



## FESTE ZESTY - CHARACTER BOOKLET

CHARACTER DESCRIPTION: Gender open, Court Jester, Wacky practical joker. Wears a jester's cap with bells.

In the spirit of a Renaissance Fair, we have sprinkled in a few medieval or Shakespearean terms throughout the following scripts. Feel free to omit/replace them—or add more!

Fie	For shame!
Forsooth	in truth; in fact; indeed
Gadzooks! or Zounds!	Mild oaths, like "Gosh!"
Knave	A young boy, a servant
Mayhap	Maybe
Prithee	A shortened form of "I pray thee," the equivalent of "please"
Thee, thou	You
Thy, Thine	Yours
Wherefore?	Why?

**SPOILER ALERT! DO NOT OPEN THIS BOOKLET UNTIL THE HOST STARTS THE GAME!**

# **FESTE ZESTY**

Court Jester, Wacky practical joker.

## **ABOUT YOU (to share with others while mingling):**

You are one of the costumed performers at Ye Olde Renaissance Faire. You attend the Queen of Beauty as she welcomes fairgoers and rewards the knights as they win their jousts. You also tell really corny jokes and do comic dances between the jousts. Other workers tend to avoid you, as you are always playing practical jokes on them.

## **WHAT OTHERS DON'T KNOW ABOUT YOU (keep this secret)**

You always thought you were the best at practical jokes, but then you met the Green Knight. He played a trick on you that ended up with you almost drowned. You'd like to get some revenge and see how he'd like being close to death... really close!

## **INTRODUCE YOURSELF AT THE START OF THE GAME BY READING THIS:**

Gadzooks! This is a fine kettle of fish we find ourselves swimming in! I am Feste Zesty, and I am Court Jester to our noble Queen of Beauty. People accuse me of playing practical jokes all the time, but zounds! that's my job! Besides, I'm not the only one around here who likes to play tricks... or liked to when he was alive.

# **STOP!**

**DO NOT READ ON UNTIL THE HOST INSTRUCTS YOU TO!**

## **ROUND 1 QUESTIONING**

When asked by another guest at the party, read the statement below, or improvise based on the information below.

### **ROUND 1 QUESTIONING ANSWER IF INNOCENT**

Oh, he liked to say that I could dish out practical jokes, but I couldn't take them. So I would act angry just to make him shut up.

### **ROUND 1 QUESTIONING ANSWER IF GUILTY**

He liked to say that I could dish out practical jokes, but I couldn't take them. So I would act angry just to make him shut up. I'd do a lot of things to shut him up!

***AFTER YOU HAVE READ YOUR ANSWER IT'S TIME TO ASK A QUESTION OF ANOTHER GUEST FROM THE QUESTION MENU.***

**STOP!**

**DO NOT READ ON UNTIL THE HOST INSTRUCTS YOU TO!**

## **ROUND 2 QUESTIONING**

When asked by another guest at the party, read the statement below, or improvise based on the information below.

### **ROUND 2 QUESTIONING ANSWER IF INNOCENT**

He did save me from drowning once, but he would never let me forget the great debt I owed him.  
Nice guy, huh?

### **ROUND 2 QUESTIONING ANSWER IF GUILTY**

He did save me from drowning once, but only after making fun of me for splashing around and gasping for air. Nice guy, huh?

***AFTER YOU HAVE READ YOUR ANSWER IT'S TIME TO ASK A QUESTION OF ANOTHER GUEST FROM  
THE QUESTION MENU.***

**STOP!**

**DO NOT READ ON UNTIL THE HOST INSTRUCTS YOU TO!**

## **ROUND 3 QUESTIONING**

When asked by another guest at the party, read the statement below, or improvise based on the information below.

### **ROUND 3 QUESTIONING ANSWER IF INNOCENT**

He begged me not to report him and insisted that it was just a practical joke gone wrong. I figured that he was too scared about possible police action to try it again.

### **ROUND 3 QUESTIONING ANSWER IF GUILTY**

He begged me not to report him and insisted that it was just a practical joke gone wrong. If he wasn't scared about possible police action, I didn't know how else to scare him.

***AFTER YOU HAVE READ YOUR ANSWER IT'S TIME TO ASK A QUESTION OF ANOTHER GUEST FROM THE QUESTION MENU.***

**STOP!**

**DO NOT READ ON UNTIL THE HOST INSTRUCTS YOU TO!**

## **THE FINAL STATEMENTS**

Based on the number on your Who Did It Slip, read your final statement below. If you are innocent, read the INNOCENT paragraph. If you are the murderer, Read the MURDERER paragraph.

### **AT THE END OF THE GAME READ THE FOLLOWING**

**If you're INNOCENT, read:**

Why would I kill him? He knew he'd better leave me alone or I'd turn him in. I don't think the police would find his idea of a practical joke funny.

**If you're THE MURDERER, read:**

Yeah, I did it. He kept hinting that he would really hurt me next time—like almost drowning me wasn't bad enough. So I decided to kill him, and I thought that a jousting lance would be poetic justice for a crooked knight. I stole the Blue Squire's keys, found a good length of broken lance and sharpened it. Then I sneaked backstage when I knew he would be alone, and let him have it. I had the last laugh after all!

**THE END!**