

# LaughReign [ la:fren ]

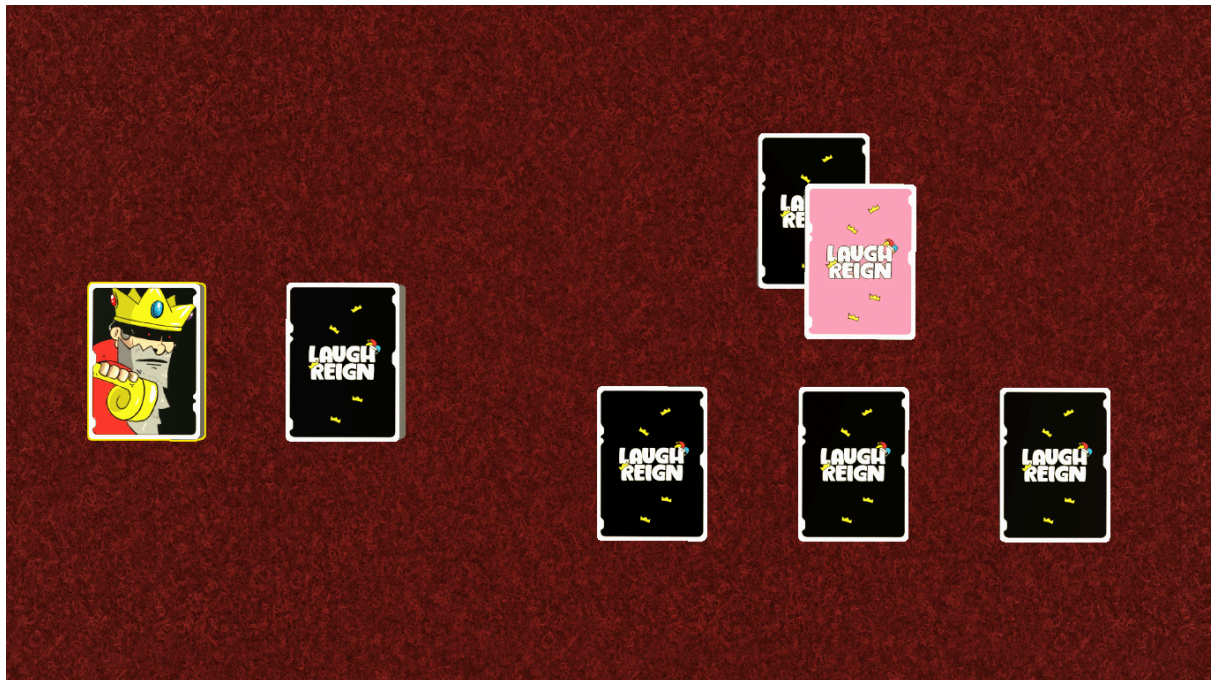
No. of Players: 2-4

Deck is composed of::

- 55 **SUBJECT** card, 50 numbered cards, 5 Jolly cards
- 5 **TABOO SUBJECT** cards.
- 9 **ANGRY KING** cards

Players are jesters who are invited to the King's court. Their task is to battle each other, gathering prestige points, by landing perfect jokes who manage to touch upon the subjects of the day and avoid touching on topics the King won't at all enjoy.

## 1 - How to play



After the first player is randomly chosen, turns will take place clockwise.

Game ends at the end of the three phases, each lasting 5 rounds each.

### 1.1 - Initial setup

- Each player draws 5 **SUBJECT** cards, to be kept in their hand, hidden from other players' sight

### 1.2 - Betting

- Draw a **TABOO SUBJECT** from the designated deck, and place it, **face up**, before the King.
- Draw three **SUBJECT** cards and place them, **face down**, in front of the **TABOO SUBJECT** area, they will represent the **SUBJECTS OF THE DAY**.

- Each player, in their turn, **has** to play **between one and three SUBJECTS** from their hand and place it, face down, in front of the **SUBJECTS OF THE DAY** cards that they want to place a bet upon. Players **cannot** bet twice on the same card. Their goal is to try and guess the **VALUE** and **CATEGORY** of the card they've bet upon.
- After all players have played the **betting** phase, the game moves into the **ACT** phase.

