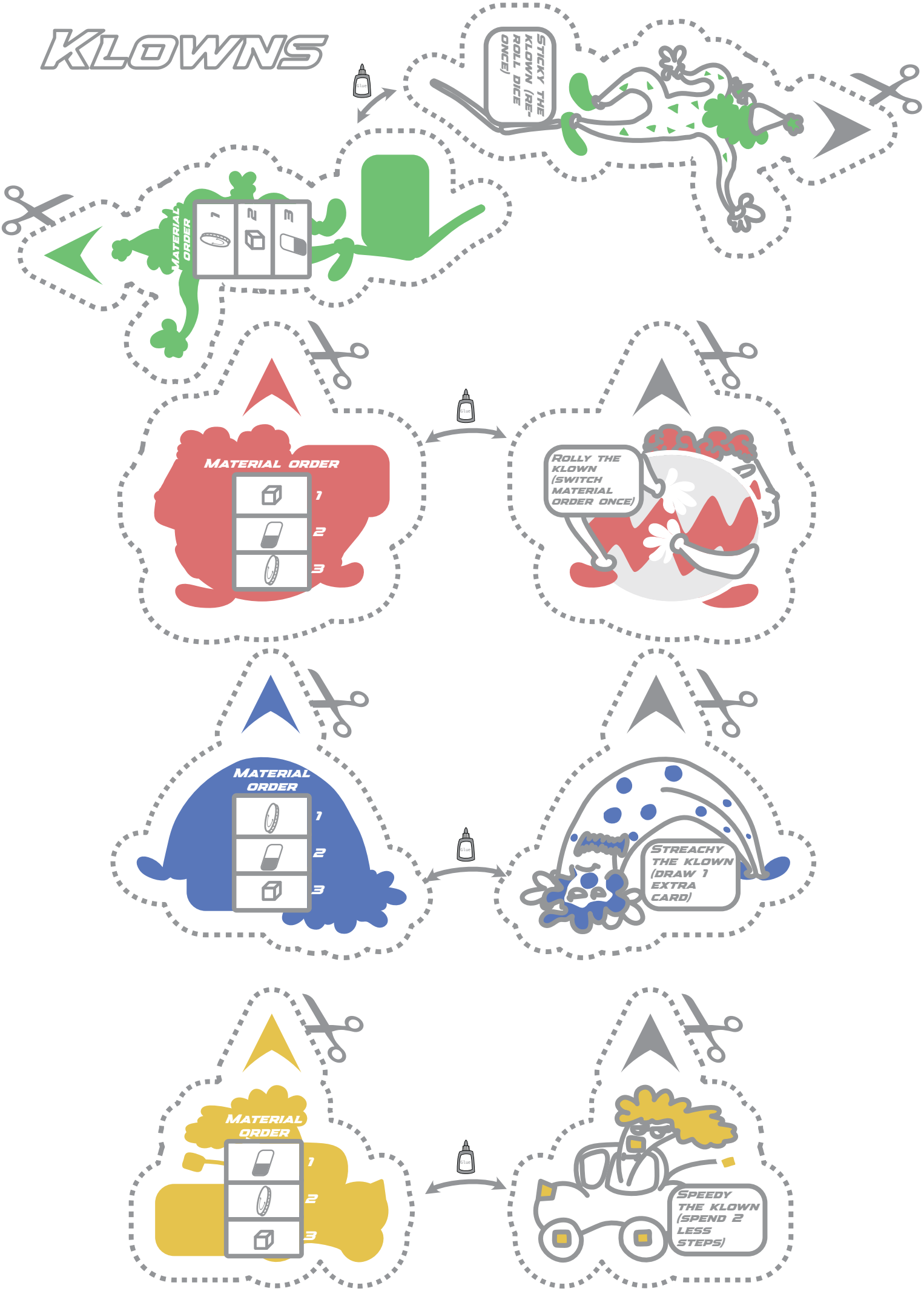
