

Surrealist

INSTRUCTIONS



Story

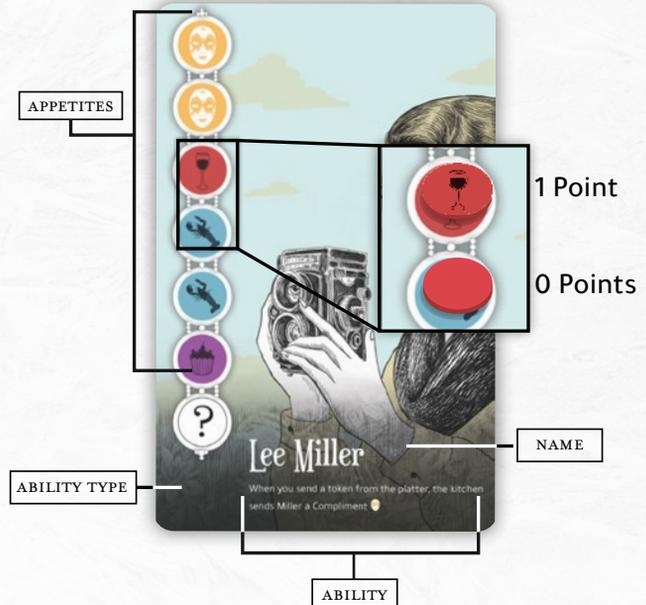
You're hosting a dinner party! You've each invited your six favorite Surrealist artists and writers, and you are responsible for keeping your guests happy and sending them home sated. That's easier said than done, though, because these Surrealists are colorful characters, and each one has a different checklist of things they need out of the evening!

Goal and Game End

Try to provide for each of your dinner guests before they leave! Each guest has a number of appetites shown on their card. Serve your guests tokens that match the color of their appetites—whenever a guest is sent home from the dinner party, all of their matching-color tokens go to your Stash! **Each token in your Stash is worth 1 point at the end of the game.**

You will play through the six courses of the meal—each course makes different tokens available to your guests, and once those tokens are gone, the next course begins. When the final course (the Dessert Course) is over, all remaining guests are sent home from the dinner party and the player with the most tokens in their Stash wins!

Guest Card





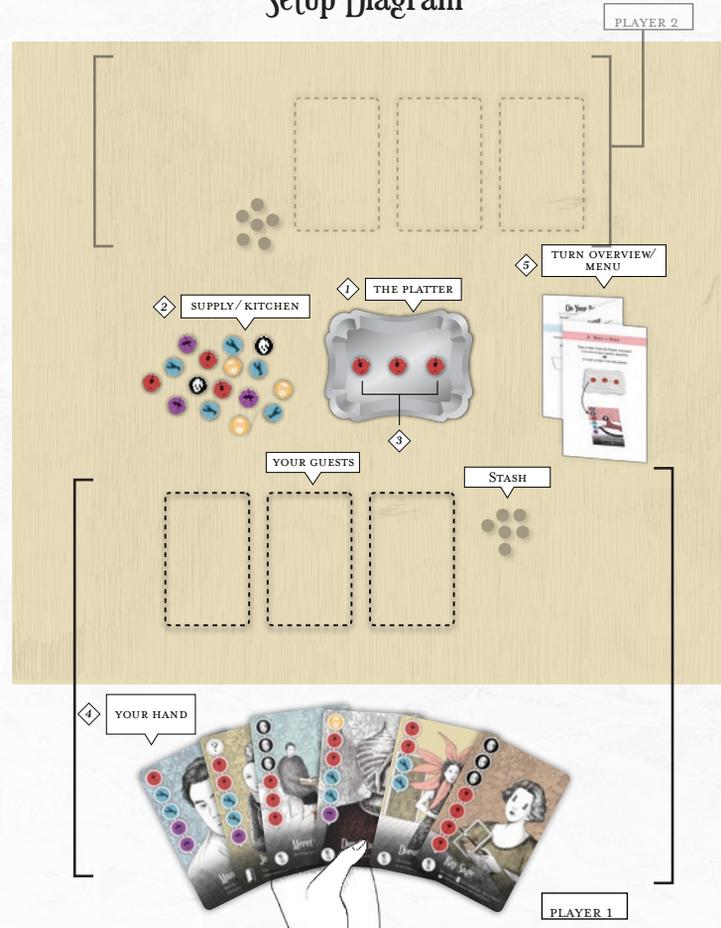
Game Setup

- Put the Platter in the center of the table.
- Put all tokens aside to form the kitchen.
- Check the menu and put the total number of wine tokens on the Platter for the Cocktails course based on the number of players:

	2 PLAYERS	3 PLAYERS	4 PLAYERS
COCKTAILS	3	4	6

- Shuffle and deal 6 guests to each player to form their hands (you can look at your own but not at others').
- Set out the turn overview/menu pamphlet.
- Return unused guests to the box.
- The player who most recently ate takes the first turn.