### 1.3 - Act

- All cards on the table will now be unveiled: the **SUBJECTS** cards from the **SUBJECTS OF THE DAY** and those played by the players during the *Betting* phase.
- The value of **all** the **SUBJECT** cards on the table that share the same **category** as the **TABOO SUBJECT** will be considered increased by **one** for this turn.
- If a player has played a **SUBJECT** card of the same category as the **TABOO SUBJECT**, the King's nerves will be **TRIGGERED**. When a player triggers the King's nerves **three** times, their character will be sentenced to be beheaded and stop playing the game. When **all players but one** have triggered the King's nerves three times, the game ends **immediately** (see "1.5 - End of game").
- For each **SUBJECT OF THE DAY** card, sum up the values of all the **SUBJECT** cards played by all players to bet on it: if the value is greater than or equal than its value, the card will be assigned to a given player according to this priority:
  - A player has played a **JOLLY** card of the same category
  - A player has played a **JOLLY** card of a different category
  - A player has played a **SUBJECT** card of the highest value of the same category
  - A player has played the only **SUBJECT** card of the same category among all players who have bet on the same card
  - A player has played a **SUBJECT** card with the highest value
- If the **SUBJECT OF THE DAY** card is a **JOLLY**, all players will automatically lose the bet they put on that card



- If two or more players end up in a draw, they will resolve the situation by coming up with the best joke that involves both the **SUBJECT** they played and the **SUBJECT OF THE DAY** that they have bet on. The one who will come up with the best joke (or the one who makes the other laugh first) will win the card! Be sincere!
- Collect all the **SUBJECT** cards that are left on the table and add them to the discard pile.
- Beginning from the first player, each player draws 1 **SUBJECT** card from the designated deck.
- Draw a new **TABOO SUBJECT** from the designated deck and place it on the top of the previously drawn one so that all players can see all of the previously unveiled **TABOO SUBJECT** cards.
- Start again from the Betting phase (see “1.2. - Betting”). The first player to start betting is now the one on the left of the current first player.
- When the last of the 5 **TABOO SUBJECTS** have been unveiled and all players have played their turn, the Banquet phase will begin. If this is the second time that this happens, then the game is officially over and the end of the game phase will begin (see “1.5 - End of the game”)

## 1.4 - Banquet

- All players shuffle their hand back into the **SUBJECT** cards deck, along with the cards in the discard pile. The cards they have won are kept in their points pile.
- The game starts back again from the Initial setup phase (see “1.1 - Initial setup”).

## 1.5 - End of the game

- The game ends either before the *Banquet* phase is triggered for the second time or if all players but one have triggered the King's nerves three times.
- All players sum the points of all the cards they have collected during the game. The player with the most points wins, wins!
- In case one or more players end up with the same final score, the one with less cards left in their hand will be the winner.

# Alternative, party game rules

No. of Players: 2-8

Deck is composed of:

- 55 **SUBJECT** cards, 50 numbered cards, 5 Jolly cards

Test out your capability to hold your laugh!

## 2.1 - How to play

After the first player is randomly chosen, turns will take place clockwise.

Game ends when there are no more cards available to draw or play

## 2.2 - Initial setup

- Place the **SUBJECTS** deck at the middle of the table, face down, and flip one card from the top and place it next to it.
- Each player draws 5 **SUBJECT** cards, to be kept in their hand, hidden from other players' sight

## 2.3 - Freestyle

- First player chooses a card from their hand and plays it next to the card previously drawn next to the **SUBJECTS** deck, then proceeds to try and make the other players laugh by enacting the **SUBJECTS** from all of the cards currently on the table.
- If any of the players at the table laugh, the player of turn picks the latest played card and adds it to their **points deck**. After that, each player draws cards from the **SUBJECTS** deck until they have a total of 5 in their hands. If nobody laughs, the turn will move on to the next player, who will have to attempt the same task using a card from their hand and some (or all) of the cards currently on the table.
- If there are no more cards left in the **SUBJECTS** deck, then the game continues until players have no more cards left to play.
- The player with more points in their points deck will be the winner.