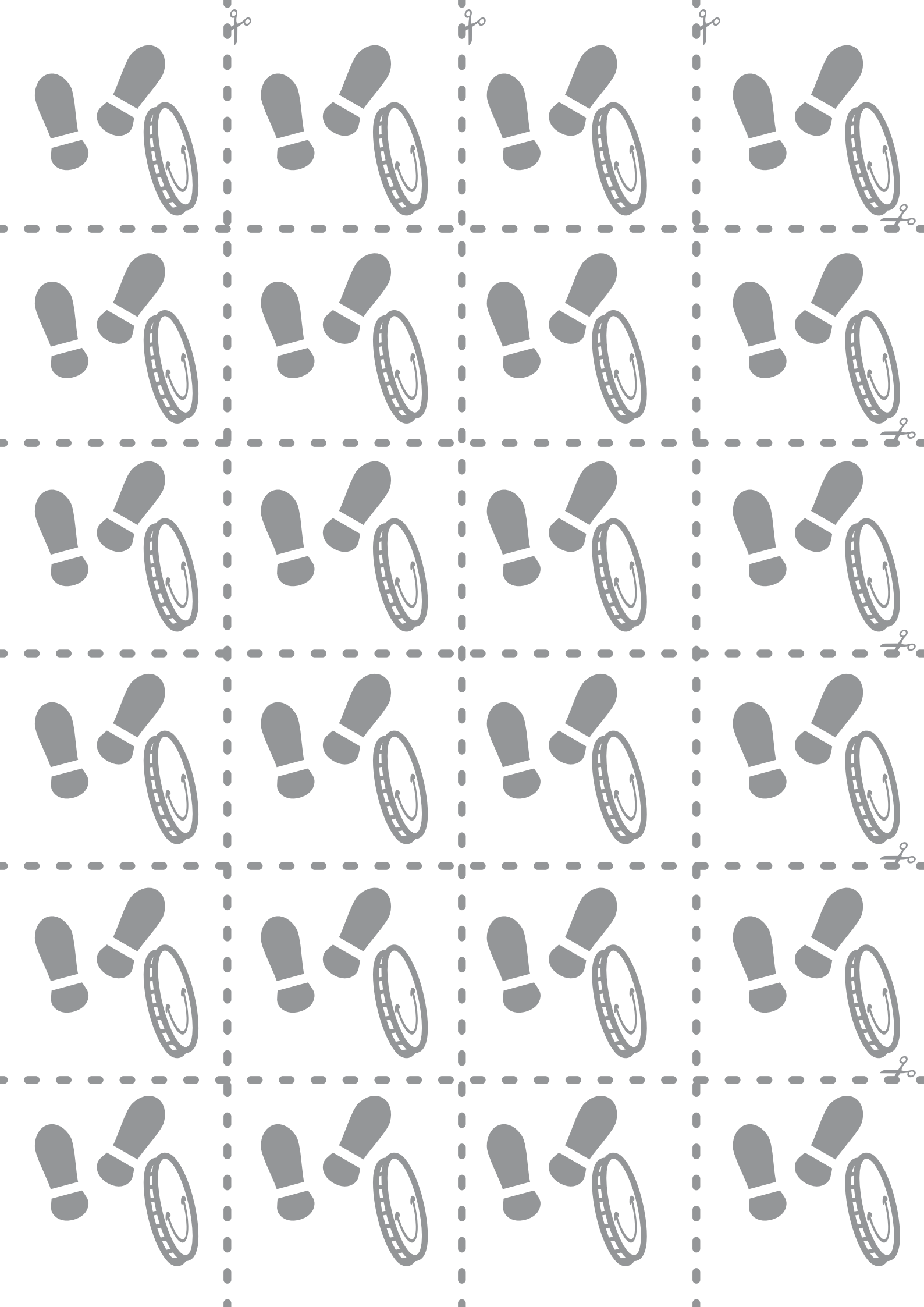
KLOWNS

