

**Jester's Court, Suit Thyself!**  
"A boardgame for 2 to 4 players"  
TableTopia Instructions

The object of **Jester's Court, Suit Thyself!** (JCST) is to claim four different banners by moving your Mage past each of the four board edges of the playing area, and to keep the other players from doing the same. The game is played on a 22 x 22 square grid. Each side of the board is represented by a playing card suit.

Playing cards are used to determine the direction and number of spaces a Mage can move and also hinder your opponent. Six-sided dice are used to roll for combat.

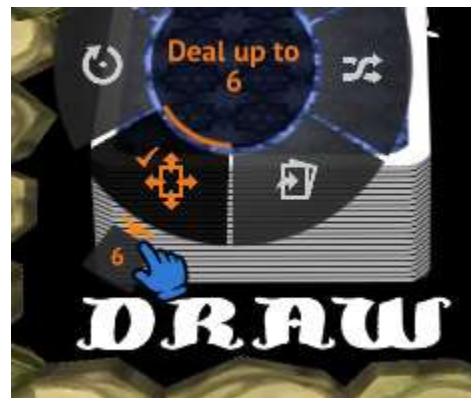
(Game Setups on TableTopia for 3 and 4 player games of JCST are coming soon)

### Game Setup:

Each player should "Take a Seat" by clicking on the + in the color they want to play. The player will control the Mage and other components matching this color.

#### Deal Cards:

Each player should right-click on the Draw pile and select "Deal up to 6" and "6". When cards are played they are placed in the Discard pile face up.



#### Determine Player Order & Deployment:

Each person rolls their die to determine who goes first. The person with the lowest roll places their Mage in one of the four starting squares in the center of the board (with red or black background).

Other players place their Mages in ascending order of their dice roll. This means the player with the highest roll deploys their Mage last. Once all mages are deployed, the highest roll goes first.

For 3 to 4 player games, an additional reference card with color markers along the edge of the board is used to track the player order to use during the game.

#### Health:

Players start with six life points as shown on the round counter matching the color for each player. When a player loses or recovers health, right-click on the counter and select "Modify" and "+1" or "-1". You may also press the SpaceBar or Double-Click when the mouse cursor is over the Counter to adjust the health value up or down.



## Turns:

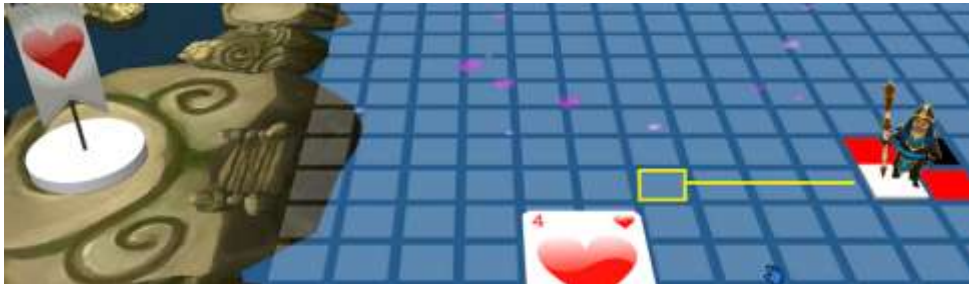
Each turn consists of two phases. In Phase One you will move, in Phase Two you will attack or hinder the other players.

### Phase One:

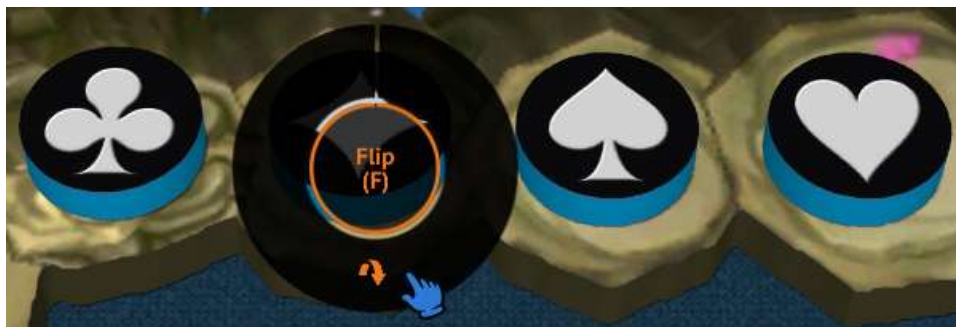
Phase one is your movement phase. You must move your Mage by playing one of your movement cards. The 2 through 10 numbered cards are used for moving your Mage that number of spaces in the direction of the suit played. Hearts move in the direction of Hearts. Spades, Clubs, and Diamonds are all moved in the same respective way.

All moves are conducted in a straight line either Up, Down, Right, or Left. The number on the card is the number of spaces moved.

In the example below, the 4 of Hearts will move the Blue player four spaces towards the Hearts side of the board.



Once you go off the edge of one of the suit sides, you gain a token of that suit and place your Mage back on one of the four starting squares in the center of the board. To show a suit has been claimed, right-click on the round suit token and select "Flip" or with the mouse over the token press "F" on the keyboard. The token will flip to the claimed side with a white background.



**Note:** You cannot move through or stop on another player's Mage. Any movement you would have remaining is not counted. You can also move your own Mage off the edge of a suit you already have to reset your position to one of the starting squares in the center of the board.

If you have no movement cards (2 to 10) in your hand for Phase One, you may use a Jack, Queen, or King to move one space towards the direction of the suit on the card.

## **Phase Two:**

Phase two is where you attack or hinder other players with 1 of 5 different options:

- \* Play a numbered card (2 to 10) to move another player's Mage away from or towards a board edge
- \* Play a Jack, Queen, or King court card to attack other Mages
- \* Play an Ace to deal one automatic point of damage to all other Mages (-1 to Health)
- \* Play an Ace to heal one point of damage on your own Mage (+1 to Health)
- \* Play a Joker card and place or move your Menhir blocking token on the game board

## **Attacking:**

The court cards: Jacks, Queens, and Kings are played to attack another Mage. When an attack is declared, all designated players roll a die. If the attacker rolls higher, the other player's Mage takes a point of damage. If the defender rolls higher no damage is done. All defender ties are rerolled.

If you are playing with 2 or 3 players, a court card is worth one attack on each opponent. If you are playing with 4 players, Jacks may only force an attack on one other player, Queens allow you to attack two other players, and Kings allow you to attack all players.

If a player's Mage is wounded while at one health, that Mage is sent back to the middle starting squares on the board, but the six health points are restored.

As a penalty that player must choose and return one of the suit tokens if they have collected any (use "Flip" of the suit token back to the unclaimed side with a black background).

## **Menhir Blocking Token:**

Placing a Menhir blocking token can be useful to keep your Mage from being moved in a direction you don't want, or to keep another player from going a direction they want.

Once your blocking token is placed it remains there until you get another Menhir card and can move it again. Blocking tokens cannot be placed on a starting square. If a Mage is blocked by tokens on all four sides, it is immediately placed on one of the starting middle squares in the center of the board.

In the example below, the Blue player has played the Menhir card and moved the Menhir token in front of the Red player to block their movement towards the Heart side of the board.



The number of Menhir cards will be determined by the number of players (2 Menhirs per Deck of Cards):

Number of Players	Number of Menhir Cards in Draw Pile	Number of Decks in Game
2	2	1
3	4	2
4	6	3

#### Draw Cards:

After completing Phase Two, right-click on the Draw pile and select "Draw" and "2" to bring your hand back to six cards.

If the game continues where all cards have been drawn, the deck is reshuffled to form a new draw pile.



#### Winning the Game:

The first player to claim all four suits wins!