

Where some see junk, others see art!
You are an up-and-coming prodigy, known for turning everyday pieces of junk into magnificent structures and extraordinary creations: Junk Art! But the scene is growing fast, and as prodigious as you are, others are starting to show real skills. All over the world, the movement is gaining fans, and each city is exhibiting their preferences.

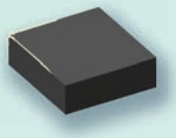
The time has come for you to leave your home town and show your creations to the world.
Go on a World Tour and make the most fans, all in the name of Junk Art!
After all, for a junk artist, having the most fans means being the best!

GAME OVERVIEW AND GOAL

Junk Art mixes a steady hand, balancing pieces, and a bit of luck. You will go on a World Tour composed of city exhibitions. In each city, you will play turns where you place one or more pieces onto your structure. Depending on the city, you may also need to play or choose cards. No matter the city, your goal will always be to build the largest fan base and become a trendsetting junk artist by creating the tallest structure, having the last structure standing, and many more!

CONTENTS

- 6 wooden bases
- 60 fan tokens (30 x 5 fans, 30 x 1 fan)




- 60 wooden Junk pieces (15 pieces in each of the 4 colors)



Note: Not all pieces are meant to fit together. Have fun discovering which combinations are possible!

- 60 Junk Art cards (one for each Junk piece)



- 15 City cards (including 3 blank City cards to create your own)



- 1 Start player/direction of play card



- 1 Special Star card



- 3 Cactus cards (for Nashville only)



- 1 tape measure

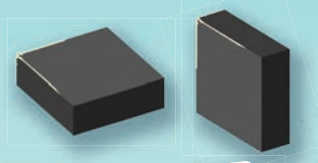


PLAYING JUNK ART AND THE UNIVERSAL RULES

Before setting off on your World Tour, there are a few things you should know. Each city you visit in your world tour will have their own unique rules that describe how to set up and play there. But before reading a City entry, you must read the rules on pages 2 and 3. These rules apply to all cities and include: how to setup, how to play your pieces, what happens to fallen pieces, who wins at the end of the World Tour, etc.

Welcome to Junk Art!

SETUP - THE FIRST CITY



1. Give each player one base. Each player chooses on which side to place it.



2. Shuffle the Junk Art deck and place it facedown within easy reach of all players. The Cactus and Special Star cards should not be shuffled into the deck as they are only used in certain cities.

3. Spread out the Junk pieces as a supply in the middle of the play area.

4. Place the fan tokens and tape measure to the side near the supply.



5. The last person who visited an art exhibition is the start player. Give them the Start player card. Place it on the same side as the current City card (see below), unless play is simultaneous.

Note: The start player is determined this way only for the first city. The start player for the following cities is the one with the fewest fans. In case of a tie, the start player moves to the next player in clockwise order.



6. Prepare your World Tour by first removing Nashville and any City cards that do not support your number of players. Shuffle the City cards and deal 3 of them faceup in a line. These are the cities you will visit during your World Tour, with the leftmost one being the first in your tour. For your first game, we recommend playing these cities in this order: Philadelphia, Monaco, and Paris.



World Tour Length: Although this setup uses 3 cards, you may use any number of City cards in your World Tour. It is YOUR tour after all!

Note: Nashville is set aside because it requires a copy of Flick 'em Up to play.

7. Finish setting up by reading the city specific rules.

For your first game, you will find the Philadelphia entry on page 8. Do not forget to read all of the universal rules, including those on page 3!

THE GOLDEN RULE

If any city specific rule is in conflict with the above rules, follow the City card rules for that city only.

PLACING PIECES

- When you must choose a piece, it becomes your active piece as soon as you pick it up.

Active piece: The piece you are placing.

- You may use one or two hands to place your active piece.
- The active piece can go anywhere on your base or structure, as long as it does not touch the table.

Your structure: All the pieces on your base, including the base.

- You may hold your base with one hand.
- You may use the active piece to move one or more pieces on your structure. Pieces on your structure must remain in contact with the structure at all time.
- If you have more than one piece to place during your turn, you must place them one at a time.

