

A GAME BY JULIEN SENTIS

KESKIFÈ?

RULES



OBJECT OF THE GAME

THE OBJECT OF THE GAME IS TO WIN THE MOST CARDS, EITHER BY CORRECTLY IDENTIFYING THE MONKEY OR WHEN OTHERS FAIL TO IDENTIFY YOU AS THE MONKEY.



CONTENTS: 48 actions cards
6 numbered cards - 1 rule book

SETUP

For each of the six colours, create a deck consisting of the same number of cards as players. Each decks contain exactly one “You are the buffoon” card for 4 to 6 players, and two “You are the buffoon” cards for 7 and 8 players. Put the unused cards back into the box.

For instance, if six players are playing, each deck should contain five Action cards and one “You are the monkey” card. The six decks thus obtained are placed in the middle of the table. The smartest player gets to win the dice and can start playing.



GAME PLAY

For convenience, the player with a “You are the monkey” card will be called the monkey and the others (with the Action cards) will be called the non-monkeys.

The lead player draws a pack of cards (one card for each player) and has three seconds to decide whether to take the Monkey card or one of the Action cards for themselves. They then shuffle the remaining cards and deal them to their fellow players so that each player is dealt one face-down card.

The first player then returns two numbered cards to determine the action that all players should perform. The first represents the tens, the second single numbers. Each player examines their card to learn the required action, and when all players are ready, the lead player starts the countdown from 3 to 0.

At 0, each player should immediately play out the given action (miming, singing, etc.) and the monkey must imitate the others as quickly as possible so as not to be spotted.

The lead player chooses when to stop the action (30 seconds maximum).

Once the action is completed, the players raise their hands, and the lead player again counts down from 3 to 0. At 0, each player should immediately point at the player who they think is the monkey. The monkey acts similarly to avoid being spotted. Afterwards, the monkey(s) reveal their identity, and the players proceed with the scoring.

SCORING

Each card represents one point.

Scoring for a “non-monkey”:

-He keeps his card if he has correctly guessed a monkey in a party for 4 to 6 players, and one of them for 7 and 8 players.

-He loses his card if he has guessed incorrectly. In this case, his card is put in a common pot in the middle of the table.

(*The card is discarded unless all players have failed to guess the monkey, in which case the card goes to the monkey as described above).

Scoring for the monkey:

1. In a party with only one monkey (4,5,6 players): he wins all of the cards in the common pot (rounded down) and keeps his card. If all players have found the monkey, he loses his card.

2. In a party with two monkeys (7,8 players) : the monkey the most recognized give his card to the other monkey (in case of quality, they keep their card). Since that, they divide equitably the common pot (rounded down);

FURTHER ROUNDS

The lead player from the previous round chooses any player who hasn't led yet to be the lead player for the next round*. The lead player takes a new deck of cards and returns two news numbered cards (if all numbered cards have been used, shuffle to have a new deck). The new round can start.

(*If all players have already been the lead player, you can randomly choose a player).

END OF THE GAME

Once six rounds have been played, the game ends. The player with the greatest number of cards wins the game. In the event of a tie, the player who has had the highest number of Monkey cards wins the game. In the event of another tie, the tied players share their victory... and mimic each other in their delight!

Rules for 9 players and more: team version

Create 4 to 8 teams of 2 players each. In the event of an odd number, one of the players will play on their own (for instance 9 players will play in four teams of 2 players, and one player will play on their own). Each team receives a card. All the rules which would apply to each player in the 'solo' version now apply to the team.

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