



Alexandros Kapidakis

The flamboyant and hard working Jesters were the living televisions of the middle ages. Whenever the King or Queen, desired entertainment, comedy or even advice the Jester was there to provide it. They were always pushing the boundaries of satire and in most cases that cost them their life. Constantly learning new tricks and improving their trade the Jesters were anything but fools. Can you live up to these high standards?

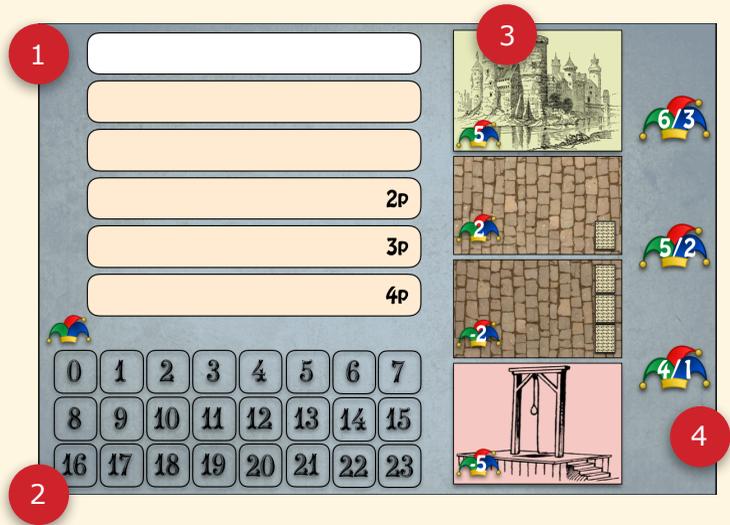
Objective

In *Jesters*, you strive to become the most renowned Jester of all the kingdoms by completing Performances for the monarchs. Using your learned Techniques, you will need to perform at your best in order to stand out from the competition. Riskier performances offer more Fame, but be careful as the patience of the high society is very thin, and bad results can lead you to the gallows and to your death...

Components

- Main board

On the Main board you will find the Performances you will have to complete (1), a scoring track for any extra Fame you earn during the game (2), the Failure track(3) and the majorities scoring(4).



- 38 Performances

These are the main focus of the game. You will have to complete Performances in order to earn Fame and their type symbols. Each Performance has different requirements and awards Fame and one or two type symbols. You will be using these symbols to win majorities at the end of the game. As soon as a player completes a Performance it is removed from the board and a new one is revealed.



- 5 Favorite Performances

The Favorite Performances work exactly like the regular Performances with two exceptions. Firstly, they don't award Fame but instead offer Gifts. Secondly, several players can complete them, and they are only removed from the board at the end of the round. The Favorite Performances will also denote which combinations of symbols players need to gather to earn the majorities, at the end of the game.



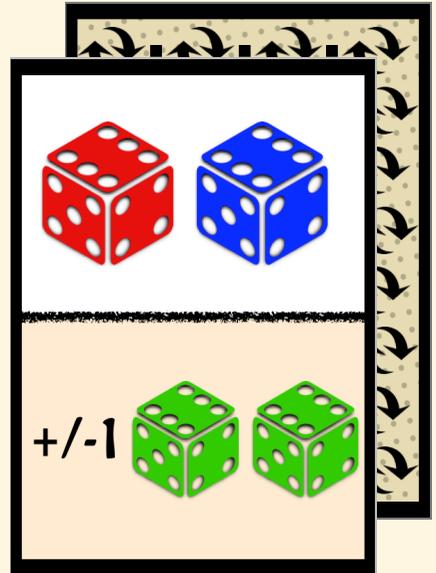
- 20 Techniques

The dice of the game. You will roll Techniques, manipulate their result if you want, and complete Performances with them.



- 50 Jest cards

These cards are your main tools. You can use each Jest card in three different ways, but as soon as you use it you have to discard it. So you have to decide in which way you will use each card. The top part of the Jest card will allow you to learn new Techniques, while the bottom part will offer you manipulations of rolled Techniques. You can always discard a card and reroll any Technique(s) you want.



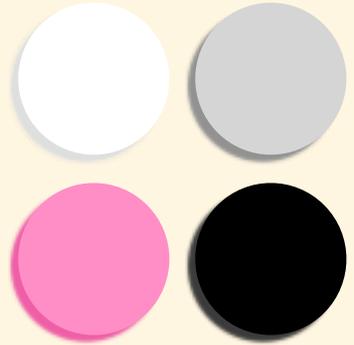
- 25 Gifts

The Gifts offer powerful abilities that will help you during your Performances or offer you extra Fame. They also offer one type symbol.



- 8 player disks

Each player will have two disks in their chosen color. You will use one to keep track of your Fame, and the other in the Failure track.



