2-4

10+

60mn

STEAM PARK

LORENZO SILVA, LORENZO TUCCI SORRENTINO & AURÉLIEN BUONFINO



RULES

STEAM PARK

In the merry town of Roboburg there's a annual fair that the entire population looks forward to with great anticipation, a joyful event that lasts for six days. Because the **robots** of Roboburg work relentlessly for the whole year in stinky steam factories, and when the fair comes they want to **have fun**! And to do so, they are willing to spend all the money they painstakingly gained with the oil of their clamps. A lot of traveling carnivals go to Roboburg for the fair, ready to satisfy the townsfolks' need for fun, but most of all, in a purely carnivalesque fashion, to earn as much money as they can in the process!

You will be **the owner** of one of these fantastic steam parks. You'll be assigned a vast area near Roboburg where you'll **build gigantic, coal-powered Rides** to attract as many Visitors as you can... but beware, Roboburg has a very strict environmental regulation: when you leave, the area will have to be as clean as it was when you first came, so you'll need to **keep the Dirt** your Park produces under strict control, or the fee could be very harsh! All your hard work will have a single purpose: to **earn as much money as you can** so you can show up your opponents!

Steam Park is an easy-to-learn game, with two difficulty levels : an easier one for less experienced gamers, and a more strategic one for those who want a more exciting challenge.

In this management game, you'll have to **build your own amusement park** and make it the largest and most profitable in the region. By constructing the **three-dimensional rides**, illustrated by the talented Marie Cardouat, you will see your park grow right before your eyes.

Choose your strategy! Attract Visitors, built Toilets to keep the Dirt under control and expand your Park. Whichever approach you take, **do it quickly**: the less time you spend planning, the more time you'll have to maintain your Park, because — thanks to the action-choosing mechanism — you will need to be not only the best, but also the fastest, if you want to win at Steam Park!

COMPONENTS



18 ***Rides (3 sizes for each color)***



6 Big Rides
(3 Visitor spaces)



6 Medium Rides
(2 Visitor spaces)

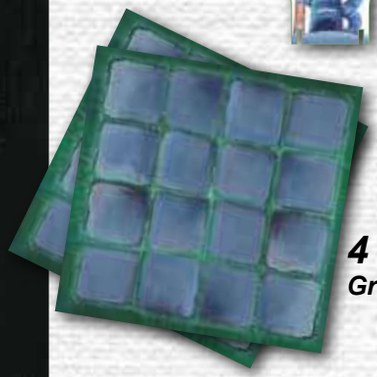


6 Small Rides
(1 Visitor space)





42 ***Visitors***
(7 for each of the 6 colors)





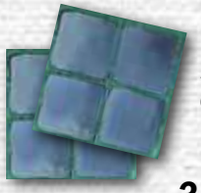
20 ***Stands***
(4 for each of the 5 types)

4 ***Starting Ground tiles***

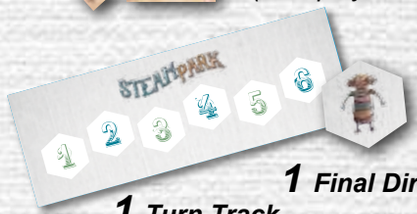




4 ***Turn Order tokens***
(Last player token)



20 ***Additional Ground tiles***

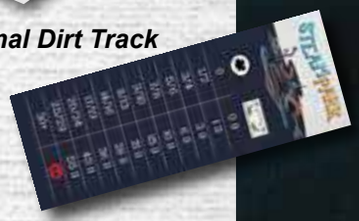


1 ***Turn Counter***

34 ***Bonus cards***



1 ***Final Dirt Track***



1 ***Turn Track***



4 ***Pig boards***

24 ***dice***
(6 for each player)



4 ***Reference cards***

1 ***Cotton Bag***



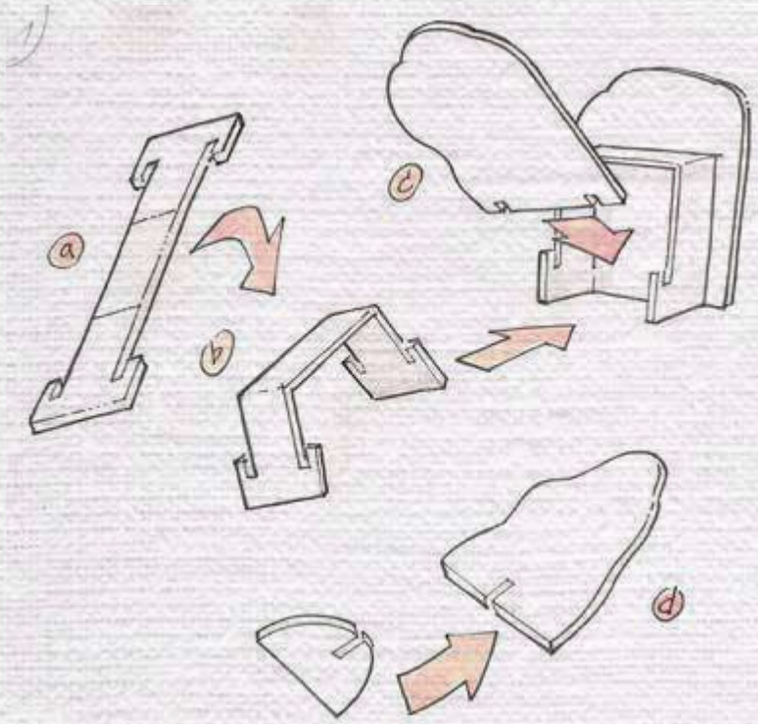
84 ***banknotes***
(30x 1 Danari,
20 x 5 Danari,
30 x 10 Danari
and 4 x 50 Danari)