Dropping the active piece: If you drop the active piece, you may pick it up and place it again. This rule also applies if only that piece falls off your structure immediately after you place it.

Want a bigger challenge? Play with only one hand. Think you're better than that? Then play with your non-dominant hand only!

FALLEN PIECES & ETIQUETTE

- At any time, if a piece falls off a structure and touches the table, the owner of that structure sets that piece aside and keeps it as one of their fallen pieces.

Exception: See "Dropping the active piece" above.

- If you cause any pieces from any player's structure to fall on the table, **you** keep those pieces as fallen pieces.
- All players should avoid touching the table either inadvertently or deliberately, especially when they are not attempting to place a piece.
- You may not touch another player's structure. *It may be junk, but it's their art!*



EXHIBITION END



- Each city has its own rules to determine when the exhibition ends.
- Unless stated otherwise, you must always place your active piece(s) when the exhibition ends.
- **Universal end condition: in all cities, the exhibition ends immediately if all the Junk Art cards have been played.**

Note: Most cities encourage you to create the tallest structure. Not sure which structure is the tallest? Use the tape measure to find out!

THE FOLLOWING CITIES

When moving to the next stop of your World Tour, players simply keep their previously gained fans and set up in the new city like they did in the first one. Give the Start player card to the player with the fewest fans.

WORLD TOUR END AND WINNER

When players have completed the last city, the game ends. The player with the most fans after completing the last city wins the game.

TIES

Whoever won the most fans in the last city wins the game. If the tie persists, these players may share the victory or faceoff in final Monaco city challenge.
Other kinds of ties are resolved as friendly ties (i.e., tied players receive the maximum fans).

THE CITIES

The remaining pages describe the various city rules. Refer only to your current city!



CITY CARD OVERVIEW

1. City name and page reference.
2. Number of supported players.
3. Exhibition end condition.
4. Direction of play: clockwise, counterclockwise, or simultaneously.
5. Quick setup reference. Note that these do not replace the rules.
6. Potential fan gains.
7. Common base(s). Only shown on certain cards.



HOME TOWN

While you're collaborating with other artists, you still want your art to be appreciated and noticed more than anyone else's.

PLAYERS: 2-6
GOAL: Most fans – Bonus for tallest structures
EXHIBITION END: After a player has 5+ fallen pieces

SETTING UP IN YOUR HOMETOWN

1. Deal 4 Junk Art cards to each player and place the rest in a facedown deck.
2. Set aside any fan tokens earned in other cities so as not to mix them with those won in the Home Town.

PLAYER TURN IN YOUR HOME TOWN

1. Choose 2 of your 4 cards and offer them to the next player in the direction of play. That player must choose 1 of the 2 cards and you receive the other.
2. Both of you simultaneously find the piece matching your card and place it onto your structure.
3. For each piece that matches the same color or shape that the active piece touches, that player takes 1 fan from the supply.
4. Draw 2 cards to refill your hand to 4.
5. Play continues with the next player in the direction of play.

FALLEN PIECES IN YOUR HOME TOWN

Once a player has 5 or more fallen pieces, the end of the exhibition is near.

EXHIBITION END AND FANS AWARDED

Once a player has 5 or more fallen pieces, continue until all players have played the same number of turns and then the exhibition ends.

For each fallen piece you have, you must return 1 fan **gained in the Home Town** to the supply. If you have more fallen pieces than fans, you lose all fans earned in the Home Town.

Finally, find the three tallest structures and distribute bonus fans as follows:

1st tallest structure: 5 fans
2nd tallest structure: 3 fans
3rd tallest structure: 1 fan

AMSTERDAM

Some districts of Amsterdam might be eye-catching, but you're hoping to turn some heads in your direction with your stunning junk art!

PLAYERS: 3-6
GOAL: Tallest structure
EXHIBITION END: A player has been eliminated

SETTING UP IN AMSTERDAM

Deal 3 Junk Art cards to each player and place the rest in a facedown deck.
It's time to take tricks to choose your pieces!

