



This method will likely be the fastest to complete the game and become court jester there are others

1. Make sure before leaving the spawn room to grab the poster you will need this to access a large portion of the map. You should inspect it (and probably all items) to gain more insight as to its use and some backstory
2. Navigate to the castle gates then give the poster over to the guard, if you want to obtain the highest score possible you will need to collect a large amount of money. In the market there is an old lady that you can easily jest with no items and will pay out some gold
3. Navigate to the castle kitchen and take a sweetroll
4. Head all the way to underneath the bridge and then give the sweet roll to the hungry troll
5. He will then allow you access to his treasure, which you should take
6. Take the treasure to the fountain grab the torch off the statue then enter the witch's cave
7. Give the treasure to the witch and she will enchant your tunic permanently boosting your base comedy by 20
8. Next head over to the smuggler's house and take the tunnel to the gambler's cell. There you will find a deck of cards

Note: the normal way a player would find out about these things is by talking to characters in the world and paying close attention to the text of the inspection of each item. If you speak to the tavernkeep several times he may tell you about the treasure under the bridge, one of the tunnels from the smuggler's house as well as how to access the witch's cave if you didn't figure that out by accident. The ogre will tell you he's hungry the witch wants her treasure back and the gambler will tell you about his cards and the tunnel from the smuggler's house when you go speak to him in the castle dungeons.

9. You will be a little short on money to buy the next item you need but with what you have so far you could easily defeat Drunkman Godfried in the tavern or bart, who walks between the back alleys and the markets. Jest is the command for combat although other synonyms may work
10. Next head over to the Dingfelder Farms to pickup some cotton, then you must buy the bells from the bellmaker. (he can be found either at the fountain or at his store) (speak to them if you are confused how to buy things)
11. Give both the bells and the cotton to the tailor at his shop and he will give you the Fool's hat
12. With these items you are most likely able to beat the king, depending on RNG. But if you want to be sure or want to attain the highest score continue following the guide

13. Go to the iron mine to grab some iron and deliver it to the blacksmith who will give you the Dummy Sword
14. In the outskirts of town there is a flint and steel lying on the ground, pick it up. It is useless on it's own but when combo'd with the juggling pins it is extremely powerful
15. You have now received all the relatively easy to get items in the game. The remaining items require you to farm up money by beating all money providing characters in the game at jesting. The money providing characters are:

Pinseller, at the market, very easy

Chef, at the castle kitchen, medium

Bart, rotates between market and back alleys, easy

Drunkman Godfried, at the tavern, easy

Smuggler, at the smuggler house, medium

Tavern keep, at the tavern, medium

Servant girl, appears at the castle gardens sometime and is off map at others, hard

You should have no problem defeating these enemies with the gear you already have

16. Buy the piccolo and the lute at the music store (speak to them if you are confused how to buy things)
17. Buy the pins from the pinseller in the market
18. With these items it is impossible for you to lose against the king (you don't even need all of these to guarantee victory against the king but to earn maximum score of 10 you must collect all the items)