

IN THE BOX

127 TOTAL CARDS

1 x Rulebook

4 x Cut to the Chase! Quickplay cards

33 x Tailor cards

6 x Sew Long (All)
6 x Sew Long (Female)
6 x Sew Long (Male)
1 x Tribute to the Emperor
2 x Tribute to the King
3 x Tribute to the Queen
2 x Spin a Yarn
2 x Sew What!
3 x Fabric of Reality
2 x 100% OFF Coupon

33 x Royal cards

11 x Androgynous
11 x Female
11 x Male

57 x Attire cards

19 x Androgynous
19 x Female
19 x Male

ONCE UPON A TIME...

...two tricky twins found themselves in an area ruled by a vain and shallow Emperor.

Posing as eminent tailors, the twins went to the Royal Court and proclaimed their clothes to be the finest in all the land. They said only the smartest and worthiest of people could even SEE their finery, let alone afford it!

One after the next, the Emperor's fellow Royals, failing to see the clothes but not daring admit it, informed the Emperor it was indeed the finest attire in all the land.

In this way, The Emperor's New Clothes became the hottest new trend! The fashion spread from Court to Court, and the "Tailor Twins" were the names on everyone's lips.

And everyone...

was naked.



WINNING!

Be the last clothed Court standing:

Use your wit and skill to become the last remaining player with a clothed Royal in Court.

Don't become the BUTT of the joke!

RULES OF ENGAGEMENT

Naked Court is about keeping your Court clothed, while denuding your rivals.

You can do this in a few ways: by *converting* their Attire to INVISIBLE, by *buying* it off them directly, or by *bankrupting* the clothes right off their back!

Much of the work of denuding your opponents is done using Tailor Cards: In order to play a Tailor card, you must pay The Tailor's Fee next to the scissor graphic  on the card. But be careful! You often pay with the very thing you need to win...*your clothes!*



Naked Court is played in two distinct parts:

Act 1: The Royal Entrance

Act 2: The Battle Royale

SETTING UP

1. Shuffle the cards and deal 6 to each player, face down
2. Put the remaining cards face down in the center to create a DRAW PILE
3. Look at your cards, but keep them private
4. Dealer goes first and decides the direction of play

Note: Once you reach the end of the DRAW PILE, simply reshuffle the DISCARD PILE and flip it over to create the new DRAW PILE.

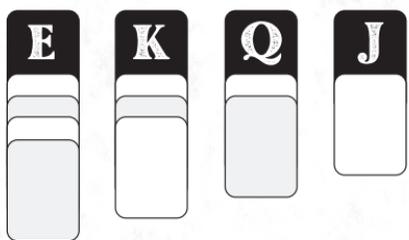
A STORY IN TWO ACTS

ACT 1: THE ROYAL ENTRANCE

The game begins by assembling your Court, which consists of an **Emperor**, **King**, **Queen**, and **Jack**.

An **Emperor** wears up to 4 Attire cards, a **King** wears up to 3, a **Queen** wears up to 2, and a **Jack** wears just 1 piece of Attire.

A fully-dressed Court will look like this:



A **Wild** Royal is identified by the star  symbol and may be installed into any Royal role (but they still have a fixed gender)

During **the Royal Entrance**, no Tailor cards may be played. They can only be held or Swapped 1 for 2. (see "ON YOUR TURN")

A Royal must always arrive to Court wearing 1 piece of Attire.

Once a Royal has been installed, it cannot leave Court, but a **Wild** Royal may switch roles, as long as they're not wearing more than the maximum allowed Attire for that role.

THE DRESS CODE

All Attire cards and Royal cards are gendered: **green** is **Androgynous**, **pink** is **Female**, and **blue** is **Male**.



An **Androgynous Royal** wears **Male**, **Female**, and **Androgynous** Attire

A **Female Royal** wears only **Female** & **Androgynous** Attire

A **Male Royal** wears only **Male** & **Androgynous** Attire

ACT 2: THE BATTLE ROYALE

Act two begins when all players' Courts are fully present, and every Royal has arrived outfitted in at least 1 Attire card. From this point on the Tailor  cards can be played, and players will work to denude each other's Royals.

Tailor cards have a major impact on the game, and you must pay the associated Tailor's Fee  to play them. Play a Tailor card into the DISCARD PILE in unison with the fee that card demands.

Whenever you pay any cost, you may use any combination of **VISIBLE** Attire cards from your Court and/or your hand, as well as Royal cards from your hand, worth **4** each

When an Attire card is converted to **INVISIBLE**, flip it over. If it's converted back to **VISIBLE**, flip it around to face you once again

Attire is converted to **INVISIBLE** from the **BOTTOM** Attire card to the **TOP** Attire card in the stack



Attire is converted to **VISIBLE** (when using a *Fabric of Reality* card) from the **TOP** Attire card to the **BOTTOM** Attire card in the stack

When a Royal has been completely denuded, ALL Attire cards beneath that Royal go into the DISCARD PILE. That Royal becomes **NAKED** and is **OUT** of play, remaining on the table for all the world to see *until the game is over*.

When a player's entire Court is fully **NAKED**, they are out of the game and their cards remain out of play.

ON YOUR TURN

1. REFRESH YOUR HAND TO 6

Pull enough cards from the DRAW PILE to bring your hand to 6 cards total. If you already have 6 or more in your hand, you may begin your first move. There is no limit to the number of held cards. If you have 6 or more, however, you will not Draw additional cards at the beginning of your turn.

2. TAKE UP TO 3 ACTIONS

You may choose to play 1, 2, or 3 actions, and you may end your turn at any time, or skip it completely. Possible Actions include:

★ **Install a Royal**

Play a Royal with 1 piece of compatible Attire from your hand into any available spot. If you install a Royal into an opponent's Court, immediately replenish 2 cards from the DRAW PILE pile into your hand.

★ **Dress a Royal**

Place an additional Attire card onto a compatible Royal.

★ **Buy rival Attire**

During Act 2: "The Battle Royale", you may spend **15** to buy one piece of **VISIBLE** rival Attire (from the bottom of the stack). The fee goes into the DISCARD PILE, and the purchased Attire goes into your hand.

★ **Play a Tailor card**

Play the Tailor card into the DISCARD PILE along with the Tailor's Fee  that card requires. Pay with any combination of cards in your hand and Court to reach that sum.

★ **Swap Attire**

Swap 1 Attire card for another Attire card in your Court and / or hand

★ **Draw a card**

If you have less than 6 cards in your hand, Draw 1 card from the DRAW PILE

★ **Swap a card**

If you have 6 or more cards in your hand, Discard 1 card from your hand and Draw 1 card from the DRAW PILE. Royal and Attire cards swap out 1 for 1. Tailor cards swap out 1 for 2.