PLAYER TURN IN AMSTERDAM

1. Each player chooses 1 card from their hand and plays it facedown in front of themselves.
2. All players reveal their cards at the same time.
3. The card with the highest numerical value wins the trick. If two or more cards of the same value would win, the strongest color wins the trick. The colors' strength are:



4. The winner gives a card from this trick to each player, including themselves.
5. Each player must then find the matching piece and place it onto their structure.
6. Players draw a new card and play continues until exhibition end.

FALLEN PIECES IN AMSTERDAM

You are eliminated as soon as you have 2 or more fallen pieces.

EXHIBITION END AND FANS AWARDED

As soon as a player is eliminated, or when all the cards have been played, the exhibition ends.

Find the tallest structures, that player earns 3 fans. Every other player that was not eliminated earns 2 fans.

GUJARAT

The Festival of Colors is a magnificent event full of colors and culture. The festival has requested color specific sculptures for the upcoming event.

PLAYERS: 2-4
GOAL: Tallest structure
EXHIBITION END: A player has 2+ fallen pieces

SETTING UP IN GUJARAT

Give each player all the pieces of one color.

PLAYER TURN IN GUJARAT

1. Flip the top card from the Junk Art deck. Each player must place that piece in their color on their own structure.
2. Once everyone has successfully placed their piece, flip over the next card and continue.

Note: If you reveal a card that shows a piece that has alreaady been placed, discard that card and reveal another one.

FALLEN PIECES IN GUJARAT

The exhibition ends as soon as a player has 2 or more fallen pieces.

EXHIBITION END AND FANS AWARDED

When all pieces have been played, or a player has 2 or more fallen pieces in front of them, the exhibition ends after all active pieces have been placed.

Find the three tallest structures and distribute fans as follows:

1st tallest structure: 5 fans
2nd tallest structure: 3 fans
3rd tallest structure: 1 fan



The Indianapolis 500 is coming up and, at the last minute, they decided they'd like some junk art at the race. Thing is, they need something right away!

PLAYERS: 2-6
GOAL: Most placed pieces – Bonus for tallest structure
EXHIBITION END: All cards played

SETTING UP IN INDIANAPOLIS

Deal each player a deck of 10 facedown Junk Art cards. Any remaining Junk Art cards are not used in this city.

PLAYER TURN IN INDIANAPOLIS

1. When the start player says "Go!," all players simultaneously flip the first card from their deck.
2. Each player must then find the matching piece and place it onto their structure.
3. Once you've played your piece, shout "Done!" The turn ends when all but one player has said "Done!" That player does not place their piece and returns the piece to the supply.
4. Continue as such until all cards have been played.

Note: In case of doubt on whomever said "Done!" last, all players are considered to have placed their piece.

Note: Should a player forget to say "Done!" at the end of a turn, that player will need to remove their last placed piece.

FALLEN PIECES IN INDIANAPOLIS

Fallen pieces are returned to the supply without any effects.

EXHIBITION END AND FANS AWARDED

When all cards have been played, the exhibition ends. Players look at their structures and score fans according to the number of Junk pieces in their structure.

10 pieces: 5 fans
7-9 pieces: 3 fans
5-6 pieces: 1 fan
The player who built the tallest structure also gains 1 bonus fan.



Things move fast in Monaco and so will you! Hurry to be the first to create an amazing structure with all of your pieces!

PLAYERS: 2-6
GOAL: Most placed pieces – Bonus for tallest structures
EXHIBITION END: One player has placed all their pieces

SETTING UP IN MONACO

Deal each player a deck of 10 facedown Junk Art cards. Any remaining Junk Art cards are not used in this city.

PLAYER TURN IN MONACO

1. When the start player says "Go!," all players simultaneously flip the first card from their deck.
2. Each player must then find the matching piece and place it onto their structure.
3. After placing your piece, draw the next card, find the piece, and place it. You do not need to wait after the other players. In fact, the faster you are, the better. Continue until a player has placed all 10 of their pieces.