Setup Diagram



Your Turn Overview

Starting with the first player and continuing clockwise, players take turns. On your turn, choose and do **ONE** of these four things:

PLAY A GUEST

Seat a guest from your hand to the table, and/or send one of your guests home

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— OR —

GIVE COMPLIMENTS OR START DRAMA

Make your guest and their neighbor give each other compliment or drama tokens

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— OR —

SERVE A GUEST

Send a token from the Platter to one of your guests

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— OR —

USE ABILITIES

Once per course: use **all** of your guests' abilities with the plate icon

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PLAY A GUEST

SEAT A GUEST FROM YOUR HAND TO THE TABLE



You must Play a Guest on your first turn!

Do **one or both** of these things, in any order:

SEAT A GUEST

Choose a guest from your hand and place them on your side of the dinner table. **You can place the guest to the left, right, or in between of any of your other guests** (you can shift your seated guests over). You can have at most 3 guests on your side of the dinner table.

SEND A GUEST HOME

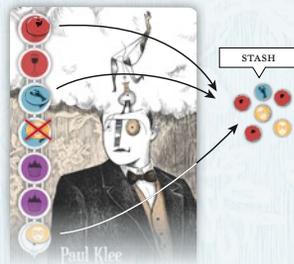
Return one of your guests from the table to the box, and Stash their tokens (only the matching-color ones). You usually send guests home later in the game when you need to make room for a new guest.

SENDING GUESTS HOME

Guests can be sent home in several ways:

- You may send a guest home as part of 'Play a Guest'
- All remaining guests automatically get sent home at the end of the game
- Some guests' abilities send guests home

Whenever one of your guests gets sent home, you Stash their tokens and then return the guest card to the box. To Stash tokens, check if the token matches the color of the appetite it's placed on. If it matches, move the token to your Stash. If it doesn't match, return the token to the kitchen.



? appetites are wilds. Any token placed on them counts as matching color.

PERFECTLY CONTENT

When you send a guest home, if every one of their appetites has a matching-color token on it, your guest is Perfectly Content. Choose 2 tokens from the kitchen and add them to your Stash as well.

GIVE COMPLIMENTS OR START DRAMA

YOUR GUEST AND A NEIGHBOR GET COMPLIMENTS OR DRAMA

Choose one of your guests with any empty appetite and have them Give Compliments or Start Drama with one of their neighbors. If Giving Compliments, **both** your guest and the chosen neighbor receive a compliment 🍷 from the kitchen. If Starting Drama, **both** guests receive a drama 🍷 from the kitchen.

You can use this to give opponents' guests tokens they don't want (as long as they neighbor one of your guests)!

NEIGHBORS

Each guest always has 2 neighbors: the guest to their left and the guest to their right. Both neighbors can be on your side of the table, but guests also often have one neighbor on an opponent's side of the table.



NEIGHBOR

1. Choose one of your guests and one of their neighbors



YOUR GUEST

NEIGHBOR

2. Give them both a compliment (or both a drama)



RECEIVING TOKENS

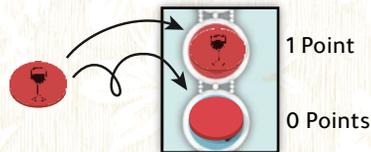
Guests receive tokens from:

- 'Give Compliments or Start Drama' action
- 'Serve a Guest' action
- Guest abilities (more on this later)

Whenever one of your guests receives a token, you immediately choose which appetite that token is placed on. If you give an opponent's guest a token, they choose which appetite it's placed on. Once a token is placed, it can't be moved.

When your guest receives a token, you **must** place it on one of their empty appetites **even if the token doesn't match the color of the appetite**; your opponents will try to make this happen. If a guest would receive a token but all of their appetites are full, that token is trashed (returned to the kitchen).

