Game rules

Shakespeare

The theaters of London are abuzz. In one week, her majesty the Queen will attend their new shows and will grant her support to one of the troupes.

It's the chance of a lifetime for the young authors who are inflaming the populace with ever more audacious and motley plays. But how do you create a masterpiece in such a short time? Whoever has the answer to this thorny question will probably enter the rolls of history!

www.ystari.com

Contents of the box

For each player :

- 1 individual board

A *Characters*
B *Ambiance Track*
C *Stage Set*
D *Costume Gains*

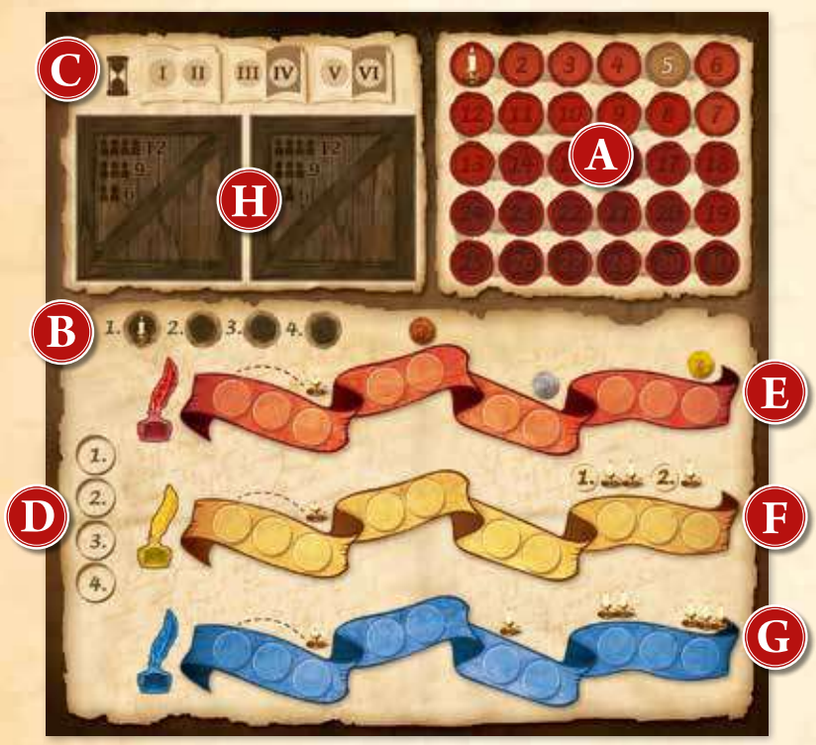
- 5 Cylinders

- 7 Discs

- 4 Rest tokens

- 1 Recruitment card

- 1 Game Reference card
(4 player version shown)



- 1 main board
  - A *Prestige Track*
  - B *Order Track*
  - C *Day Counter*
  - D *Initiative Track*
  - E *Act I*
  - F *Act II*
  - G *Act III*
  - H *Spaces for stage set elements and costumes*

- 1 Day token

- 8 "+3" tokens

- 56 coins of 1, 3, and 5 Pounds
- 2 bags

72 Costume elements:
16 Black, 16 Pink, 12 Purple, 12 Blue, 8 Green, and 8 Yellow

72 Stage Set elements:
16 Black, 16 Pink, 12 Purple, 12 Blue, 8 Green, and 8 Yellow

30 Character cards (front/back)

10 Objective cards (front/back)

Icons

+1 Prestige point

-1 Prestige point

+1 Ambiance

-1 Ambiance

+1 Rehearsal

-1 Rehearsal

/ *Stage Set*

/ *Costume*

Object of the game

In Shakespeare, the players have 6 days to create the most grandiose play possible. They must recruit actors and craftsmen, put up stage sets, create costumes, and perform rehearsals. At the end of 6 days, the player who has created the most prestigious play wins the game.

Setup

Note: a solo variant of the game is presented on page 11.

