

Cheapass Games Presents

# The Feast

A New Pairs Game for 3 to 8 Players



Just in time for the winter holidays, **The Feast** is a game about having a scintillating conversation over a multi-course dinner. The game was designed for Echo Chernik's **Goddesses of Cuisine** deck, but of course you can play it with any Pairs deck.

Your goal is to score conversational points through erudition and eloquence. But you can also be sneaky and catch your companions in a mistake... but only if they stumble!

**Players:** 4 to 8 (See rules for 2 or 3 players below).

**You Need:** A Pairs deck and a way to keep score.

**Setup:** Shuffle the deck and deal a hand of cards to every player. The hand size varies with the number of players:

<b>Players:</b>	<b>4-5</b>	<b>6</b>	<b>7-8</b>
<b>Cards:</b>	8	7	6

**Structure:** You will play four *hands*. Each hand has several *rounds*, the number of which depends on the starting cards. For example, in a 5-player game, each hand has 8 rounds.

**Each Round:** Deal the top card of the deck face up into the center of the table. This card is the *topic*.

Each player then chooses one card from their hand and plays it face down. These cards are called "ploys." They are revealed simultaneously, and then the following occurs:

**1:** If any two or more ploys are of *matching rank*, these cards are set aside in a 'gaffes' pile. Gaffes represent failed attempts at conversation, telling a bad joke, etc.

**2:** Of the ploys that remain, the highest one captures the topic. Captured cards are kept aside face up, and are worth their face value in points.

**3:** Next, the lowest ploy captures one card from the gaffes pile (if there is one). **Exception:** If there is only one unmatched ploy, then it is both highest and lowest. It may choose to capture either the topic, or one of the gaffes, but **not both**.

If all ploys were duplicated, then *nothing* is scored.

Next, discard any cards that remain, and play another round. This continues until the players' hands have been played out, and then the players record their total scores.

**An Example Round:** The topic is a 5. The ploys are 9-9-6-5-4. The 9s are duplicated and become gaffes. The 6 is the highest ploy, and that player takes the 5. The 4 is the lowest ploy, and takes a 9 from the gaffes. All remaining cards are discarded.

**Another Example:** The topic is a 10. The ploys are 8-8-6-6-4. The 8s and 6s become gaffes, and the player with the 4 has the only unmatched ploy. He can choose to take the topic or any gaffe. He takes the 10 because it is the highest.

**Yet Another Example:** The topic is a 6. The ploys are 7-7-7-4-4. There are no unduplicated ploys, so all the cards become gaffes. Nothing is scored, and all these cards are discarded.

**Winning:** After each hand, write down everyone's score. Play four hands, and then the highest total score wins.

**Rules for 2 or 3:** This game works best with at least four players, but you can add "dummy hands" if you are short-handed. Dummies are dealt in just like everyone else, but they play their cards first, and *face up*, so players can make decisions based on what the dummies have played.

**Note:** Dummy hands add an interesting layer of strategy, so you might also want to use them in a larger game!

## Do you love PAIRS?

So do we! This year, we have introduced *twelve* original Pairs variants in the pages of *Game Trade Magazine*. Thanks for following along! Look for an expanded *Companion Book* with all these games and more, coming soon at [playpairs.com](http://playpairs.com).

**CHEAPASS Games**  
cheapass.com

