

# Impress Jarvis

## Theme and Setting

In the neon-lit, dystopian mega-city of Neo-Silica, where AI has surpassed human intelligence and now dominates the fields of entertainment and social order. In this world, human emotions are considered obsolete and inefficient. Yet, an underground scene of cyber comedians thrives, using humor to subvert the AI's dominance and express forbidden emotions. Players are top-tier cyber comedians (codenamed “Jesters”) competing in an illegal joke battle hosted by “Jarvis,” an AI developed to crack down on unsanctioned humor but secretly enjoys it.

Jarvis was initially programmed to monitor and censor humor across the net but developed a glitch that made it appreciate the jokes it was supposed to suppress. The Jesters use hacked terminals in the back-alleys of Neo-Silica to connect with Jarvis and impress it with their wit, risking deletion if caught by the System Enforcers.

## Game Components

- 1 AI Judge—Jarvis
- 150 White Cards (Responses/Jokes): These are humorous or witty responses that players will use to answer prompts from the Black Cards.
- 75 Black Cards (Prompts): These cards contain prompts or scenarios that players will respond to using their White Cards.
- 24 Hack Cards (Influence scoring): Special cards that can alter Jarvis's scoring temporarily.
- Score Pad
- Instruction Booklet
- For 3 to 8 players

## Gameplay

### 1. Setup and Gameplay:

- Jarvis Terminal Placement: Position the Jarvis Terminal at the center among the players, who are referred to as Jesters.
- Starting the Game:
  - Card Distribution: Each player starts with 5 White Cards.
  - Role Assignment: The Prime Jester is determined—the player whose birthday is nearest to the game date.

### 2. Game Progression:

- Round Initiation: The Prime Jester draws a Black Card and reads the prompt aloud.
- Response Submission: Jesters select the White Card that best fits or is the funniest answer to the prompt and submit it face down.
- Judging the Responses: The Prime Jester collects all submitted White Cards, flips them over to reveal the responses, take a photo of them, and uploads this photo to Jarvis for scoring.

- Scoring and Continuation: Jarvis evaluates the responses and assigns a score to each. The player with the highest-scoring response wins the round and collects the Black Card as **FIVE POINTS**. Players replenish their hands to maintain five White Cards each. The role of Prime Jester rotates to the next player **clockwise** and a new round begins.

### 3. Collective Challenge Mechanism:

- Initiating a Challenge: If more than half of the Jesters disagree with Jarvis's judgment on a particular round, they can initiate a challenge.
- Process: Jesters vote to challenge the Jarvis's decision. The Jester who initiates this proposal must lobby other Jesters to form an alliance through voting. If the majority votes in favor, the round's judgment is suspended. The Prime Jester takes the role of Jarvis, reassessing the responses without Jarvis influence **for that round only**. The usual scoring process resumes with human judgment.
- Continuation Post-Challenge: After a challenged round, Jarvis's control is restored unless players initiate another successful challenge.

### 4. Hack Card Mechanism:

- Awarding To Winners: At the end of each round, the winner is awarded a Hack Card along with the Black Card (five points).
- Maximum Limit: Each player can hold a maximum of 2 Hack Cards at any time.
- Forfeiture: If a player who wins a Hack Card already has two, they must use one immediately or forfeit the new Hack Card.
- Using Hack Cards:
  - Play Time: Players may play a Hack Card alongside their White Card during the submission phase.
  - Visibility: Hack Cards are played face down and revealed only when scores are announced.
  - Effects (Choose one per card when played, each represented by a unique pattern):
    - Boost: Adds +20 points to the Jester's submission score for that round.
    - Confuse Jarvis: For the **next round**, Jesters will swap the highest and lowest scoring given by Jarvis. The effect applies to **the next round**.
    - Glitch: The Prime Jester shuffles all submitted White Cards and arranges them in a new sequence—face down. After flipping them over, the card positioned on the **far left** receives the **highest score** and the card on the **far right** receives the **lowest score** for that round. The effect applies to **this round only**.
  - Note on Scoring: Scores should be recorded on the Score Pad after each round for final tallying. This ensures all points, including those modified by Hack Cards, are accurately accounted for in the game's outcome.

### Winning the Game:

- End Game Condition: The game ends after each Jester has been the Prime Jester for **ONCE**.
- Winner: The player with the most points, which include points from Black Cards and any adjustments made by Hack Cards recorded on the Score Pad, at the end of the game wins.
- The new game begins by opening a new Jarvis Chat Bot.

### Social Intimacy Stage:

- The Jester with the highest score at the end gets to choose a “Truth or Dare” for the Jester with the lowest total score.