- The main board is placed in the middle of the table. The Day token is placed on space 1 of the day tracker.
- The coins and the "+3" tokens are placed next to the main board.
- Each player chooses a color and takes: 1 individual board, 1 Recruitment card, 1 Game Reference card (adapted to the number of players in the game), 5 cylinders, 7 discs, and 4 Rest tokens. A disc is placed on the space of the Ambiance track with no icon (third from the left). A disc is placed at the beginning of each act of the main board. The rest of the elements are placed in front of the player.
- One player takes one disc of each color, shuffles them, and places them randomly on the Order track.
- The player who is placed first on the Order track places their last disc on position 1 of the Initiative track, the second on position 2, and so on.
- Place the Stage Set elements indicated by the Game Reference card in one bag (for example, with 4 players: 16 black, 16 pink, 12 purple, 12 blue, 8 green, 8 yellow).
- In the other bag, place the Costume elements indicated by the Game Reference card (for example, with 4 players: 16 black, 16 pink, 12 purple, 12 blue, 8 green, 8 yellow).
- Randomly draw **three elements from each bag per player** (12 with 4 players, 9 with 3 players, and 6 with 2 players) which are placed on the main board, in the areas reserved for them.
- The Characters are shuffled and made into a deck. Draw **two more cards than the number of players** from the deck (meaning 6 cards with 4 players, 5 cards with 3 players, and 4 cards with 2 players). These cards are placed (face up) next to the main board.
- The player placed **last** on the Order track chooses one of the Character cards previously drawn, and places it next to their individual board. The player preceding them chooses one of the remaining cards and does the same. Proceed in this way until the first player. The remaining cards are discarded.
- Draw again from the deck **two more characters than the number of players** (meaning 6 cards with 4 players, 5 cards with 3 players, and 4 cards with 2 players). These cards are placed (face up) next to the main board. The game now begins.

Game overview

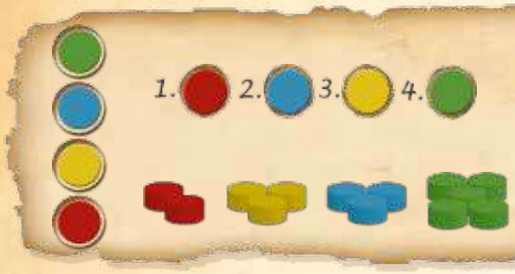
A game of Shakespeare is played over a series of **6 days**. Each day is divided into **6 phases**. Phase 4 (Dress rehearsal) is only played during days 4 and 6.

A day

1 Wager

Each player takes their 5 cylinders in hand and secretly chooses a number of them, which they place in their closed hand. These cylinders correspond to the number of actions which the player will perform on that day. Wagering at least 1 cylinder is mandatory. When all players have made their choice, they reach out their hands and simultaneously reveal the number of cylinders they have. Whoever has wagered the **fewest cylinders** takes the first position of the Order track and immediately scores **1 Prestige point**, the second player takes the second position on the Order track, and so on. **Ties** are resolved by using the **Initiative track** of the main board: the player placed higher wins ties.

The cylinders wagered by the players are placed on the individual boards. The player's other cylinders remain next to their individual boards. They will not be used on this day. The Initiative track is then emptied (the players' discs are placed beneath it).



Example: the players reveal their wagers. Red has wagered 2 cylinders, Green 5, while Blue and Yellow have both wagered 3. Red is therefore first. They take the first place and score 1 Prestige point. Blue and Yellow are tied, but Blue placed before Yellow on the Initiative track. Blue thus takes the second place and Yellow the third. Green takes the fourth place. The Initiative track is emptied.

2 Recruitment and Activation

During this phase, the players act in alternating order: whoever is placed first on the Order track performs **one action**, then whoever is placed second, and so on until all cylinders and Recruitment cards are used.

Note: it is possible for a player to end the turn alone (if they wagered more cylinders than their opponents).

On their turn, a player can **either recruit** (only once per day) or **activate a Character** by placing a cylinder on it.

