



Quick rules

Setup

Place the board on the table, and the 14 Characters next to it, except the Jester, who is immediately placed on floor 3 of the Castle. Give each player:- a card and a score token of the same color (placed on square 20)- a random Favorites card, face down (he can look at it)- Vote cards: 1 Yes (crown), 1 Stomachache (silhouette), and NO cards according to the number of players: 4 cards for 2-3 players, 3 for 4 players, 2 for 5-8 players.

Placement

Starting with the 1st player (designated as you wish), each player in clockwise order places a Character on floors 1 to 4 of the Castle. No more than 4 Characters/floor. When all players have placed as many Characters, the remaining Characters go to floor 0.

Game

Starting with the 1st player, each player in clockwise order moves a single Character up a single floor. No more than 4 Characters/floor.

WC: a Character can be moved up to one of the WCs on floors 3 and 4 (to the right of the Castle) only if the WC is empty and if the floor itself already contains the limit of 4 characters.

Subsequently, a player can use his turn to take a Character out of his WC, only on the same floor, and if the floor limit is no longer reached.

Vote

If a player moves a Character up to the Throne Room, a vote is taken immediately: all players place one of their Vote cards face down in front of them simultaneously. Then they are all revealed:

- **Refusal:** a single Refusal (or more), the Character is not crowned. The first refused is placed in the dungeon to the left of floor 3, the second in the dungeon on floor 2, the third in the dungeon on floor 1, the following ones in the box.
- **Stomachache:** if only one (or more) Stomachache was voted, the election is canceled anyway. The Character goes back down to floor 5.
- **Yes:** if all players voted Yes, the Character is crowned. This is the end of the round. Each player reveals their Favorites card and scores points according to the value of the floors they are on. Characters in the toilets or in the box give 0 points, those in the dungeons lose as many points as the floor of the dungeon.
- **The Jester:** if the Jester is crowned, the points are reversed. Players lose points according to the value of their Favorites' floors, and they gain points for their Favorites in the dungeons. If the Jester is refused, he returns to floor 3 and remains in play. In the event of a Stomachache vote, he returns to floor 5.

**WARNING: in all cases, the NO and Stomachache vote cards played by the players are lost for the round and put aside.
The YES cards are always kept.**

End of the game

The game is played in 3 rounds.

At the beginning of each round, we start again exactly as at the beginning of the 1st: secret favorites card for each, jester on floor 3, placement of the characters on floors 1 to 4, then play.

At the end of the 3rd round, after the 3rd coronation, the player who totals the most points is the winner.