

Mulligan Stew



A game by Jon Gill
2-5 players
20-30 minutes

*The queen and her children have just ordered you:
“Please bring us our dinner, four courses of stew!”*

*The kitchen is heaving, the fires are hot
As urchins toss morsels into each stew pot
From chickens to cheeses, from honey to wine
All rushing to blend up flavors most divine*

*For every urchin working down below
Has one hope of fortune, one tale that they know
That royals presented with tastes they adore
Oft shower their sous chefs with riches galore*

*So pick up your ladle and gather your things
(And make sure to tighten those loose apron strings)
Then rush to the pantry and press on the bellows
To prove that you’re better than all of your fellows*

*For the urchin who cooks the best Mulligan Stew
Will pocket a new copper penny or two!*

Summary

Compete to earn tips by trying to match the most ingredients on your cards to each royal’s order. The player with the most money at the end of the last round wins!

Components



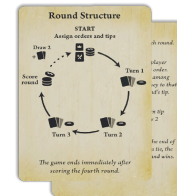
- Deck of 80 ingredient cards
 - 50 combo cards (two ingredients, tip value 1-2)
 - 20 spread cards (three ingredients, tip value 3)
 - 10 double cards (two copies of the same ingredient, no tip value)

- 3 royal cards with starting tip value
 - Queen — Tip 4
 - King — Tip 2
 - Princess — Tip 1



- 10 specialty cards
 - Grant unique abilities to each player

- 5 reference cards



- 35 turn tokens (7 per player)
 - 6 royal tokens (2 per royal)
 - 1 mulligan token



- 1 dishwasher token



- 60 punchboard coins
 - 15 sixpence coins
 - 20 threepence coins
 - 25 penny coins



Setup

1. Distribute a set of turn tokens to each player.
2. Place the three royal cards in the center of the table.
 - If playing with two players, only play with the Queen and King cards.
3. Deal each player 2 specialty cards and have them pick one. Return all un-picked specialty cards to the box.
 - Skip this step if this is your first time playing.
4. Give the dishwasher token to the player who last washed dishes, or who won the last game of Mulligan Stew. The dishwasher is in charge of shuffling and dealing cards for the game.
5. Shuffle the ingredient deck.

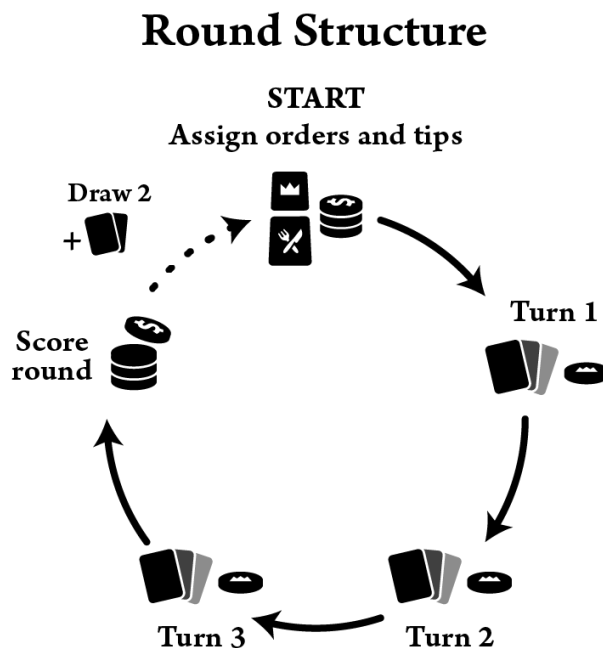


6. Place four ingredient cards face-down above each royal to form their order decks. Flip the top card of each deck face-up.
 - If the revealed card has no tip value (such as a double card), discard it and draw a card from the deck to replace it. Repeat until a card with a tip value is revealed.
7. Deal each player 5 ingredient cards.
8. Each player chooses if they want to keep their hand or mulligan the whole thing (discard it and draw 5 new cards).

Gameplay

Round structure

Mulligan Stew is played over four rounds. Each round will be comprised of three turns of simultaneous play followed by scoring, as illustrated below:



Round setup

Perform the following steps once at the start of each round:



1. Move the face-up card from each royal's order deck down below them.
 - The new card should be placed slightly to the left of any previous order cards so that it covers any ingredient symbols, but does not cover their tip values. (See image to the right)
 - The top card below each royal specifies that royal's **order** for the current round — the ingredients that that royal wants to have added to their stew this round.



2. Flip the top card of each order deck face-up.
 - If the revealed card has no tip value (such as a double card), discard it and draw a card from the deck to replace it. Repeat until a card with a tip value is revealed.
3. Add pennies to each royal equal to their current tip value.
 - A royal's current tip value is equal to their base tip value plus the total coins number of coins on any ingredient cards below them.
4. Resolve any specialties that occur at the start of the round.
 - If multiple specialties trigger, resolve them in alphabetical order.

Taking turns

Each round is broken into three turns in which all players act simultaneously.

In each turn:

1. Each player places between 1 and 3 cards from their hand face-down in front of them.
2. Each player chooses an unplayed turn token and places it face-down on top of their cards.
3. Once everyone is ready, all players simultaneously reveal their face-down cards and turn tokens.
4. Starting with the dishwasher and going clockwise:
 - Each player must declare and resolve the token that they revealed.
 - If a player revealed a royal token, they should declare how many total matches they have made to that royal's order (including any matches they made in previous turns).
 - A match is an icon on a card matching one of the icons on the order (so each card can have 0-3 matches).
 - If a player revealed the mulligan token, they mulligan each of the cards they played this round.
 - Whenever you **mulligan** a card, discard that card and draw a new card to replace it.
 - After resolving their token, each player draws bonus cards based on the token that they played.
 - A player who played a royal token draws 1 bonus card.
 - A player who played the mulligan token draws 2 bonus cards.

Keep all of the turn tokens you reveal out in front of you. You can't play them again until the next round. Royal tokens should be kept next to the cards they were played with to track how many matches each player has with each royal.

Drawing cards

If you ever need to draw cards and the ingredient deck is empty, immediately shuffle the discard pile and make it the new ingredient deck.

You have a maximum hand size of 7 cards. If you already have 7 cards in your hand, you cannot draw any more cards.

Scoring

After the final turn of each round, each player earns money based on their performance in the round.

For each royal:

- The player(s) who made the most matches with that royal's order earns that royal's tip.
 - In the case of a tie, the tip is split evenly among the tied players. Any excess is left on the royal's card, increasing their tip for the next round.
- The other players earn wages instead: one penny for every two matches they made with that royal's order.
- If no players made any matches with that royal's order, that royal's tip is returned to the supply.

Ending the round

Resolve any specialties that occur at the end of the round.

- If multiple specialties trigger, resolve them in alphabetical order.

If the order decks are empty (i.e. at the end of the fourth round), the game is over!

- The player with the most money wins the game.
- If there is a tie, the player with the most cards still in hand wins the game.

Otherwise, continue onto the next round.

- All ingredient cards played in the last round are discarded.
- Everyone takes back all of the turn tokens they played.
- Each player draws 2 cards.