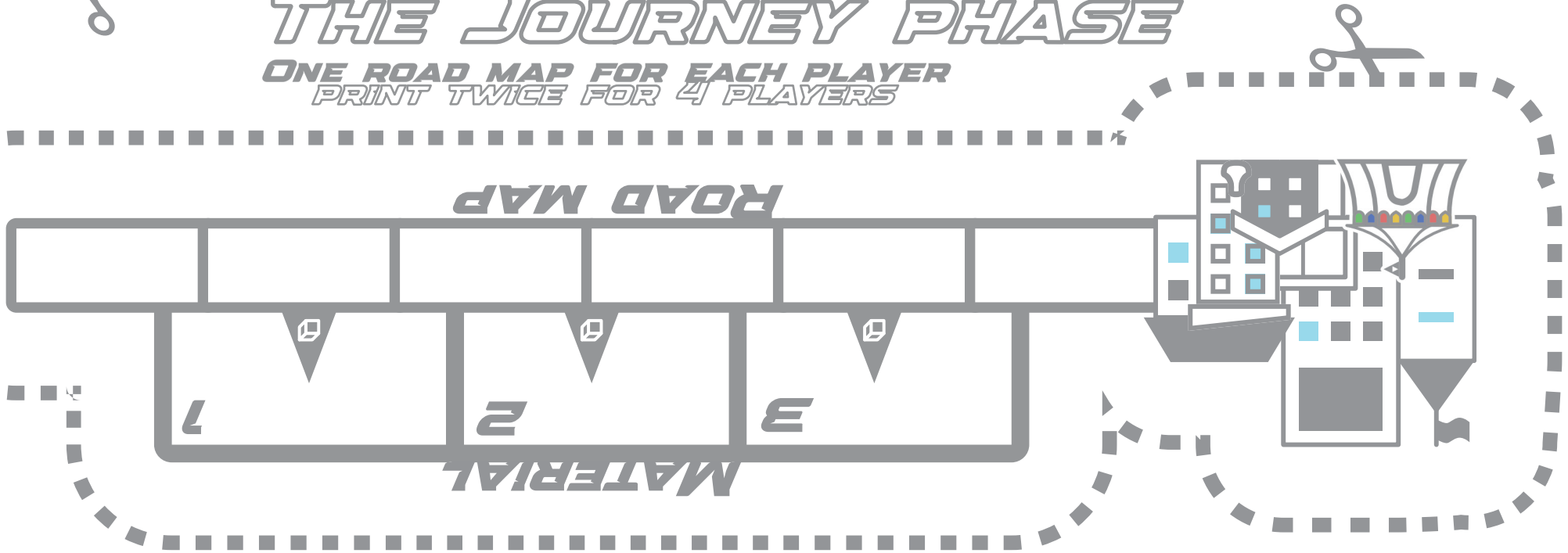

STICKY THE KLOWN (RE-ROLL DICE ONCE)
MATERIAL ORDER
1
2
3
MATERIAL ORDER
1
2
3
ROLLY THE KLOWN (SWITCH MATERIAL ORDER ONCE)
MATERIAL ORDER
1
2
3
STREACHY THE KLOWN (DRAW 1 EXTRA CARD)
MATERIAL ORDER
1
2
3
SPEEDY THE KLOWN (SPEND 2 LESS STEPS)