48 ***Dirt tokens***

BEFORE YOUR FIRST GAME

Before your first game, take some time to assemble all the components of Steam Park. Time for some “Do It Yourself”! Carefully detach each piece from the punchboard. We take no responsibility for paper cuts, anxiety related to cardboard preservation, or excessive punchboard-popping excitement that may occur during this process.



Each Ride is composed from **3 pieces**, marked by the same letter: a central structure with **bendy parts** and the two sides. Assemble them as depicted in the illustration to the left, there's no need of glue. Knowledge of the alphabet and basic hand-eye coordination are still required, though.

The Stands are instead composed by **two pieces** (aren’t we considerate, isn't it? We don't want you getting too tired to actually play the game). One piece is an illustration of the Stand itself, the other is its base and represents a hill; assemble them in a cross-like shape.

Inside the box there is appropriate space to place the Rides, so you don’t need to disassemble them after every game.

SIMPLIFIED RULES FOR BEGINNERS

Steam Park is a fairly simple game to learn as-is, but for your first games, if you feel you are not experienced or brave enough to play the game in all its blazing splendor, we have you covered. Feel free to play a simpler variant that we just thought up… We’ll call it “Steam Park for Dummies”, OK? You can find it on page 12, but you will still need to read all the other rules anyway, except for the “Stands Abilities”.

There are also small paragraphs labeled “***Boring Rules***”; if you are in a hurry for your first game, you can skip these paragraphs... by doing this, you will have knowledge of only the essential rules.

STEAMPARK

SETUP



1. *Place all the banknotes on the table, near the box, divided by value, this will be the **Bank**.*



2. Place the Dirt tokens on the table, near the Box, divided by value, this will be the ***Dirt pool***.



3. *Place the Visitors on the table, divided per color. This will be the **Visitors pool**.*



4. *Shuffle the Bonus cards and place them on the table... this will be the **deck**... obviously.*



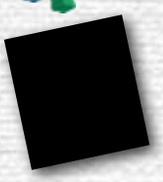
5. *Place the Additional Ground tiles face-down on the table.*



6. *Put the Final Dirt Track where all players can easily consult.*







7. *Take 1 Visitor for each color and put them in the cotton bag; place the cotton bag on the table, where it can be easily reached by all the players.*

8. *Place the Turn Counter on the first space of the Turn Track.*



9. *Place the Turn Order tokens on the table, approximately at the same distance from every player, in a row in the correct order.*
*In a **3 players** game, put the 3rd player token back in the box;*
*in a **2 players** game, put the 3rd and 2nd player tokens back in the box.*
*So in every game you must use the **first and last player** (zzz) **tokens**.*



10. *Place the Rides on the table, divided by color and size.*





11. *Place the Stands on the table.*



12. *Each player takes 1 set of 6 dice, 1 Starting Ground tile, and 1 Pig board.*

13. *Each player draws 6 Bonus cards, **chooses 3** of them, and discards the rest. Shuffle all the discarded cards back into the deck at the end of this process.*

NOTE: *In Steam Park each player has to roll and re-roll his 6 dice and choose the best combination of results as quickly as he can, so we advise you to reserve the space directly in front of you for your dice and your Pig board. Keep your Park to your left or right, in order to avoid destroying it during the Roll phase, you clumsy boardgamers.*

We also advise you to leave the center of the table free, as well, with only the Turn Order tokens there, so that all players have the same chance to take them quickly and without obstacles. You can keep the other game components on the side, near any one of the players, who will have the task of giving and receiving components and money on behalf of the bank for the other players (no, this player can't steal money from the bank. This isn't that home-wrecking game in which you have to make your relatives broke and desperate).