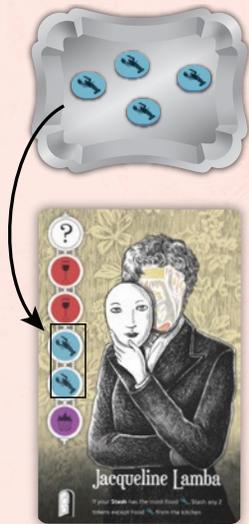
To help everyone tell which tokens match the color of their appetites, if your token is placed on a matching color, place the token design-side up. Otherwise place the token design-side down.



SERVE A GUEST

SEND A TOKEN FROM THE PLATTER TO ONE OF YOUR GUESTS

Take a token from the Platter and serve it to one of your guests! Place the token on one of your guests' appetites—tasty! **Or** trash a token from the Platter.



If you took the last token from the Platter, then the course is over!

See **“Ending the Course”** on page 15.

USE PLATE ABILITIES

ONCE PER COURSE: USE ALL YOUR GUESTS' PLATE ABILITIES

For a casual dinner, you may choose to play without guests' abilities

Many guests have a plate icon in their bottom left corner, and an ability that lets them help themselves or mess with their neighbors. **Once per course** you may follow the instructions of **all** of your guests' plate abilities **on the same turn**.



Example: Sophie chooses to 'Use Plate Abilities' on her turn. First she uses Dora Maar's ability to send Paul Klee a dessert from the kitchen. Then she uses Paul Klee's ability and sends him 2 tokens from the platter. She can't choose to 'Use Plate Abilities' again until the platter is empty and the next course begins.

You choose which order to use your guests' plate abilities. You usually want to use all of your plate abilities, but you don't have to use all of them if you don't want to.

Some guests have non-plate abilities that are used at different times. See **“Other Abilities”** on the next page.

For a casual dinner, you may choose to play without guests' abilities

OTHER ABILITIES

Every guest has an ability at the bottom of their card that lets them help themselves or mess with their neighbors. There are two types in addition to plate abilities:



Guests with the Door icon  in their bottom corner have abilities that happen when they are sent home, after Stashing their tokens

Guests with no icon in their bottom corner have abilities that happen at special times. Be sure to read all of your guests' abilities!

All abilities are **optional**. You never have to use an ability if you don't want to.

Note: some abilities make you compare the tokens in your Stash (from guests you've sent home) with tokens in your opponents' Stashes, rewarding you if you have more of those tokens than anyone else.

Note: some abilities instruct you to "Swap" tokens between guests. When swapping tokens, you can also change which appetite the new token is placed on.

Ending the Course

When a player takes the last token from the Platter, the course is over!

Check the Menu (below) and put the tokens for the next course onto the Platter from the kitchen:

	2 PLAYERS	3 PLAYERS	4 PLAYERS
<i>COCKTAILS</i>	3 	4 	6 
<i>HORS D'ŒUVRES</i>	4 	6 	8 
<i>APÉRITIFS</i>	3 	4 	6 
<i>MAIN COURSE</i>	7 	10 	13 
<i>DIGESTIFS</i>	2  2 	3  3 	4  4 
<i>DESSERT</i>	3 	4 	5 

After refilling the platter, it's time to start the next course! The player to the left of the player who ended the course takes the first turn.

End of Game

When the last token from the Dessert Course is removed from the Platter, the game is over.

- Send each of your guests home (and Stash their tokens).
- Use the Door abilities on the guests you sent home
- Count up all the tokens in your Stash,
- Claim faux pas cards, and add faux pas cards to your token count (Advanced Mode only). Highest score wins!

Advanced Modes

1. Look at your hand of guests & choose 1 to keep, placing it face down in front of you
2. Pass your remaining 5 guests to the player on your left
3. Take 5 guests from the player on your right
4. Repeat until you have 6 guests face down
5. Pick up your 6 face down guests and begin the game with these 6 guests as your hand.

During setup, after dealing guests and faux pas cards:

DRAFTING

Faux pas cards beside the platter can be claimed by any player (some at the end of the game, others during the game), and give extra points depending on what tokens you have **in your Stash**. If players are tie for a faux pas card, they share the card and each get the extra points.

1. Look at your guests & choose 1-2 of your faux pas cards
2. Return the faux pas card you didn't choose to the box
3. Put the card(s) you chose face up beside the platter

During setup deal each player 2 faux pas cards, then:

FAUX PAS

After your first few games, add these advanced rules: