interest by drawing a card from the personality deck. Decide who fits the description best, that player is declared Subject for this round.

Then, by rolling the emotion die and drawing a card from the theme deck, the Subject is put into a hypothetical situation. Now the players read their assumptions about the Subject in that situation to the King.

After 90 seconds, the players present their assumptions and the Subject determines if they are accurate or not. For every accurate assumption, the player earns a point for this round. At the end of the round, the player with the most points earns a Favour from the Subject. The funniest/most interesting assumption, as designated by the Subject, also earns one of their Favours.

Turn Sequence

1. **The king poses his question:** Draw a card from the personality deck.
2. **Find out the one person the king actually wants to address:** Discuss in the group who fits the description best; they will be the Subject for this round. This player positions himself on the Subject's chair on the playing board.
3. **Complete the situation:** Draw a card the theme deck and roll the emotion die. Construct a sentence similar to the following two examples:
 - What would make 'the youngest person' feel 'happy' 'if they were abducted by aliens'?
 - 'Things in the musical about their life' that make 'the youngest person' feel 'happy'.
4. **Play your favours:** Every player has the chance to play one of their characters abilities by placing one of their Acquired Favours in the middle of the table. The winner of this round also wins this Favour. Read more about these abilities under **The Characters.**
5. **Grab your pens:** Turn over the hourglass. Every player, except for the Subject, writes down sentences, words or thoughts that fit the Senile King's question. For example, if the question were 'What would make 'the youngest person' feel 'happy' 'if they were abducted by aliens'?' possible assumptions could be:
 - Never have to go to school again.
 - Finally have a use for their Darth Vader cosplay.
6. **Queueing:** After the time is up, the players announce the amount of assumptions they've written down and order themselves accordingly in the queue in front of the King. The player with the fewest assumptions is in first place. If two or more players have the same number of assumptions, players are sorted in the queue in clockwise order starting from the Subject.

7. **Judging the assumptions:** Now everybody presents their assumptions about the Subject in the order they are queued. The Subject awards each fitting assumption 1 point. Redundant assumptions are not counted. (**E.G. if the second player has assumed that the Subject would be happy to never have to go to school again, the third player's assumption that the Subject would be happy to never go to math class again, would not counted.**)
8. **Awarding Favour:** The person who has the most accepted assumptions about the Subject wins a Favour from the Subject and all other Favours in the middle of the table. The Subject may award an additional Favour for funniest/most interesting assumption.

The Characters

The characters add an additional dimension to the king's court and grant you uses for Acquired Favours you already have. Each character has a unique ability they can use once each round before the 90 seconds of writing time have begone. They do this by placing one of their Acquired Favours in the middle of the table (this is called wagering) and declaring how their ability will affect the rest of the round. Whoever wins the round, also wins all the wagered Favours used for all abilities this round.

The Astronomer

Wager an Acquired Favour: Starting with the player on your left or right (your choice), each player declares the number of assumptions they will present this round. If they cannot fulfil this promise, they cannot win the round.

Baroness

Wager an Acquired Favour: Assumptions not accepted by the Subject earn negative points this round instead of no points.

Jester

Wager an Acquired Favour: Players do not earn Favours for the amount of correct assumption submitted this round. Instead, the Subject awards 2 Favours for the funniest/most interesting assumption, including all wagered Favours.

Librarian

Wager an Acquired Favour: Impose a thematic restriction on assumptions which can be submitted this round. **(E.G. it needs to be possible underwater, it needs to have more than one meaning, it has to have something to do with dogs, ...)**

Poet

Wager an Acquired Favour: Impose a verbal restriction on how assumptions have to be presented this round. **(E.G. it has to rhyme, it has to have 3 syllables, it needs to be presented singing, ...)**

Sorcerer

Wager an Acquired Favour: Draw a new card from the theme deck or declare your own theme instead. Alternatively, declare any feeling for the situation.

Treasurer

Wager an Acquired Favour: Chose a player. Place one of their Favours in the middle of the table. Both their and your Favour are awarded for winning this round.

Warlock

Wager an Acquired Favour: Randomly redistribute all character cards in play. Immediately use the ability of your new character for free.

Optional Rules

If a player is selected as Subject two or more times in a row, they may select a player of their choice to become Subject instead or draw a new card from the personality deck.

If a player runs out of Favours, they can no longer become Subject and have select another player of their choice.

Bargaining of Favours is always allowed and overrides rules if the entire table agrees to the trade. If no bargain is proposed, the rules as written take effect.