THE GAME

A game of Steam Park comprises **6 turns**. Each turn consists of **4 phases**: **Roll**, **Dirt**, **Actions** and **Income**. At the end of the Income phase of the last turn, the game ends. The player with the most money is the winner. You gain money for every Visitor in your Park at the end of each turn, and for the Bonus cards you play.

ROLL PHASE

All players take their 6 dice in their hand. When you are ready, one of you starts a countdown, then you all roll the dice **simultaneously** and watch the results.

NOTE: *Some mischievous players will try to ambush their opponents by starting a rapid-fire-countdown out of the blue, to put pressure on them. While we can't officially approve or encourage this questionable and unfair technique, we also can't condemn it. We'll just look at those merry little pranksters, nodding and smiling, but with a fatherly, severe look on our faces. Survival of the fittest, you know? It's a jungle out there!*

After each roll, you can place **any** of your dice on your Pig board to save them, and/or you can **re-roll any number** of dice if you don't like the results. Once a die has been placed on the Pig board, it **can't be rolled** any more this turn. When you re-roll, you must always re-roll **all** of your dice that are not on the Pig board.
Once you are satisfied with your roll, and you have placed **all** of your dice on your Pig board, **quickly** take the first Turn Order token **available** (the lowest number available without any other player's hand on it).

Turn Order tokens determine the turn order of the players during the next Actions phase. When all the Turn Order tokens **except the last one** have been assigned, the last player remaining has ***three final rolls***. After that, he must accept the results of his dice, and place all of them on the Pig board, then he takes the last Turn Order token.



EXAMPLE: *Jimmy rolls his 6 dice and obtains 3 empty faces, 1 and 2 . He quickly grabs and places it on his Pig board, he doesn't need any this turn. He takes the remaining 5 dice and re-rolls them. He obtains 2 , 1 , 1 and one blank face. Jimmy takes the 2 and and places them on the Pig board. He doesn't need any . He re-rolls the 2 remaining dice, hoping to obtain 2 , but luck is not on his side. He re-rolls and re-rolls twice more before obtaining the desired result. In the meantime Linda has been faster than him, poor guy, and he sees her grab the first player Turn Order token. Jimmy has just enough time to grab the second player Turn Order token before Manuel, who rushes to take the first Turn Order token available, which is the third player's one. At this point, since all the other players have taken a Turn Order token, Ivan has three last rolls. He will be the last player in the turn order.*

Boring and Obvious Rules: When you move a die from the table to the Pig board you can't change its face; if it flips by accident or you **inadvertently** change one of the dice already on the Pig board, you can't turn it back to its original face. As a matter of fact, once a die is placed on the Pig board, it can't be touched again until the Actions phase. If you "inadvertently" change the result "by accident" *on purpose*, please know that you are a bad person, and we pity you, you despicable game-spirit-ruining cheater.

Other Boring Rules: In some cases one or more players could try to take the same Turn Order token at the same time. In most cases it will be clear which player arrived first (for example, his hand is under the hand of the other player(s)). If you can't make a clear decision, assign the disputed Turn Order token randomly (or with any other tie-breaking activity you can think of. We have a soft spot for one-handed push-up contests).

EXAMPLE: *Jimmy flings himself to the first Turn Order token available... it's the 1st player's one! He grabs it, but Linda and Manuel were as quick as him and their hands intertwine. Manuel notices that in the rush of the competition he grabbed Jimmy's finger instead of the token, so he retires in a noble show of fair play and takes the 2nd player's Turn Order token. It's not clear who is the first between Jimmy and Linda, so they assign it randomly... and Linda wins the first place! Poor Jimmy, he'll be the 3rd player. Fair play is always best, as Manuel knows. In the meantime Ivan is desperately re-rolling his last two dice on a quest for brooms... he will be last once again.*

When all the players have placed all of their dice on their Pig boards and have taken their Turn Order tokens, you can move on to the Dirt phase. No, you won't have to mess up your living room, we promise.

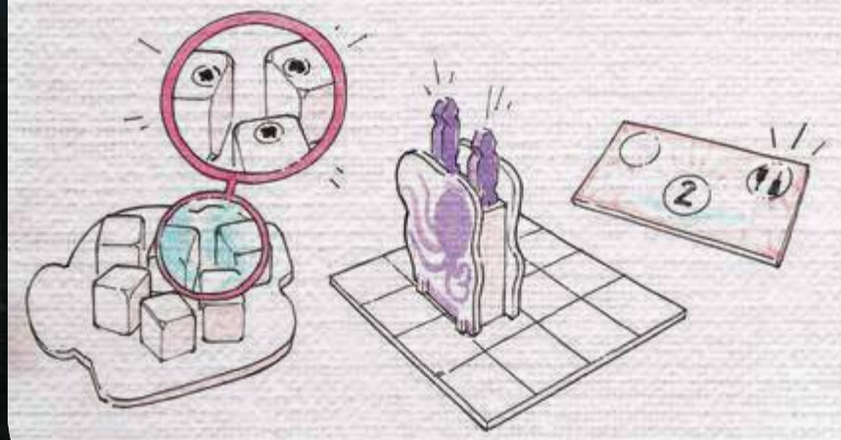
DIRT PHASE

For each present on the dice results on your Pig board, take **1 Dirt token** from the Dirt pool and place it near your Park. This will be your **Dump**.