A) Recruitment (only once per day)

The player takes their Recruitment card and replaces one of the Character cards available next to the main board with it. The Character card is then placed next to their individual board, either face up (meaning that they are hiring the character shown on the card), or face down (meaning that they're instead hiring an extra). This choice of side is final. The recruited character is immediately available for use.

Cost of the cards

All of the Character cards have a cost which ranges from 1 to 5 Pounds (except for the extras, which are free). However, this money will only have to be paid at the end of the game. As a consequence, the players spend no money to recruit up-front.

Reminder: to recruit, the player doesn't use a cylinder, only their Recruitment card. The recruitment is mandatory. However, if a player thinks that they will not have the means to pay at the end of the game, they can always recruit an extra.

Example (cont'd): Red plays first. They choose to begin by recruiting Lady Macbeth. They therefore place their recruitment card among the Character cards and place Lady Macbeth next to their individual board. They do not pay anything. They will no longer be able to recruit on that day. It's now Blue's turn to play.

B) Activation

The player takes one of the cylinders placed on their game board and places it on one of their empty Characters (meaning a Character without a cylinder or Rest token). They then perform actions depending on the icons present on the top right of the card. There are several types of cards:

a) Actors: all Character cards showing a **costume space** and an **activation power** are actors. Their function is to make the players progress on the three Acts on the main board, but some also have special powers. In addition, all actors have a special power which is only used during dress rehearsals (see Phase 4). The color of the quill indicates on which Act the player can move:

- Red quill: Act I
- Yellow quill: Act II
- Blue quill: Act III
- White quill: any Act

Actor

Extra

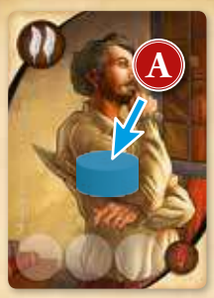
- A *Cost*
- B *Activation Power*
- C *Costume Space*
- D *Costume Power (phase 4)*

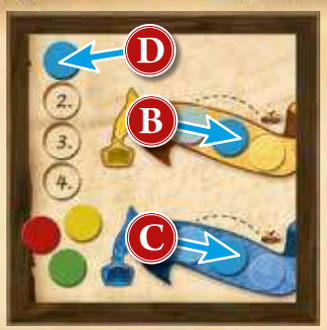
Notes: the complete list of actors is presented on the reference sheet. The extras have no effect outside of the dress rehearsals (phase 4) and are not activated using cylinders.

A player who moves on one of the Acts and reaches a space occupied by another player places their disc on top of that player's disc. Thus, the first player who reached the space is the one on the bottom of the pile. It is possible that a player can be forced to move backwards on a track (see Phase 3). If the player who moves back reaches a space occupied by another player's disc, they again place themselves on the top of that pile.

Initiative Track

As soon as a player activates an actor with a cylinder **for the first time each day**, they place their disc **on the first available space on the Initiative track**.



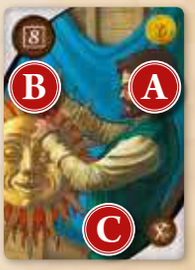


Example (cont'd): it's Blue's turn. They choose to place a cylinder on the Author (A). They therefore benefit from two white quills and move one space on Act II (B), and one space on Act III (C). As they are the first to have a rehearsal this turn, they place their disc on the first space of the Initiative track (D). It's now Yellow's turn.

b) Craftsmen: there are three types of craftsmen: costume mistresses, set dressers, and handymen. The craftsmen are identified by a **Craftsmen symbol** at the bottom right of the card.

- **Costume Mistress:** depending on the value of their costume mistress (6 or 8), the player takes costume elements from among those available on that day and places them on their **actors and extras**. The costs are as follows:
  - Black Costume = 1
  - Pink Costume = 2
  - Purple Costume = 3
  - Blue Costume = 4
  - Green Costume = 5

Costume Mistress



Set Dresser

Handyman

- A *Cost*
- B *Activation Power*
- C *Craftsmen Symbol*

Important: The yellow costumes cannot be acquired by the costume mistress.