- 1st player card

This card denotes the 1st player of the round. Also the player that holds this card at the end of the game will gain 3 extra Fame.



Setup

1. Place the Main board in the middle of the table.
2. Separate the Performances from the Favorite Performances and shuffle them, individually. Draw one Favorite Performance and place it in the corresponding spot on the Main board. Place the rest in a face down pile, near the board. Then, draw as many Performances as the number of players plus one and place them below the Favorite Performance. Place the rest in a face down pile, near the board.
3. Shuffle the Jest cards and give 5 to each player. Place the rest near the Main board.
4. Shuffle the Gifts and give 1 to each player. Place the rest near the Main board.
5. Each player chooses a color and places one of their disk in the "0" spot of the Fame track and the other on the castle, in the Failure track.
6. Remove from the game one Technique per color if you are playing with 3 players, and two if you are playing with two players.
7. The player wearing the most colors receives the 1st player card for the first round of the game.

$? + \dots \geq 9$ 5

$\frac{1}{3} \frac{2}{4}$ $\frac{2}{5} \frac{1}{6}$ 2

$\neq \neq \neq$ 5

\times $\times + 1$ 4

$? + ? \leq 6$ 3

4p

5

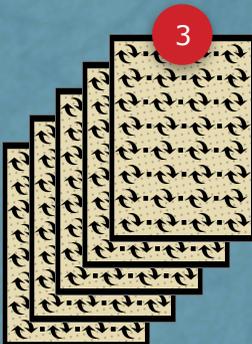
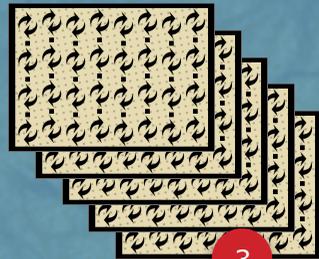
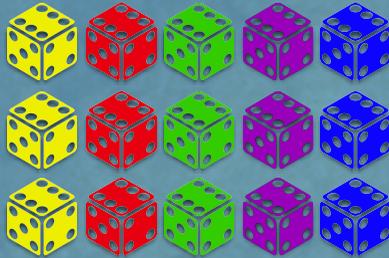
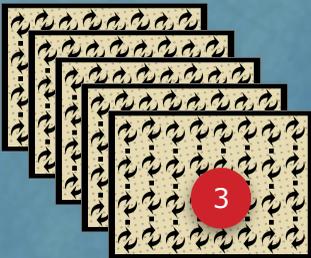
1	2	3	4	5	6	7	
8	9	10	11	12	13	14	15
16	17	18	19	20	21	22	23

5 6/3

2 5/2

2 4/1

5 1



Round order

The game lasts 3 rounds, and each round has the same structure.

Starting with the 1st player and going clockwise, you will either take an action or pass. When all player have passed the round ends.

There are two available actions:

- **play one Jest card to learn new Techniques (gather dice)**

In order to learn new Techniques you have to spend exactly one Jest card. You will discard that card and take from the middle the corresponding Technique(s). Note that the Techniques are finite, so if there aren't any Techniques of the color(s) shown on the Jest card you played, you can't take them. Place the Techniques in front of you, and the next player in turn order will now take their turn.

- **try to complete a Performance (roll dice)**

If you feel ready, you can try to complete a Performance. Firstly, indicate which Performance, from the available ones in the Main board, you will try to complete. Then, select which Technique(s), from the ones you already have learned, you will use. You can use as many or as few Technique(s) as you want. Roll them! If you need to, you can spend Jest cards to manipulate the rolled results, or use Gift(s). The bottom part of each Jest card offers specific manipulations, whereas by discarding any Jest card you can reroll any Technique(s) you want, once.

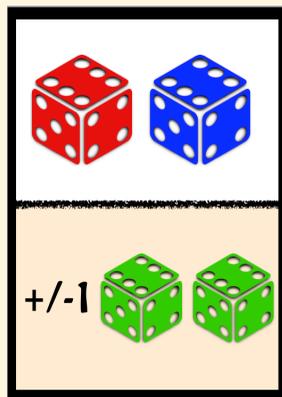
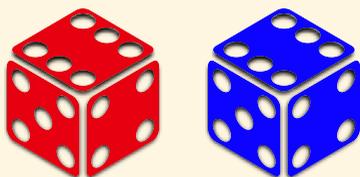
All the manipulations are “up to”, for example a Jest card that offers +/-2 to a purple Technique can also be used as +/-1.

If you succeed in completing the Performance, remove it from the board and place it in front of you, you will score it at the end of the game. Fill the empty spot with a new Performance from the corresponding pile. Return **all** the Technique(s) you used back in the middle.