Then for **each Visitor** you have in your Park take **1 Dirt token** from the Dirt pool. Remeber this step!

Now apply the bonus/penalty reported on your Turn Order token: if you have the **last Turn Order** token, you receive **2 Dirt** tokens. If you have the **3rd Turn Order** token, nothing happens. If you have the **2nd Turn Order** token, you can now **discard 2 Dirt** tokens from your Dump. If you have the **1st Turn Order** token, you can **discard 4 Dirt** tokens. Sharp thought and quick reflexes pay off, we told you!





EXAMPLE: *The dice on Manuel's Pig board show 3 , 2 and 1 . Manuel has the **2nd** Turn Order token and 2 Visitors in his Park. During the Dirt phase Manuel receives 3 Dirt tokens for the dice he chose (his dice show 3), plus 2 Dirt tokens because he has 2 Visitors in his Park, for a total of 5 Dirt tokens. He can discard 2 of them because he has the **2nd** Turn Order Token, so he will add a net total of 3 Dirt tokens to his Dump.*

NOTE FOR 2-PLAYER GAME: *in a two-players game, the Bonus and Malus for the First and the Last player could make a big difference, expecially if one of the two players is not as experienced as the other. We suggest using the Second player token instead of the First player token for your first few two-player games.*

ACTIONS PHASE

In turn order, each player spends all the dice on his Pig board to take actions. The actions you can perform are determined by the results you chose on your dice. The symbols on the dice are “resources” that allow you to perform one or more actions. When you perform an action, take the appropriate die (or dice) from the Pig board, and set it aside. You can’t use it any more in this turn.

There are **6 possible actions**: Build Rides, Build Stands, Attract Visitors, Clean Dirt, Play Bonus Cards, and Expand the Park. Each action can be taken **only once** each turn. You can take your actions in **any order**.

> BUILD RIDES: You can build one or more Rides as long as you have enough 🛠 to spend. Each Ride costs 1 🛠 for each Visitor Space it has... or you could just look on its side.

Important: You **can’t** build more than one Ride of the **same size** during the same turn.

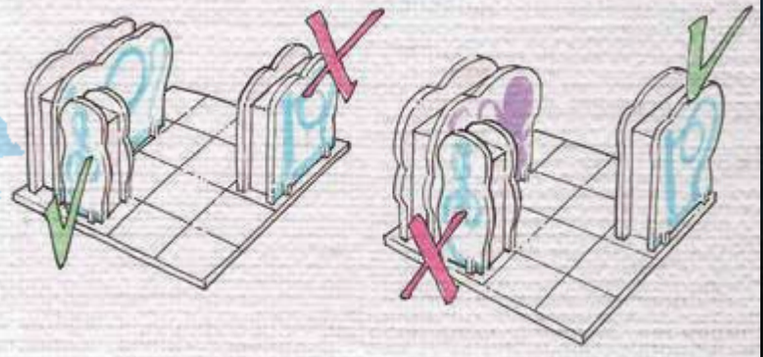
Boring and Intuitive Rules: Take the chosen Ride from the Rides pool and put it in your Park. Depending on its size, the Ride occupies one or more squares in your Park. Small Rides occupy 1 square, Medium Rides occupy 2 Squares, and Big Rides occupy 3 Squares. You have to place the Rides exactly on the Squares they occupy, so is not possible to place them across the square lines or diagonally on the grid (we know it is quite intuitive, but you have no idea how many questions like this we may be asked from time to time. Seriously, *you have no idea*). The base of the Rides has to be placed completely on your Park’s ground tile(s), but they **can** be placed partially on the Starting Ground and partially on an Additional Ground, as long as you place them on the grid appropriately.

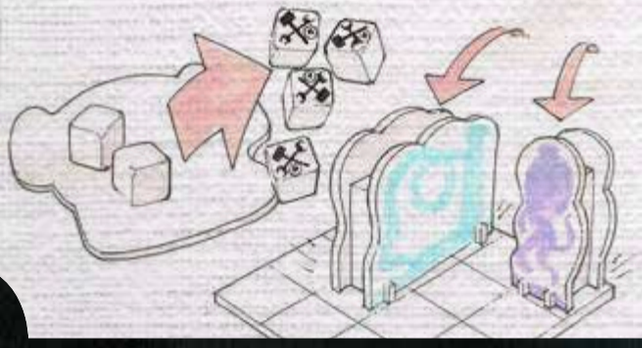
NOTE: *Once you place a Ride you can’t move it for the rest of the game (Steam Park rides are open 24 hours a day. Have you ever seen roller coasters moving themselves through an amusement park while it’s still open to the public? No? We didn’t think so).*

CONSTRUCTION RULES

When you build a Ride, it *can’t touch* any Stand, nor any other Ride you already have (not even at a corner), unless it is of the *same color*.