Costume tailoring rules

- Each actor/extra card can hold up to 3 costume elements.
- It's possible to start multiple costumes simultaneously. Thus, a player who takes 3 elements isn't obliged to place them on the same actor/extra.
- Any element placed remains where it is placed.
- As soon as an actor/extra card contains **3 elements**, the costume is **complete**: the player adds the value of the elements and **immediately** wins as many Pounds and/or Prestige points as indicated on their individual board (if they score less than 6, they earn nothing).

It's possible for a player to take less than the value that their costume mistress allows them to. Costume elements taken must be placed immediately on the actors, following the tailoring rules. An element which can only be placed on an actor or an extra (meaning if all of the player's actors and extras have a complete costume) cannot be taken and remains in place.

Note: the actors and extras who have complete costumes (3 discs of any value) will be able to activate their special power during the dress rehearsals (see Phase 4).

Example (cont'd): Yellow activates their value 6 costume mistress and takes three pink costume elements (2+2+2=6) which they place on Falstaff. If they had wanted to, they could have instead taken a green element and a black element (5+1=6). As Falstaff's costume is now complete (3 discs), it is scored. With a value of 6, it's worth 2 Pounds for Yellow. It's now Green's turn.

- **Set Dresser**: depending on the value of their set dresser (6 or 8), the player takes set dressing elements from among those available for the day and places them on their set. The costs are as follows:
  - Black Set Dressing = 1
  - Pink Set Dressing = 2
  - Purple Set Dressing = 3
  - Blue Set Dressing = 4
  - Green Set Dressing = 5

Important: The yellow set dressings cannot be acquired by the set dresser.

Set Dressing Construction Rules

- The set is built **from bottom to top**. For example, to place an element on the second line of the set, the two elements underneath that space must already be placed.
- 4 "virtual" elements are already placed on the set to help construction. No set dressing element can be placed on these spaces.
- Any element placed remains so indefinitely.
- The set's colors must be **symmetrical**. For example, if the player places a pink set element at the bottom right, they will have to put a pink set element at the bottom left if they want to fill this space at a point in the game. However, nothing's stopping a player from first completely building one side of their set before starting on the other.
- As soon as they cover a space containing a candle with a set element, the player immediately scores 1 Prestige point.

It's possible for a player to take less than the value their set dresser allows them to. The elements taken must be immediately placed on their set following the construction rules. An element which can't be placed in the set (due to the symmetry rules or from lack of space) cannot be taken and remains in place.

Moreover, as soon as a player places a set dressing element, **they immediately trigger an effect** depending on the set dressing element's color:

Effects of the set dressing elements

- Black set dressing element: no effect.
- Pink set dressing element: the player gains 1 Pound.
- Purple set dressing element: the **other players** move back 1 space on their ambiance tracks (towards the left).
- Blue set dressing element: the player moves forward 2 spaces on their ambiance track (towards the right).
- Green set dressing element: the player gains 1 "+3" token (see further).

Example (cont'd): Green activates their value 8 set dresser and takes three set dressing elements: green, pink, and black (5+2+1=8) which they place on their set. They choose to place the green element in the center and apply its effect (take a "+3" token). They then place the pink element to the left of the green one and apply its effect (gain 1 Pound). They can't place the black element to the right of the green one (because of the symmetry rules). They can. However, place it anywhere else on the first line or on top of the green and pink elements on the second line, which they do. The black elements have no effect. It's now Red's turn to play.

Handyman: the handyman works as both a set dresser and a costume mistress at once. When activated he thus takes both **set dressing and costume elements** (non yellow) at once for a **total value of 4** and places them following the same rules for placement as explained earlier (it's of course possible to take only set dressing elements or costumes).

Red activates their handyman. They take a purple costume element which they place on their author and a black set dressing element which they place on the bottom left of their set.