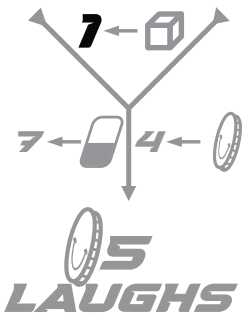


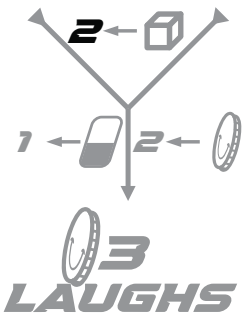
The Journey phase

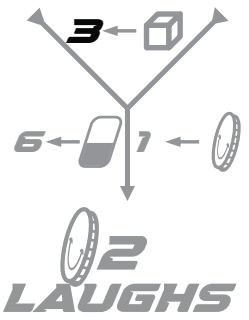
One road map for each player

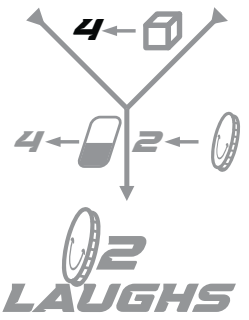
Print twice for 4 players

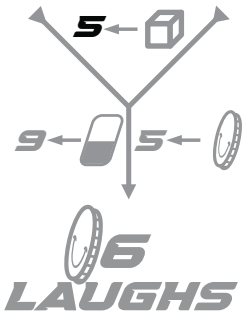


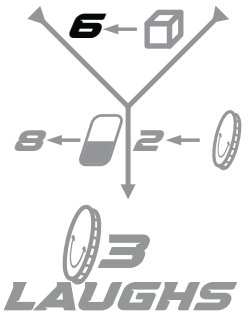


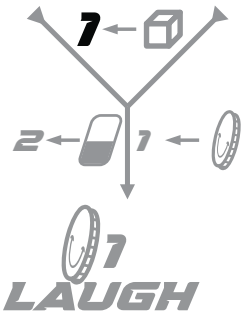


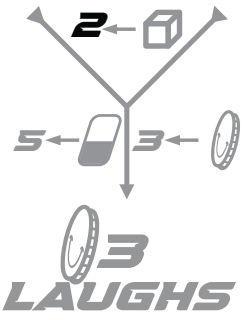


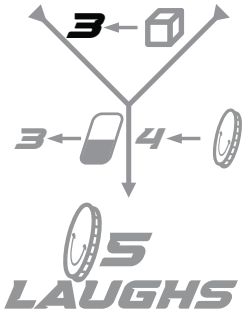


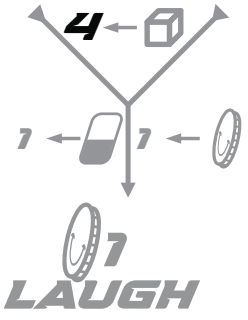


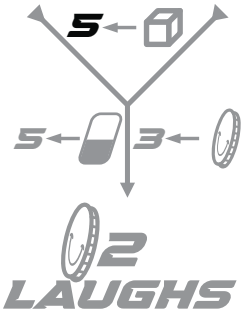


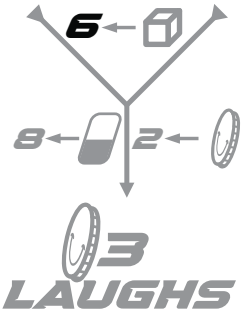


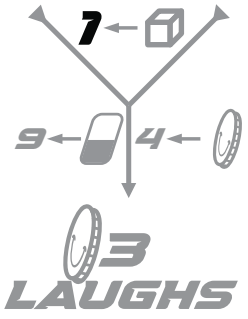


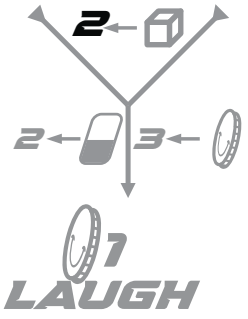


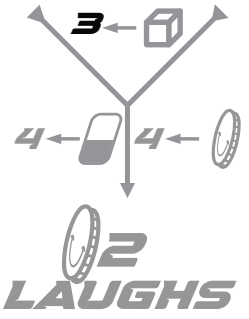


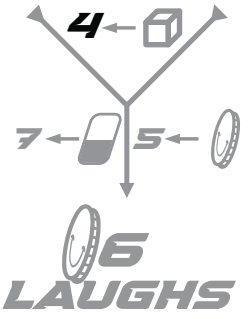


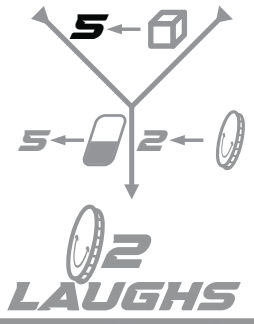


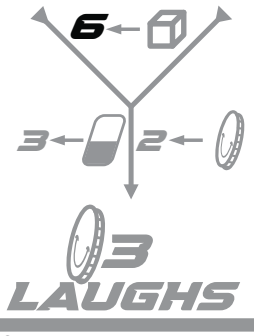


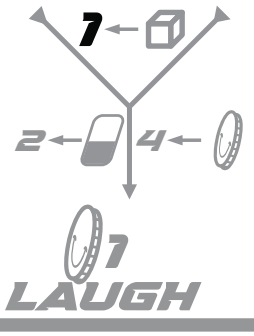


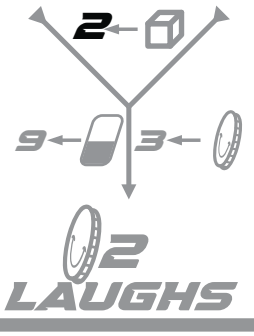












The show phase

Here the score for each klown will be set. The Klown will perform if he reaches the town and has all the material needed for the joke. Each klown forms a joke differently, so they must have the material in the correct order to perform in the show. The numbers on the punchline cards and the dice, as well as the number of number of delivery tokens stored can indicate the amount of points a player will recieve from the grid above. If your combination isn't shown on the grid, then you have failed (bommed) the show.