If they are of the same color, they *must* be connected (by a side, not only a corner), and they must connect at precisely *one* space. Two Rides connected in this way are considered 1 single Ride for the rest of the game (*Have you ever seen a roller coaster split into multiple segments with people still riding it?*).





EXAMPLE: *Ivan has been able to roll a whopping 4 🛠 this turn, so he takes a Build Rides action. He builds a Big Blue Ride (with 3 Visitor spaces), which costs him 3 🛠, and a Small Purple Ride (with 1 Visitor space) which costs him 1 🛠. Ivan could not build 2 Medium Rides (with 2 Visitor spaces), because you’re not allowed to build same-sized rides in the same turn! Did you really already forget that?*

> BUILD STANDS: You can build one or more Stands as long as you have enough to spend. Each Stand costs 1 .

Each kind of Stand has a Special Ability *(*For a complete list of the special abilities of Stands, see page 11*).*

Important: You **can't** buy more than one Stand of the **same type** during the same turn.

NOTE: *Once you place a Stand you can't move it for the rest of the game.*

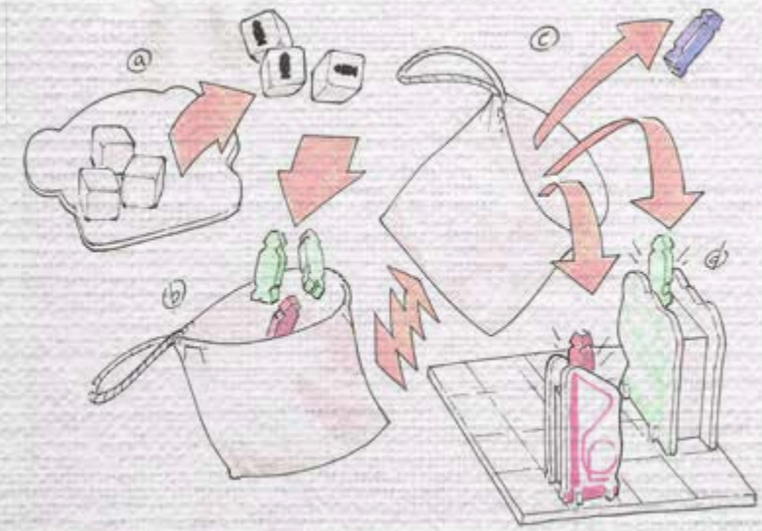
CONSTRUCTION RULES

When you build a Stand, it *can't touch* any Ride nor any other Stand you already have (not even at a corner) unless it is of the same type. If they are of the same type, they *must* be connected.

> ATTRACT VISITORS: This is what the game is all about: to *entertain* the innocent, merry Roboburgers and *legitimately* take all the money from their pockets. To do this, apart from building a good Park, you need to *attract* them to it!
This is the most important Action, because in order to win, you need a Park full of Visitors!

For each you spend, take 1 Visitor of your choice from the Visitor pool and place it into the Bag. Then shuffle the Bag and draw an **equal number** of Visitors. At the end of each *Attract Visitors* action there must always be 6 Visitors left into the Bag.

For **each Visitor** you drew, check if there is a Ride of the **same color** with at least one **empty space**.
If it is so, that Visitor found a Ride that appeals to his tastes in your Park, and you can place him on a free space of that Ride; he will fasten himself to the seat, and remain there until the **end of the game**! Robots are able to make thousands of rounds on a Ride... with the only problem that sometimes they puke some oil!
If there is no appropriate Ride for that Visitor, he finds your Park boring and departs without leaving a single coin behind. If you listen quietly, you could even hear his feeble, mechanical voice cursing you for your incompetence. Frankly, we couldn't blame him. Put the Visitor back in the Visitors pool - **not** back into the Bag!