+3 Tokens

The "+3" tokens allow the **craftsman** to increase their value. When a player activates an artisan and owns a "+3" token, they can choose to discard this token to temporarily increase the value of this craftsman by 3 points. The token is then returned to the reserve. It's not possible to play two "+3" tokens simultaneously, or play a "+3" token you've just acquired in the same action.

Note: the "+3" token doesn't work with actors (only with the craftsmen).

c) Other characters:

Jeweler

Assistant

Queen

- A *Cost*
- B *Activation Power*
- C *Assistant's Permanent Power*

Jeweler: when the jeweler is activated, the player takes either a **yellow set dressing element**, or a **yellow costume** and places it according to the rules previously given for set dressing and actors (or extras). For the calculation of the costume's value, a yellow element is worth 3. For the set dressing, the yellow element is a joker: it replaces any color for the symmetry rules (without any extra power). *Note : all yellow elements placed by the player will earn that player one prestige point at the end of the game.*

Example (cont'd): later that day, Green, who has previously recruited a jeweler, decides to activate him. They take a yellow set dressing element and place it to the right of their green element. As the yellow elements are jokers, it's considered to be symmetrical.

Assistant: the assistant **cannot be activated** (no cylinders can be placed on it). He grants a permanent power to the player: for each assistant they own, the **value of all of the player's craftsmen are permanently increased by 1**.

Note : the assistant's power doesn't work with the actors (only with the craftsmen).

Example (cont'd): Yellow has recruited an assistant. If they decide to activate their Handyman, the latter's value is now of 5.

Queen: when she is activated, the player chooses one of two options:

- take **4 Pounds** from the reserve,
- draw **3 Objective cards**, choose **one** and place the other two on the bottom of the deck (the Objective cards are worth points at the end of the game, they are explained on the reference sheet).

Example (cont'd): Green, who has wagered more cylinders than the other players, ends the turn alone. With their last cylinder, they activate the Queen and choose to take 4 Pounds.

Pass

A player doesn't have to place all of the cylinders they had planned for in phase 1. At any point, they can decide to end their activation, even if they still have cylinders left to place. **This phase then ends for them.**

Important: If some players can not rehearse, they are placed on the Initiative track after the players who have rehearsed, in the order of their places on the Order track.

3 Ambiance

Once all of the players have placed their cylinders and recruited, each player in the turn's order, checks the ambiance of their troupe.

A) Each **purple set dressing** element still present on the main board makes the **ambiance of all players move back 1 space**.

Note: a player cannot go past the end of the ambiance track, even if a gain or loss would push them past it.

B) Depending on the **position of their ambiance token** each player gains or loses elements:

- If it's completely to the left (unlit candle), the player loses 1 prestige point,
- On the next space (grey quill), they move back one space on one of the acts where they have already moved forward,
- On the next space, nothing happens,
- On the next space, they win one Pound,
- On the next space (white quill), they move forward one space on one of their acts,
- If it's completely to the right (lit candle), they win 1 prestige point.

C) The ambiance of each player is **reset to zero** (the disc is returned to the space with no symbol).

Example: there are still two purple set elements left. All players thus drop their ambiance by two spaces. Blue therefore ends up on the "1 Pound" (A) and gains 1 Pound. Finally, they bring their ambiance token back to the starting space (B). The phase is over.

4 Dress Rehearsal

Note: this phase is only played on days 4 and 6.

Two dress rehearsals take place during the game. On day 4 (the "initial dress rehearsal") and on day 6 (the "final dress rehearsal"). During these rehearsals, the actors and extras which have a complete costume (3 discs) will benefit from their costume's power, which will allow players to advance the various Acts. Finally, the Acts are scored.

A) Rehearsal: in the order indicated by the **Initiative track**, the players follow this procedure: for each actor or extra with a complete costume, they move as many quills as indicated in the rehearsal zone of the Character card (the main power is not activated). White quills allow the player to freely choose the track. If a player reaches the end of a track, that player may no longer advance on that track. Other players who reach the end of that track place themselves on top of the disc on the same space.

Important: an actor can take part in the dress rehearsal even if blocked by a Rest token.

Note: The powers of Viola and Hamlet are special. They do not allow players to move forward, but grant a bonus during the rehearsal phase to the player who acquired them if these actors have a costume.

B) Scoring the acts: once all players have performed their rehearsals, the acts are scored:

Act I (red) : each player on one of the first three spaces loses a Prestige point. Each player who has reached the fifth space gains 1 Pound. Each player who has reached the seventh space gains 3 Pounds. Each player who has reached the last space gains 5 Pounds.

Act II (yellow): each player on one of the first three spaces loses a Prestige point. The player who is furthest along the track scores 2 Prestige points and the second-most advanced scores 1 prestige point.

Reminder: if multiple players are on the same space, the first player to have reached that space (at the bottom of the pile), is ahead.

Act III (blue) : each player on one of the three first spaces loses a Prestige point. Each player who reaches the sixth space gains 1 Prestige point. Each player who reaches the eighth space gains 2 Prestige points. Each player who reaches the last spaces gains 3 Prestige points.

Example: on day 4, Red performs his dress rehearsal last (they are fourth on the Initiative track) From among their character cards, Lady Macbeth, Hamlet, and an Extra each have a complete costume. They thus take part in the dress rehearsal. The costumes of the Author and Falstaff aren't complete, and so they do not take part in the dress rehearsal. Red progresses on each of the three acts thanks to Lady Macbeth (A). The Extra gives them a white quill and they choose to use it to progress on the yellow track (B). Finally, they gain 1 Prestige point thanks to Hamlet (C).

Example: on Act I, Green is on the 3rd space and thus loses a point. Blue and Red are on the fourth spaces and win nothing. Yellow is on the sixth space, they gain a Pound. On Act II, Red is ahead and scores 2 points. Green and Blue are on the same space, but Blue arrived first, so Blue scores 1 point and Green nothing. Yellow loses 1 point. On Act III, Red and Yellow score nothing. Blue scores 3 points, and Green 1.

5 Maintenance

Note: on day 6, there is no maintenance phase.

- The unrecruited Character cards are discarded and the players recover their Recruitment cards. Two cards more than the number of players (6 with 4 players, 5 with 3 players, and 4 with 2 players) are drawn and placed next to the main board. If there are not enough cards left, the discarded cards are shuffled to form a new deck.
- The unclaimed costume and set dressing elements are discarded. New elements of each type (12 with 4 players, 9 with 3 players, and 6 with 2 players) are drawn from the bags and placed on the main board.

Note: the players can, at any time, check the discard pile for the costume and set dressing elements. Using their Game Reference, they can therefore determine the elements which yet remain to be drawn from the bag.

- The Day token is moved forward one space.

6 Rest

Note: on day 6, there is no maintenance phase.

- Simultaneously (without checking what their opponents are doing), the players must now block **all the characters** they've activated **except for one**. They thus take as many **Rest tokens** as the number of cylinders used on this turn minus one, and place these tokens on the **activated characters** of their choice (it is impossible to block a character which has not been activated on that turn). These characters are resting and **will not be able to be activated on the following turn**. The Rest tokens will be removed at the beginning of the next rest phase. Once a player has performed their blocking, they **recover their cylinders**.

Note: The block only concerns the Characters which have been activated. This way, if a player had wagered 5 but only used 4 cylinders, they only block 3 characters. As Assistants and Extras cannot be activated, no Rest tokens can be placed on them.

Example: On this turn, Green used 5 cylinders. They thus take their 4 Rest tokens and block the Queen, Falstaff, the Author, and their Set Dresser. Their Jeweler will therefore be available during the next day. They then recover their cylinders. None of the blocked characters may be activated on the next turn.

End of the game

The game ends after the dress rehearsal (phase 4) of the sixth day.

- Each player reveals their **Objective cards** in the order of their choice: they score from **0 to 3 Prestige points** depending on the failure or success of each objective.
- Each player scores **1 Prestige point for each Yellow element** in their game area (set dressing or costume, even if the costume is incomplete).
- Each player pays their Characters. They take all of the Pounds they've earned during the game and freely distribute them on their characters according to their costs (1/3/5). **Each Character who is not paid costs the player 2 Prestige points.**

The player with the most Prestige points wins the game. In case of a tie, the player with the most Pounds left over among the tied players wins the game.

Solo Variant

This variant will allow you to familiarize yourself with the game and beat your record by attempting various strategies.

The game's rules are **identical to the 2 player game** with the following exceptions:

- During setup, the elements indicated on the 1 player Game Reference card (identical to the 2 player one) are placed in each bag.
- At the beginning of the game and during the maintenance phase, 6 elements are drawn from each bag.
- At the beginning of the game and during the maintenance phase, 4 Character cards are drawn.
- At the beginning of the game, 3 "neutral" discs are placed on the fourth space (first non-grey space) of each Act.
- Each day's phase 1 is not played.
- The player ends their phase 2 when they choose to do so. If they've placed one or two cylinders, they score 1 Prestige point.
- During the scoring of the acts of the first dress rehearsal, the player compares their position with the neutral token in Act II to determine their place. All of the neutral tokens are then moved to their eighth space.
- During the scoring of the acts during the second dress rehearsal, the player compares their position with the neutral token in Act II to determine their place. Moreover, if they've drawn the objective which gives a point for each first place in the acts, they compare their position with all netural tokens to determine the points earned by the objective.

"Strategic rest" Variant (2-4 players)

If they wish to do so, players can decide to not play the Rest phase simultaneously, but in the order of the Initiative track.
Be Aware: this decision lengthens the game's duration a bit.

Strategies

- In Shakespeare, there are 3 great development lines which are the rehearsal tracks, the set dressing, and the costumes. In addition, there are a few alternative sources of points which are non-negligible (the objectives, the gold, and the initial bid). The game is designed to allow the use of various successful strategies. We could, for example, do a bit of everything well, or push two of the lines as much as possible and deal only lightly with the third one. However, it's a bad idea to focus on exclusively one of the lines.
- Interaction is one of the game's key elements. Which is why players should watch the other players in order to understand their needs so they can be blocked (for example, by claiming the set dressing element they need for their symmetry) and especially to avoid being blocked themselves. Moreover, you need to watch the other players to create opportunities. For example, if 3 players are fighting for set dressing elements, going for costumes is an excellent idea (and vice versa).
- A day's phase 1 (Wager) is a critical moment of the game. It's only natural to pay attention to see what your opponents will probably wager and decide what you yourself really need before choosing. It's often counter-productive to wager only one cylinder. However, it can sometimes be wise on the last day, when a player has a vital need (in addition to the prestige point) and very little else to do, especially if they're placed late on the Initiative Track.
- Recruitment is, of course, one of the game's key aspects. Once again, Shakespeare gives players a wide margin for movement. It's thus possible to triumph via an economic strategy, or by recruiting high-priced actors and craftsmen. During playtests, we've also seen games won with recruitments worth around 11 and 23 Pounds. Not paying a character at the end of the game is a rather stiff penalty, but spending the end of the game by collecting money is sometimes less productive than a beautiful costume, or completing a set which will earn direct and objective points.
- Level 8 craftsmen (or any craftsman with a "+3" token) give a lot of latitude to the player who owns them if they're used properly, without rushing too much. For example, building up a set very quickly is possible but unwise, as once finished, the player will no longer hinder their opponents in claiming set dressing elements and will lack time to focus on another aspect of the game. Also, it's not necessary to finish the costumes quickly (unless dress rehearsal is coming). It's often more useful to spread out the elements taken via the costume mistress over many actors to give yourself the possibility of creating very prestigious costumes or otherwise earn money as needed.
- Players often ask at the beginning of the game what a good score is in Shakespeare. This actually depends on the number of players around the table. So, with 4 players, a tight victory will generally be around 22 points. With 3 players, around 24 points, With 2 players, around 26 points, and over 30 in solo mode.

