Guest of Honour

You and your associates are criminals. You have all done terrible things, each for your own motives. Today, you have all met here for one reason: you await the arrival of the guest of honour, who has had a sizeable price put on their head. With nothing else to fill the silence, you have a conversation.

Introduction

In Guest of Honour, three to five associates have a conversation about a fellow criminal who has had a hit put on him, and who will arrive soon. Whether you are here to end them, save them, or even end another associate, will be made clear in the conversation to follow. To play this game, you need two coins and fifteen tokens of any kind per associate.

There is no setting for *Guest of Honour*; it is up to your group to decide whether this is a noir back alley, a high fantasy tavern, or even just a game of poker. Setting helps give guidance to the answers, but more importantly, just who is the Guest? Are they Kurtz, from *Heart of Darkness*? Felix Hoenikker from *Cat's Cradle*? John Coffey from *The Green Mile*? Is the Guest Bill from *Kill Bill,* or are they the Bride? You'll decide as you play together.

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Playing the Game

In *Guest of Honour,* there are five rounds of conversation, each answering questions about aspects of the Guest and the associates' relationship to them. Within each round, each associate will have a turn to answer the round's primary question, and the other associates will build out the thread until everyone is satisfied. On each associate's turn, everyone will flip two coins: a tone coin and a truth coin. The tone coin dictates whether your part of the conversation for that turn is positive (heads) or negative (tails). The truth coin will dictate 2 aspects:

- If you are the turn's answerer, it will dictate if you telling a truth (heads) about the Guest, or if you are telling a lie (tails)
- If you are not the turn's answerer, it will dictate whether you accept (heads) the answer and build on it, or are skeptical (tails) and try to poke holes in the story, based on your tone coin.

Once all five questions have been answered, everyone will have the chance to perform one action, in order of whoever has the greatest familiarity to the Guest. To determine familiarity, each associate will start the game with 5 familiarity tokens. As each turn ends, you must give at least one token to any associate you feel demonstrated familiarity with the subject, either negatively or positively. At the start of each new round, add another 2 tokens to your pile.

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Game Order

Starting the conversation

Determine your setting and location. Where are you? Who are you? What do you have to act with at the end of the conversation? (This last thing can be kept secret until you act) Once that's ironed out, begin the conversation. Have someone start and as each turn ends, another associate picks up the question until everyone has answered.

The Questions

1. How did you meet the Guest?
2. What is the trait you most associate with the Guest?
3. What was your most intimate moment with the Guest?
4. What happened the last time you saw the Guest?
5. Reveal a secret

Arrival

Once all questions have been answered, the Guest arrives. Each associate will count their familiarity tokens and the most familiar associate will have the chance to perform one action, followed in turn by every other associate in order of familiarity. For your action, you can do anything, but it must be focused to one person in the room, whether that's the guest, another associate, or yourself – you simply don't have time to do anything else. If you attempt to kill another associate, their turn moves up in the order, as a last act of a dying person.

When everyone has performed one action, it's time to turn out the lights and go home…feel free to epilogue your encounter, if you lived to tell the tale.

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