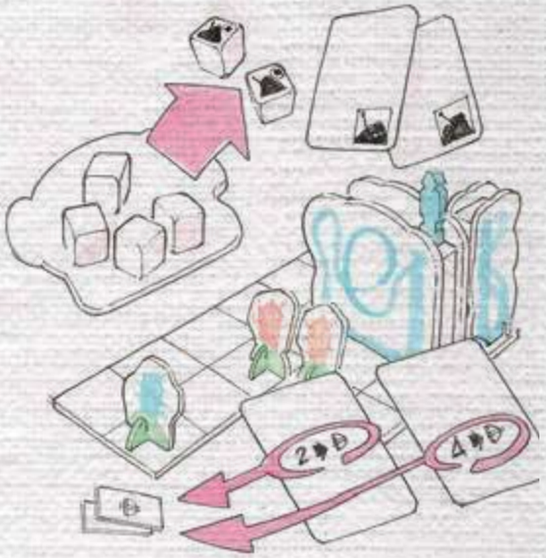
EXAMPLE: *(a) Linda spends 3 . She takes 3 Visitors from the Visitors pool. Since she has a completely empty Small Red Ride and a Medium Green Ride, she decides to take 2 Green Visitors and 1 Red Visitor from the Visitors pool. (b) She puts them in the Bag (where there were 6 Visitors; with the 3 Linda added, there are now 9 Visitors) and shuffles them. (c) Then she draws from the bag as many Visitors as she put in, so 3 Visitors. She draws 1 Purple Visitor, 1 Red Visitor and 1 Green Visitor. (d) Linda has spaces in her Park to place the Green and the Red Visitors, but the Purple one can't be placed, so Linda puts it back in the Visitors pool. A good result. Too bad for the poor Purple Roboburger, though.*



> CLEAN DIRT: Quite self-explanatory, isn't it? Nonetheless, we're going to do our job: for each you spend, **discard up to 2 Dirt** from your Dump. Put them back in the Dirt Pool. You cannot have fewer than 0 Dirt.

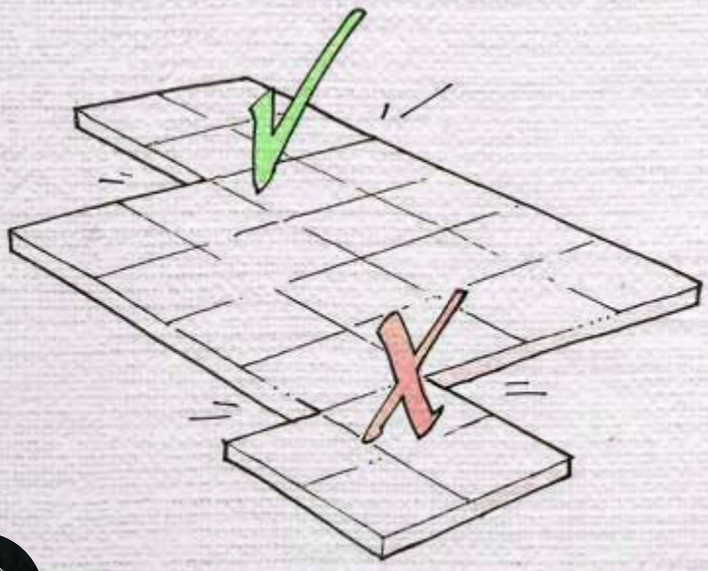
> PLAY BONUS CARDS: For each you spend, you can **play 1 Bonus** card from your hand and earn money according to what it says. Check the text of the card to calculate the amount of Money you earn. Take the Money from the Bank immediately after you play the card.
It's not possible to play two identical Bonus cards in the same turn.

EXAMPLE: *Linda spends 2 to play 2 Bonus cards. The first says "Number of Blue spaces in your Park", Linda has 1 Blue Ride with 4 spaces (a Big Blue Ride linked to a Small Blue Ride), so she checks the table on the card: For 4 spaces, she earns 7 Danari. The second Bonus card she plays says "Number of Stands of the same type in your Park": Linda has 3 Stands, but only 2 of them are of the same type, so she checks the table on the card: For 2 stands of the same type, she gains 6 Danari. Linda gains a total of 13 (7+6) Danari.*



> EXPAND THE PARK: By spending **any** of your symbols, you can buy an **Additional Ground** tile and connect it to your Park (i.e. to your Starting Ground, or to another Additional Ground you already have). Additional Grounds must have two squares connected to the Starting Ground and/or to other Additional Grounds.

NOTE: *You can use any of your dice to Expand the Park, except the dice with blank faces. So this can be sort of a "consolation action", when you did your calculations wrong and you have dice you don't know how to spend any more... well you can always Expand your Park!*



Boring Rules: You can **add only 2** Additional Grounds each turn.
Once you add an Additional Ground, it is treated just like it is a part of your Starting Ground, so you can build Rides across two Additional Ground tiles, or an Additional Ground tile and the Starting Ground tile. Rides and Stands built on and Additional Ground have to follow all the relative construction rules as usual.

EXAMPLE: *Ivan planned all his turn around the construction of a beautiful Big Green Ride, but he didn't realize he has no space for it in his Park... he needs to Expand it first! He kept a to play a Bonus card, but he decides to postpone that action until his next turn, and he instead spends that die to buy an Additional Ground. Now he has the space for that shiny Big Green Ride he was longing for.*

When the last player has taken all of his actions, you can move to the Income phase.
Try to think how you will use your dice before your Action phase begins, so the game won't lose its spark while the other players wait for you to boot up your brain.