Theme

- It's a little known fact, but Shakespeare, in addition to being an exceptional playwright, acted in his own plays (and sometimes even in other writers). For this reason, the author has two white quills when he is activated. They represent both his acting prowess and well as the play's direction.
- In Shakespeare's time, women didn't have the right to practice the occupation of actor. As a consequence, the roles of women were played by young men (whose voice had yet to change) dressed as women. For the artwork of the game, we've decided to allow ourselves a slight anachronism, as it would've been cruel to represent Juliette or Viola with masculine traits.
- The money amassed by the players (other than that received from the Queen) represents the money gained by having people come see the play. Initially, this money (as well as the Prestige points) was to be collected at the end of the game. However, the game's playtests have revealed that it was much more practical for players to take money and points over the course of the game to avoid an overly long final tally, and make it easier to see their level of debt in real time.
- The complete costumes are worth money and/or points, and sometimes neither. Once again, this represents the public's reaction. Meaning that a costume make of common fabric will not get crowds to come and will be worth nothing. A costume made up of fair fabric will attract the public and will thus be profitable. However, a "precious" costume will impress the crowds, and will be worth much prestige, but no money due to its cost.
- The life of a play is divided into many rehearsals. In French, we have the italienne (rehearsal of the text), the allemande (rehearsal of the movements), the couturière (dress rehearsal), and the générale (final rehearsal before the show). Of course, in Shakespeare's day, the occupation of professional actor was still in its infancy, and these traditions were not as deeply established. But it was still interesting to integrate the two dress rehearsals to the game and turn them into a specific moment of the game. Dont acte!

Thanks

Alain, for his invitation to discover the world of games and the challenges of creation. Karine, who, with a well-chosen Shakespeare quote, was the game's origin. Friend Xavier, whose criticisms as well as good ideas have allowed me to move forward. Mazu, Lautrec, Dude, and all the players, who, since the beginning, have tested it and approved it with the hope, one day, of being able to buy it. Mathieu and his suggestion that it was to Ystari that I had to show it. Cyril and Thomas, who have guided me so well, before taking over the work, that I gave them my trust with my eyes closed. Arnaud and Nériac, whose talent have allowed for such a beautiful playing piece, which breathes life into so many wonderful characters. The rest of the Ystari team, for the work they did, which makes me feel like only one thing, trying something a new project from scratch.

Finally, Marie, My Muse, My Inspiration, for her unflinching support and her confidence, which never ran short. \m/ RV Rigal

Day (reminder)

1) **Wager:** the players wager 1 to 5 cylinders to determine the turn's order. The first player scores 1 Prestige point. Ties are resolved using the Initiative track.

2) **Recruitment and Activation:** in the turn's order, the players recruit (once per day) or activate a Character with their cylinders.

3) **Ambiance** (in the turn's order):
   a) The unused purple set dressing elements penalize all players.
   b) Each player checks the ambiance of their troupe and takes a bonus/penalty.
   c) Each player resets their ambiance to zero.

4) **Dress Rehearsal** (days 4 and 6 only):
   a) In the order of the Initiative track, the players activate the power of the costumes of their Actors and Extras who have a complete costume.
   b) The 3 acts are scored.

5) **Maintenance:**
   a) New character cards are placed.
   b) New set dressing and costume elements are placed.
   c) The Day token moves forward.

6) **Rest:** Characters activated on that day (except for one) are blocked with Rest tokens.

End of the game (reminder)

To the players' score is added:

a) The points from the Objective cards
b) 1 point for each yellow element
c) -2 points for each unpaid Character
d) Remaining money divides ties.

Design: Good Heidi - Translation: Eric Harlaux - Proofreading: Eric Franklin