FALLEN PIECES IN MONACO

If any pieces fall off a structure, that player must replace those pieces, one at a time in any order, before continuing.

EXHIBITION END AND FANS AWARDED

When a player places their 10th piece, the exhibition ends immediately. Any player that still has an active piece must discard it.

Players look at their structures and score fans according to the number of Junk pieces in their structure.

10 pieces: 5 fans
7-9 pieces: 3 fans
5-6 pieces: 1 fan
The player who built the tallest structure also gains 1 bonus fan.



Collaboration is a big part of what makes Canada a great place to live in. Work on a piece of art for a short while and then move onto someone else's art and add your own style to it.

PLAYERS: 2-6
GOAL: Be the last artist standing
EXHIBITION END: Last artist standing

SETTING UP IN MONTRÉAL

Deal 3 Junk Art cards to each player and place the rest in a facedown deck.

PLAYER TURN IN MONTRÉAL

1. Each player chooses a card and plays it in front of the next player in the direction of play.
2. Each player must then simultaneously find the piece matching the card played to them and place it on their structure.

Note: Players must keep their played cards in front of themselves, with new cards placed so that all players can see how many cards have been played.

3. After placing their piece, each player refills their hand to 3 cards.
4. When all players have 3 played cards in front of them, each player must move themselves, and their fan tokens, in the direction of play. The structure in front of you is now yours. Discard the 3 cards in front of you.

Important note: If any pieces fall off a structure during player movement, those fallen pieces are discarded before playing any cards.

5. Play continues this way until the exhibition ends.

FALLEN PIECES IN MONTRÉAL

If 2 or more pieces fall off your current structure at the same time, you and that structure are eliminated.

EXHIBITION END AND FANS AWARDED

The exhibition ends in one of two ways:

1. There is only one player standing and that player has placed their active piece, in which case that player wins and receives 5 fans from the supply.

OR

2. The remaining players are all eliminated at the same time, or all cards have been played. These players tie for the win and receive 3 fans each.



Compete against other artists to make the most audacious sculpture under cover of darkness in the city that never sleeps. Be on the lookout as the police could come at any moment!

PLAYERS: 2-6
GOAL: Tallest structure
EXHIBITION END: When the Star card is revealed.

SETTING UP IN NEW YORK

1. Cut the Junk Art deck into three roughly equal decks (A, B, and C). Put the Star card (the cops) facedown on top of deck C. Stack decks A and B on top of deck C.
2. Deal 3 Junk Art cards faceup to the table and place the rest in a facedown deck.

PLAYER TURN IN NEW YORK

1. On your turn, choose one of the faceup cards, find the matching piece, and place it onto your structure. If the piece you just placed **touches** another piece of the same color or shape, you must place another piece by choosing one of the faceup cards.

   You turn ends when there are no faceup cards left, or if you place a piece that **does not touch** another piece of the same color or shape.
2. When your turn ends, reveal cards until 3 are faceup. Play continues with the next player in the direction of play.

FALLEN PIECES IN NEW YORK

Fallen pieces are simply removed from the game without any effects.

EXHIBITION END AND FANS AWARDED

As soon as the Star card is revealed, the cops come and everyone runs away. The exhibition ends immediately.

Find the three tallest structures and distribute fans as follows:

1st tallest structure: 5 fans

2nd tallest structure: 3 fans

3rd tallest structure: 1 fan

SHORTER OR LONGER GAME IN NEW YORK

For a shorter game, during setup, split the deck in two (A and B) and place the Star card facedown on top of deck B, and then stack deck A on top of deck B.

For a longer game, during setup, split the deck in four (A, B, C, D) and place the Star card facedown on top of deck D, and then stack the decks in this order from top to bottom: A, B, C, D.

PARIS

Paris is known for its street artists. They have requested some artists to help tell the Street Artist story. Street Artists often have to create stories based on their surroundings and whatever the audience throws at them. Use your skills and adapt to the challenges you're given to create amazing art!