Punchline cards

2 more
Before show
1

1 more
2

-1
Before show
3

Go to town now
4

Draw another and choose one
5

1 more
After show
6

Change cards with another
7

Play your turn again now
8

Roll 2 dice, pick one
9

RULES

YOU WILL NEED:

AIM: Collect the most laughter points to win.

SETUP: Cut out all the paper parts (Stick each klown face with its back. Stick the container envelop aogether at the indicated parts). Pick a Klown. Determin the turn order by drawing punchline cards . the lowest number starts first, followed by the 2nd lowest and so on. Give each player their player identity tokens, 1 road map and 6 step and delivery/laughter tokens

GAMEPLAY: There are 3 phases in the game: the Journey phase, the Show phase, and the refresh phase.

The Journey phase: the player has 2 actions in that phase: spend step tokens to reach the town (1 step token = 2 steps) / Get a setup effect (spin and throw your identify token on the stash tile, your player arrow points at the effect gained. place that effect on yout road map) / collect punchline card (draw a card, apply the effect) / convert unused step tokens into delivery tokens . Once a player reaches a town, their show phase will immidietly begin.

The show phase: Once the klown reaches the town, they will give a preformance to try and make the people of the town laugh. The player will only give a show if they have accumiliated the necessary joke material in the correct order for that klown (look at the back side of your klown avatar). If they did not, then they will immidietly start the refresh phase bafore starting the journy phase on their next turn. If the player fulfilles the klown's conditions to give a joke, and the collected material is found on the show grid, convert <u>delivery</u> points into <u>laughter</u> points as indicated on the show grid; A player will keep the laughter points in the laughter token stash , but will discard the rest in the refresh phase.

The Refresh phase: Return the step and delivery tokens, the punchline card, and the setup dice to the stockpile. Draw 6 step and delivery tokens (or take only what is avaliable). Next, the player will start the journey phase again on their next turn.

SETUP DICE EFFECTS

BEAUTIFUL NATURE
you followed a butterfly and thought of a great joke. <u>Advance 1 step</u>

WHAT'S THIS?
You found the legendary funny bone. now you'll be the funniest! <u>Take 1 laughter point from another player, if they have one</u>.

NEW COSTUME
You found a new klown kostume set... hey, there is a joke here... but what is it? <u>Choose an ability of a different playing klown character to use this turn</u>.

MIDLIFE CRISES
You suddenly thought about your life, your choices, and how you get here... You wondered if you have maybe made a wrong turn somewhere. <u>Lose 2 laughter points now, but store 3 laughter points after you perform in your stash</u>

FUNNY JOKE... RIGHT?
You smiled and remembered a joke about a cat and a mouse. You smile and creep everyone you see. <u>If you perform but do not score in the show phase, get 1 laughter point</u>

NOT FUNNY?
The show did not go well, everyone is booing, so you grab a canister of laughter gas and spray! <u>If you bommed 2 shows in a row, and you have rolled this effect on the 2nd show, you get laughter points equal to the highest player that performed before this round.</u>

GAME END: The game ends when each player does at least 2 shows, or when there aren't enough step tokens to cross and complete a journey phase.

NOTE: Players can start Journies on other players' road maps after finishing their own; they can even place material in any order before the other player. And that can prevent some klowns from participating in shows.

KEEN
KLOWN

A 2024 participation

Theme: "make me laugh!"

