

Send In The Clowns

It's clown time at the circus– lead your troupe of clowns into the ring and wow the crowd. Do you stay on the outside of the ring where it's easy or head to the middle where the larger rewards await but the crowds demand more.. But keep an eye out for any parts of the crowd who have been ignored recently because they will be generous with there applause.

Required....

Six sets of colored pawns – three pawns per a player. One to indicate place on the board, one to list turn order, and one to keep score (applause).

One deck of ring master cards – deck composition below.

One deck of applause cards – deck composition below.

Board – two part – movement and score board.

At least seven dice (six sided).

Large amount of counter (eg glass bead) – anticipation counters.

Set up.

Board is placed on the table. Player starting order is determined by rolling dice. With the highest score going first. Score pieces are also placed on the board – in reverse order. With the person who is going first start with the lowest score.

Overview -

Start of the round

At the start of the round every space not occupied by a player gets an anticipation counter.

A number of ring master cards equal to the number of players is dealt face up.

Player order is determined by score – with the player with the lowest score going first.

Each player in order.....

Picks a Ringmaster Card.

Moves one space along the connecting lines. In the first turn a player must move to an unoccupied space. A player can not move into a space another player is occupying. However any space occupied by another player does not count as there move. Because of this it is not possible for a player to get blocked in. A player can use a stunt card to move an extra space.

Rolls and re rolls there dice attempting to match the requirements of that square. A player can choose to leave any dice they want unrolled – and thus keep the number it got last time. As standard a player gets 3 dice – and has one re roll. Ringmaster cards can increase this permanently or stunt cards cards can change this as a one off.

If the requirements of that square are met then that player...

draws the number of audience cards indicated, then choose which cards to keep as indicated
takes all of the appreciation counters

Then for every 3 appreciation counters (round down) he draws and keeps extra one extra audience card,

For example – a player lands on a space needing a matched pair. They roll 3 dice, and get a

1, a 4 and 6. They use there re roll and get two 4. As such they have a matched pair.

So as per the square they draw 2 cards and keep 1. There is also 4 applause counters on the square which they take. And they then draw and keep an extra card.

After there turn – the player moves there token forwards on the applause track.

They move forwards the total value of there applause cards which are then discarded.
They move forwards one for each appreciation counter they have.

Space occupied by another player are not counted – the player leap frogs over them.

Once every player has had there turn – a new round starts. The game will end when one player crosses the finish line – marked as “game end point”. However any remaining players still to have there turn do get to take there turn – and the winner is the person furthest past the end of the line. The green spaces are intend to allow players to work out there relative positions – leap frogging occurs in the green spaces as well.

Ringmaster cards.

There are the following types of ring master cards.

Applause Cards – these give 2, 4, or 6 points of applause

Custard Pies – holding one of these gives you an extra dice on all rolls, holding three of these gives you two extra dice, holding 6 gives you three extra dice.

Running Gag – holding one of these gives you an extra re roll, holding three of these gives you two extra rerolls, and holding six gives you three extra re rolls.

Stunt Cards -see below.

The card mix is as follows.....

Custard Pies – 12

Running Gags – 12

Stunt Cards – 6

Applause cards 2 - 4

Applause cards 4 - 4

Applause cards 6 - 4

Crowd cards

These are the following types of applause cards.

Crowd Card – these give 1, 2, or 3 points of applause

Crowd Favorite – allows you to draw a random ring master card

Stunt card – see below

the card deck has the following card mix...

Crowd Favorite – 4
Stunt Card 8
Applause card 1 – 13
Applause card 2 - 8
Applause card 3 - 5

Stunt Cards – each stunt card acts the same if it comes from the ring master deck or the applause deck.

Any number can be discarded during any turn.

Each one discarded allows the player to....

Move an extra space
Roll an extra dice
Take an extra Reroll
Manipulate a dice by 1 – add or subtract 1 from the number.

Game design Intentions

I wanted to create a game for a young family – going from about 8 onwards. I wanted to use a move then roll mechanic – where the player moved to somewhere allowing them to determine there exposure to risk/reward. I wanted to have a negative feedback mechanism to pull parents/older kids back. I wanted players to have to pick between development and victory points.

In order to keep it simple certain things got trimmed – such as separate resources. At the moment the only negative feedback is that the player doing the worst get best pick of ring master and the best locations. Not sure that is sufficient especially as there is a positive feedback where a player can get good ringmaster cards and use them to get the better spots.

I'm also worried that the game will not scale well – in that adding players will cause it to take longer – and for small number of players (ie 2) it will be unbalanced. So it might be a game for 3 to players.....