PLAYERS: 2-6
GOAL: Not be eliminated
EXHIBITION END: A player has 3+ fallen pieces

SETTING UP IN PARIS

1. Players do not have an individual base. Instead, **one** base is placed in the middle of the table within easy reach of all players.
2. Deal 3 Junk Art cards to each player and place the rest in a facedown deck.

PLAYER TURN IN PARIS

1. On your turn, choose a card from your hand and play it in front of the next player in the direction of play.
2. That player must find the matching piece and add it to the common structure.
3. Draw a new card and play continues with that player's turn.

FALLEN PIECES IN PARIS

You are eliminated as soon as you have 3 or more fallen pieces.

EXHIBITION END AND FANS AWARDED

As soon as a player is eliminated, the exhibition ends.

All players that were not eliminated win 3 fans.

PHILADELPHIA

There's so much love in the air for your fellow artists! Or is that spite? Learn to share your resources with everyone as that's the only way to make art in this city.

PLAYERS: 2-6
GOAL: Be the last artist standing
EXHIBITION END: Last artist standing

SETTING UP IN PHILADELPHIA

Deal each player 3 Junk Art cards and place the rest in a facedown deck.

PLAYER TURN IN PHILADELPHIA

1. At the same time, all players look at their hands, keep 1 card for themselves and give 1 card to both players that are adjacent. You must pass all of your cards before looking at the cards given to you.

Two players: When there are only two players, give the other player 2 cards.

2. Players look at their cards, find the matching pieces, and place them one at a time.
3. Once everyone has placed all of their pieces, start over by dealing 3 cards to each player.

FALLEN PIECES IN PHILADELPHIA

You are eliminated as soon as you have 2 or more fallen pieces.

EXHIBITION END AND FANS AWARDED

The exhibition ends in one of two ways:

1. There is only one player standing, in which case that player wins and receives 5 fans from the supply.

OR

2. The remaining players are all eliminated at the same time or there are not enough cards for each player.
   These players tie for the win and receive 3 fans each.

PISA

It's time to collaborate with other artists in your greatest work of art yet. Just don't make your work resemble the city's famous leaning tower too closely, or it may all come tumbling down!

PLAYERS: 2-6
GOAL: Not be eliminated
EXHIBITION END: A player has 2+ fallen pieces

SETTING UP IN PISA



1. Players do not have an individual base. Instead, 2 bases are placed next to each other in the middle of the table within easy reach of all players.
2. Deal to the table one fewer faceup card than there are players. Place the rest in a facedown deck.
   (For example, with 4 players, you will reveal and place 3 faceup cards.)

PLAYER TURN IN PISA

1. On your turn, choose one of the faceup cards, find the matching piece, and place that piece onto the common structure.
2. Play continues in the direction of play until all cards have been played. At that point, replenish the cards on the table as you did during setup and continue with the player whose turn it was.

FALLEN PIECES IN PISA

You are eliminated as soon as you have 2 or more fallen pieces.

EXHIBITION END AND FANS AWARDED

As soon as a player is eliminated, the exhibition ends.

All players that were not eliminated win 3 fans.

TOKYO

Tokyo is a city steeped in modernism as well as traditional arts. As the street racers drift around corners, the artists showcase their interpretation of these high speed chases. It's about to get fast and furious!

PLAYERS: 2-6
GOAL: Tallest structure
EXHIBITION END: All cards played

SETTING UP IN TOKYO

Deal 10 Junk Art cards to each player. The remaining cards are not used in this city.

PLAYER TURN IN TOKYO

1. Simultaneously, choose 1 card from your deck and place it on top of all your other cards, facedown. Then, you must pass that whole deck to the next player in the direction of play.
2. Flip over the top card on your new deck, find that piece, and put it on top of your structure.
3. Continue as such until all cards have been played.

FALLEN PIECES IN TOKYO

Fallen pieces are simply removed from the game without any effects.

EXHIBITION END AND FANS AWARDED

When all the cards have been played, the exhibition ends.