Free DIY edition

Fold here

Fold here

glue this side with the other

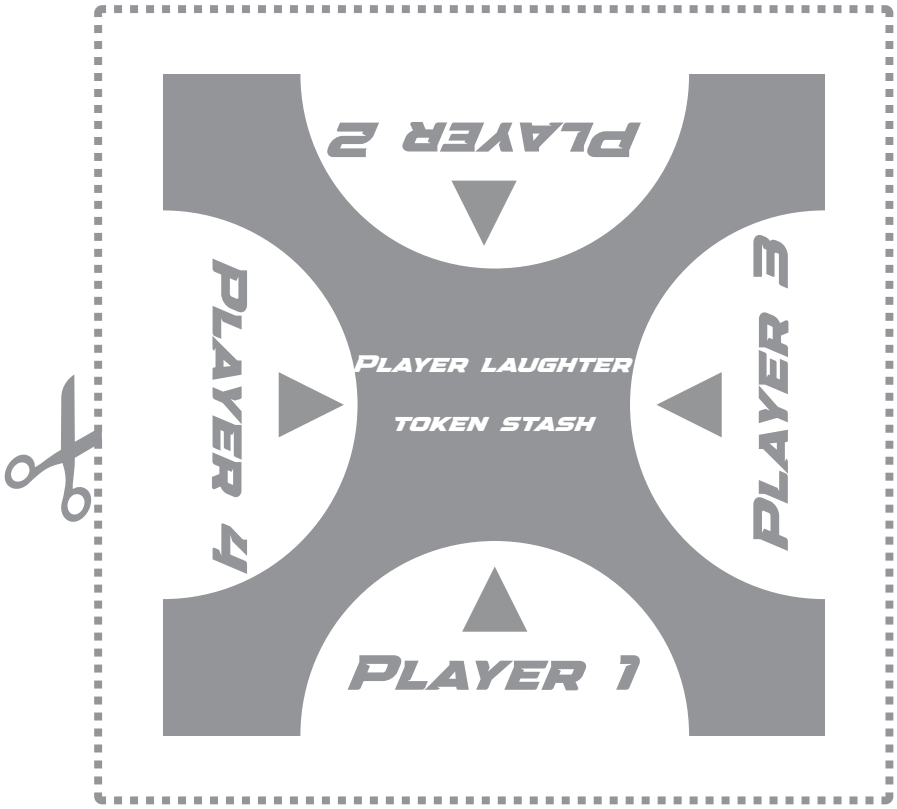
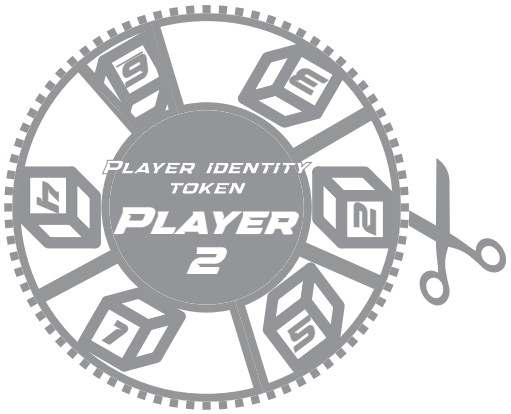
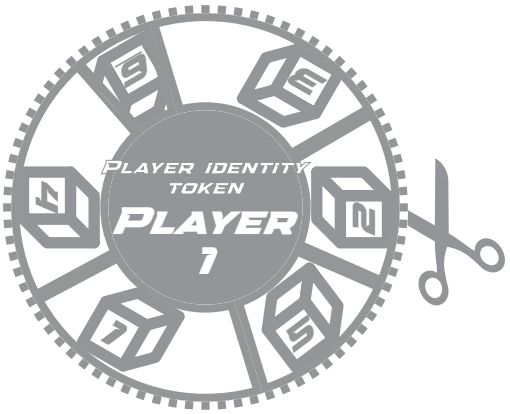
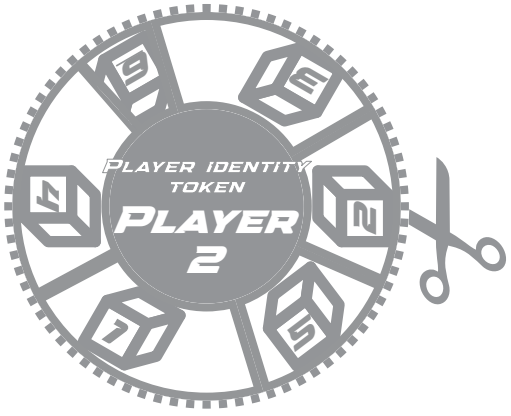
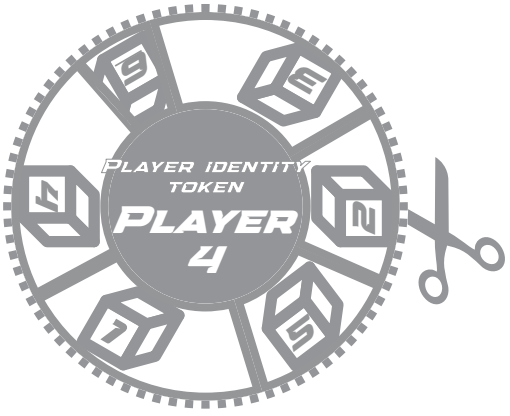
glue this side with the other

2-4

9+

15-30 min.

Player laughter token stash



Player identity tokens