If you fail, progress to the next spot in the Failure track. If this is the first time you failed, immediately draw a Jest card. If this is your 2nd failure, draw three Jest cards. If this is the third time, you can no longer take any actions. You will not participate in the rest of the game, but you will get to participate in the final scoring. **When failing in a Performance you get to keep the Technique(s) you used**, and the Performance remains on the board.

Example

Mark for his turn will play this Jest card to learn two new Techniques. He will get one red and one blue Technique from the middle, and he will discard the Jest card used.

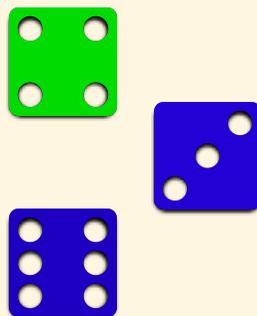


Joan is next, and she will try to complete a Performance!

She chooses this Performance and she will use these three Techniques.

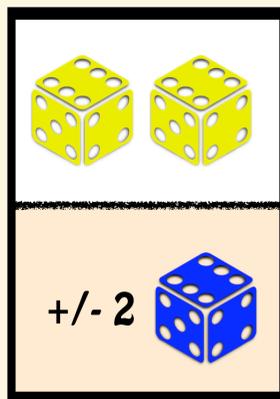


She rolls the Techniques and gets these results. The Performance requires two same numbers, with at least one them being blue.



Joan will discard this Jest card to add 1 to the 3 blue Technique, giving her a pair of 4s.

She returns in the middle all three used Techniques and takes the completed Performance in front of her. A new Performance will now be revealed.



Gifts

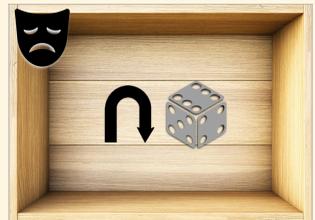
When you complete the Favorite Performance of the round(white background), you will immediately receive a Gift! You will not get the Favorite Performance tile but you will draw two Gifts and keep one. Place the kept Gift face up and in front of you. **You can use as many Gifts as you want whenever you try to complete a Performance, but each Gift can only be used once per round.** Rotate it 90° to denote that it is used. You will refresh them at the end of the round. When you earn Fame from used Gifts immediately mark it in the Fame track. Gifts also have type symbols, that will help you in the majorities at the end fo the game.

Example

Joan is trying to complete this Performance. She has rolled this Techniques.



She will now use this Gift to turn the green Technique to its opposite side, thus completing the Performance.



She will also use this Gift to immediately earn two extra Fame, as she used a green Technique in a completed Performance.



When **passing**, return all of your learned but unused Technique(s) in the middle of the table. You will not participate in the rest of the current round. The first player to pass on a round receives the 1st player card.

When all players have passed, the rounds ends. When a rounds ends, remove the Favorite Performance and place it in the top most available spot of the majorities, to the right of the Main board.

Then reveal a new Favorite Performance, and give to each player 5 new Jest cards. Skip this last step if this is the 3rd round and proceed to final scoring.

End of Game

After the 3rd round, players will calculate their Fame.

Firstly, you will resolve the three majorities for the type symbols. In the right part of the main board, you have placed three Favorite Performances throughout the game. Each spot will award Fame to the players with the most gathered symbols that match the symbols on the Favorite Performance next to it. The player with the most matched symbols will earn the higher Fame written whereas the second player will receive the lower Fame written. Count symbols from completed Performances and earned Gifts. In case of a tie for the first place, add the two numbers and divide by the amount of tied players. This is the Fame that players will receive.

In case of a tie for the second place, divide the written number by the amount of tied players. Always round down. You can mark your Fame in the Fame track.

Then, add or subtract Fame depending on your position on the Failure track (+5, +2, -2, -5).

Also add 3 Fame if you hold the 1st player card.

Lastly, add Fame from your completed Performances.

The player with the highest sum is the winner!

In case of a tie the player with the most Gifts, among the tied players, is the winner. In case of a further tie the player with the most Jest cards still left in his/her hand, among the tied players, is the winner.

Congratulations, you are the most renewed Jester of all the lands!

Go and enjoy your victory!

Clarifications



= Mime



= Magic



= Juggling



= Music



= Satire



= Comedy



= Advice



= Bad News



= Drama



= Entertainment



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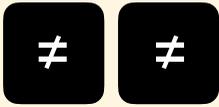
= sum of Techniques



= two same numbers



= two numbers in numerical order



= two different numbers



= 4 and above



= any Technique



= any color



= reroll



= turn to the opposite side

+



= get any one extra Technique



= change the color of any used Technique(s) to green.



= earn 2 extra Fame if you

- complete a Performance of this type

- use that color in a completed Performance.