Find the three tallest structures and distribute fans as follows:

1st tallest structure: 5 fans
2nd tallest structure: 3 fans
3rd tallest structure: 1 fan



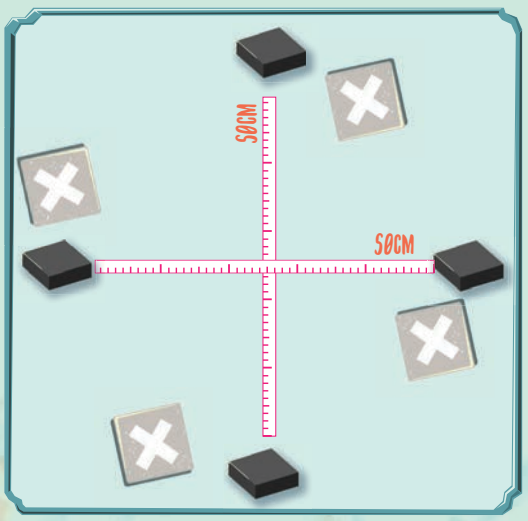
While Nashville is aptly called "Music City" by many worldwide, fans of the visual arts are striving to establish a scene in the South. What better place than this booming hub of commerce and culture? They've already built a replica of the Parthenon there. What will your contribution be?

Special Note: A copy of Flick 'em Up is required to play this game. This scenario is very different from the other ones. It is recommended to play it individually. Once familiar with it, you may include it in a World Tour.

PLAYERS: 2-4
GOAL: Tallest structure – Bonus for loot!
EXHIBITION END: After the third cactus is revealed

SETTING UP IN NASHVILLE

1. **Each player takes a cowboy from a copy of Flick 'em Up. (The color of the cowboy does not matter.) Place the bullets nearby and add the 3 cactus pieces to the supply.**
2. Make sure the middle of the table is free of all pieces.
3. Players must place their bases 50 cm away from one another. Use the tape measure to measure this. With 4 players, you should create a square with 50-cm sides.



4. Deal 4 Junk Art cards to each player and place the rest in a facedown deck.
5. Each player then prepares their initial structure by playing 3 of their cards in the order of their choice and placing the matching pieces onto their structures. A player's played cards are placed in their personal discard pile (as shown), with the card matching the last placed piece on top.
6. Cut the Junk Art deck into two roughly equal decks (A and B). Shuffle 2 Cactus cards into deck A. Place the third Cactus card **faceup** on top of deck B. Finally, stack deck A on top of deck B.
7. Play continues starting with the first player and continuing in the direction of play.

PLAYER TURN IN NASHVILLE



1. Draw until you have 2 cards in hand. Play one of those cards on your discard pile and place the matching piece onto your structure.

Playing a Cactus card: When placing a cactus, you must take it from the supply and place it on your structurestanding up as illustrated.

2. If the card you played matches the color or number of another player's top card on their discard pile, you may take a shot at their structure or cowboy.
   If the card matches the color, you get 1 shot.
   If it matches the number, you get 2 shots.
   You may only shoot at one player per turn.

Playing a Cactus card: The Cactus card lets you to take one shot against the player of your choice. When on top of a discard pile, Cactus cards count as green cards.

3. Place your cowboy anywhere around your base, at about 3 cm from your base. You may then take your shot (or shots), following the *Flick 'em Up* rules.
4. After taking your shot(s), leave your cowboy where it is and check for fallen pieces. Then, play continues with the next player in the direction of play.

FALLEN PIECES IN NASHVILLE

- **If pieces fall off your structure without being shot**, those pieces are removed from the game.
- **If pieces fall off the structure you shot**, take all of those fallen pieces. You must place one of those pieces on your structure and keep the rest as part of your loot. If there is only one fallen piece, you must place it on your structure.
- **If you hit another player's cowboy,** you may steal a piece from their loot and add it to yours. That cowboy will stand up again near their structure at the end of your turn.