INCOME PHASE

For **each Visitor** you have in your Park, take **3 Danari**.

Then, if you have **fewer than 3 Bonus cards**, draw 2 cards, choose one, add it to your hand and discard the other. **Repeat** this process until you once have again a total of **3 cards** in your hand.

Next, move the Turn Counter forward. Then, each player put his Turn Order token back on the table, so that they are in the correct order again (1, 2, 3, 4, in case you forgot how to count). Now you can begin the next turn.



EXAMPLE: *Linda has 3 Visitors in her Park and she has only one Bonus card in her hand. During the Income phase she earns 9D (3D for each Visitor). She also draws 2 Bonus cards, she chooses one to add to her hand and discards the other one. Now she has 2 Bonus cards in her hand, so she repeats this process: She draws 2 Bonus cards, chooses one and discards the other one.*

END OF THE GAME

At the end of the 6th turn, the game ends. *We hope you enjoyed the ride...* ehm, sorry.

Each player then counts the **Dirt tokens** he has in his Dump and checks the **Final Dirt track** to see how many Danari he has to pay to clean up his Park (we told you the fees could be harsh, remember? Roboburgers care about their environment!).
If you have 30 or more Dirt you lose all your money and lose the game… that's what that little red skull at the bottom of the Dirt Track means!

After this step, check the total amount of money still in your possession. The player who has the most money after this process is the winner.

In case of a tie, the player with more Visitors in his Park is the winner. In case it's a tie again, the first player to touch the Cranio Creations logo on the back of the box is the winner! (I know... it makes no sense...)

STAND ABILITIES



SECURITY

For each Security Stand you have, you can put 1 Visitor you just drew back into the bag and draw another one.

EXAMPLE: *Jimmy drew 3 Visitors from the Bag, all Blue. He can place 1 in his Small Blue Ride, but he will have to put the other 2 back in Visitors pool. He has 2 Security Stand though, so he can put those 2 back in the Bag and draw again, hoping to have better luck. He draws a Red Visitor and a Black Visitor. He can place the Red one in the last free space of his Big Red Ride, but he has no Black Ride. The Black Visitor gets back to the Visitors pool.*



INFO POINT

For each Info Point Stand you have, you can place 1 Visitor you just drew onto a free space of one of your Rides even if it is not of the corresponding color. This Visitor must be put back into the Visitor pool at the end of the Income phase.

EXAMPLE: *Linda drew a Yellow Visitor, but her Yellow Ride is already full. She has a free space in a Blue Ride though, and an Info Point, so she can place the Yellow Visitor on the Blue Ride. During the Income phase she will gain 3D from that Visitor (even if he didn't like her Park that much...), and after that she puts him back in the Visitors pool.*



CASINO

For each Casino you have, you can **change** the result of **1 die** on your Pig board to one of your choice, during your turn.

EXAMPLE: *Sick of always being the last player, Ivan rushed through the Roll phase and finally grabbed the 1st Turn Order token. But when the Actions phase comes, he realizes he screwed up badly. He needed 2 to build a Pink Medium Ride (the last one available!), but he put 2 on his Pig board instead, which he absolutely doesn't need. Poor Ivan, this game just isn't his thing. But luckily for him, he has 2 Casinos, so he can just turn those 2 into 2 and build his Ride as planned.*



TOILET

For each Toilet you have, during your Actions phase you can count 1 result on **one die** on your Pig board as 2 results.

EXAMPLE: *Manuel is leading the game, but he has a lot of Dirt tokens in his Dump. The fee he will have to pay at the end of the game will be so high that he seriously risks losing the game. He tries to roll as many as he can, and manages to obtain 5, which by themselves would allow him to discard 10 Dirt tokens from his Dump. But he has 2 Toilets in his Park. Thanks to those, he can count 2 of his as 4 (2 instead of 1 for each die). So he has a total of 7 (4 + 3) , and he can discard a whopping 14 Dirt token!*



PROMOTION

For each Promotion Stand you have, during your Actions phase you can count 1 result on **one die** on your Pig board as 2 results.

EXAMPLE: *Jimmy has a lot of empty spaces on his Rides, so he would like to attract a good number of Visitors to try to fill them. He was able to roll 3 during the Roll phase; he would have liked some more, but he didn't want to be the last player, so he stopped while he still had 1 and 2 so he could at least take the 3rd Turn Order token. He can now make good use of that . He builds a Promotion, so that he can count 1 of his as 2 instead. He takes his Attract Visitors action next, and thanks to the newly built Promotion he can attract 4 Visitors instead of just 3.*

STEAM PARK FOR DUMMIES



In a normal game of *Steam Park* each kind of Stand has its own Special ability (*see Build Stands, page 11*). These make the game more strategic and interesting. However, since we don't want your cute little heads to overheat, for the first couple of games you can ignore these special abilities (it could be more than a couple for some of you before you can really say that you have mastered the basics of *Steam Park*, but we are incurable optimists, what can you say?).