Note: Unlike in Flick 'em Up, ricochets count! Anything that falls due to being hit by the bullet is valid and counts as a fallen piece or fallen cowboy!

- **If you accidentally hit a player's structure or cowboy you were not allowed to shoot at, including ricochets,** that player places any fallen pieces in their loot. If any cactuses are among those pieces, they replace them on their structure. Finally, they stand up their cowboy near their structure. Bad luck!

EXHIBITION END AND FANS AWARDED

When the third Cactus card is on top of the Junk Art deck, continue until all players have played the same number of turns and then the exhibition ends.

Find the three tallest structures and distribute fans as follows:

1st tallest structure: 5 fans

2nd tallest structure: 3 fans

3rd tallest structure: 1 fan

Bonus: Each cactus in a player's structure is worth 1 bonus fan.

Find the three players with the most loot and distribute bonus fans as follows:

1st most loot: 5 fans

2nd most loot: 3 fans

3rd most loot: 1 fan

Cactuses are not worth bonus point when they are part of a player's loot.

The player with the most fans wins the game.

In a World Tour, players move on to the next city or conclude the tour.



UNIVERSAL RULES

SETUP

1. Give each player one base. Each player chooses on which side to place it.
2. Shuffle the Junk Art deck and place it within easy reach of all players.
3. Spread out the Junk pieces as a supply, with the fan tokens and tape measure nearby.
4. Start player is: first city - last to have visited an art exhibition; following cities: player with the fewest fans. In case of tie, next in clockwise order.
5. Finish setting up by following the city's special rules.

PLACING PIECES

- When you must choose a piece, it becomes your active piece as soon as you pick it up.
- You may use one or two hands to place your active piece.
- The active piece can go anywhere on your structure and it may not touch the table.
- You may hold your base with one hand.
- You may use the active piece to move one or more pieces on your structure. Pieces on your structure must remain in contact with the structure at all time.
- If you have more than one piece to place during your turn, you must place them one at a time.

FALLEN PIECES

- At any time, if a piece falls off a structure and touches the table, the owner of that structure sets that piece aside and keeps it as one of their fallen pieces.
- If you cause any pieces from any player's structure to fall on the table, **you** keep those pieces as fallen pieces.

EXHIBITION END

- In all cities, the exhibition ends immediately if all the Junk Art cards have been played.

COOL IDEAS!

You have cool City ideas? We've included 3 blank City cards for you to create your own. Share them at coolideas@pretzelgames.com.

ICONS

Game is played in clockwise or counterclockwise order, or simultaneously.

Players receive a facedown deck of X cards at the start of the exhibition.

Players receive a hand of X cards at the start of the exhibition.

X faceup cards are dealt to the table.

Refer yourself to the Nashville rules.

Exhibition End condition: The illustrated card is revealed.

Exhibition End condition: All cards played.

Exhibition End condition: A player has X or more fallen pieces.

Exhibition End condition: Only one player remains.

Three tallest structures earn points.

CREDITS

Game Design: Jay Cormier and Sen-Foong Lim
Illustration: Chris Quilliams and Philippe Guérin
Editing: Jean-François Gagné

Pretzel Games wishes to thank Mike Young for his last minute input.

The designers would like to thank all of their playtesters who helped make this game so awesome:

Dave Aiken, Emiko Aiken, Koji Aiken, Owen Aiken, Elly Boersema, Michael Campsall, Jemaica Campsall, Marc Casas-Cordero, Al Cormier, Xavier Cousin, Peter Grant, Sharon Harris, John Harris, Graeme Jahns, Alex James, Don Kirkby, Jan Kraft, Maria Li, Ethan Lim, Steve Mason, Stacy McDougall, Elsa Michel, Matt Musselman, Brandon Nicell, James Osgood, Bonnie Skiffington, Colin Skiffington, Carrie Stephenson-Lim, Jeff Temple, Shawn Thomas, Scott Veenvliet, Kevin Wilson, Jen Wilson, Leroy Wissing and Mike Wood.

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19 rue de la Coopérative
Rigaud QC J0P 1P0
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