Instead of abilities, in this basic version of the game **each Stand** you have at the end of the game will give you a bonus of **3 Danari**.



CREDITS

Game Design: Lorenzo Silva, Lorenzo Tucci Sorrentino and Aurélien Buonfino

Game Development: Cranio Creations snc

Artwork: Marie Cardouat

Graphic Design: Matteo Zanfi

Examples Artwork: Matteo Cremona

Proofreading and corrections : Nathan Morse

Testers and Thanks: Heiko Eller, Gabriel Durnerin, Alessandro Prà, Noa Vassalli, Giuliano Acquati, Luca Ricci, Valentina Adduci, Sara Luce Serena, Francesca Corigliano, Alessandro Fibbi, Alessia Pastore, Andrea Crespi, Marco Brera, Harald Bilz, Matteo Santus, Jocularis, Albe Pavo, Andrea Achille Vaccaro, Giuseppe Ammendola, Gionata Soletti, Davide Fiorentini, Magda Bteibet, Andrea Marinetti, Paolo Pulci, Michele Pierangeli, Marco Almini, Roberto Pestrin, Alfredo Genovese, Anna Genovese, Ari Emdin, Ghenos Games, Luca Bellini, Luca Borsa, Massimo Bianchini, Luca Cattini, Asterion Press, Roberto Petrillo, Raven Distribution, La Tana dei Goblin, Gioconomicon, Giochi sul nostro Tavolo, Cliquenabend, Tric Trac, Andrea "Liga" Ligabue, Martina Marinoni, Diego 3D, Barbra Bucci, Gianluca Burani, Stefania Fraschetta, Mario Sacchi, Matteo Panara, Post Scriptum, Matteo Boca, Fabio Zanardi, Marco Garavaglia, Renata Costagliola, Fabio Besuzzi, Giovanni Cornara, Luca Ivan Radaelli, Gianluigi Zanotti, Chiara Vergani, Manuel Feliciani, Marta Klaic, Tommaso Dal Cin, Alice Messa, Michela Broglia, Michele Curami, Giacomo Bruno, Caterina Ligabue, Vera Canevazzi, Luca Talia, Ilaria Rivetti, Sara Talia, Giulia de Florio, Gabriele Ornella, Bruno Faidutti, Ludovic Maublanc, Markus Rathgeb, Isabelle Rathgeb, Fiona Carey, Michelle Reiche, Stefan Barthel, Marco Reinartz, Yvonne Distelkämper, Linus Janßen, Stephan Rothschuh, Kathleen Dietrich, Giuseppe De Carolis, Luigi Ricciardi, Giochi Uniti, Santa Ragione, 4G, Aosta Iacta Est, Tana dei Goblin, Andrea Cassola, Paolo Martini, Federica Manente, Massimo Lusignani, GiocoZona, Ludus Iovis Dei, Terre Selvaggie, Gruppo Ludico, Giochi Corsari, Francesco Tamagnone, Silvio Negri Clementi, Paolo Mori, Pierluca Zizzi, Diego "Il Puzzillo fa schifo" Cerretti, the lovely Black Pawn, Camillo Quatrini, Lorenzo Trenti, Luca Bobbio, Fabrizio Paoli, Valerio Salvi, Elia Carli, Fiammetta Filzi, Pierluigi Masia, Vanessa Postiferi, Sirio Smeriglio, Simone Poggi, Emanuele Ornella, Nestore Mangone, Remo Conzadori, Giuseppe Benincasa, Stratagemma, Orso Ludo, Mangiafuoco, Robe da Elfi, Marco Valtriani, Fabio Pagano, Carlo Emanuele Lanzavecchia, Mauro Di Marco, Tinuz, Paoletta, Daniele Prisco, Giacomo Sottocasa, Inventori di Giochi, Paolo Mori, Simone Luciani and Daniele Tascini. Many many others, all the people that helped us at IdeaG, Castle Sthaleck, Modena Play, Lucca Comics and Games, Essen Spieltage and at Festival des Jeux de Cannes. Printed by Scatolificio Maura.

© 2013 Cranio Creations

© 2013 IELLO
All rights reserved

IELLO. 3722 Las Vegas Blvd S. Suite 1211 E.
Las Vegas. Nevada 89158-4311. United States
WWW.IELLOGAMES.COM

FOLLOW US ON

CRANIO CREATIONS

iello