Reiner Knizia

Spectaculum

Immerse yourself in the colorful world of fortune-tellers and snake dancers. Visit a time when travelling circuses of men, women, and beasts were able to enchant entire villages by means of feats, songs, and stories.

You will determine the paths on which four travelling shows journey through an entire kingdom. On their travels, the entertainers are acknowledged with much applause, but may also get some jeers for poor performances. You will determine which shows are worthy of your financial support, but be careful of which entertainers you sponsor - only those with successful shows can help fill your coffers. Whoever turns out to be the most prudent patron by amassing the greatest wealth wins the game.

1. Components

44 entertainer cards



There are 4 travelling shows in the game. Each show has a different color and is made up of 11 entertainers. **Note:** The particular entertainer depicted on a card is not important – only the color is significant.

96 travel markers



Each travel marker belongs to the color of the respective travelling show. The travel markers are drawn at random during the game and put on the spaces of the game board. This determines where the travelling show of the respective color is travelling to.

1 game board



The game board depicts the kingdom with the royal court in the center. At the borders lie the headquarters of the 4 travelling shows. Attached to each headquarter is a prestige path which is used to track the current reputation of the respective travelling show.

48 village tiles



The village tiles are placed on the game board during setup. These tiles will affect the travelling shows that visit there by increasing/decreasing their reputation or gaining/losing money for their sponsors.

54 coins (ducats)



4 marking pieces



1 cloth bag



4 overview cards



2. Object of the game

Your goal is to amass as much money as possible. Each travelling show has a reputation that may rise or fall due to performances in the various villages. The higher the reputation of a travelling show, the more money each of its entertainers is worth.

During the course of the game, you will have the opportunity to sponsor new entertainers of the various shows with your money and/or release entertainers you already sponsor. The higher the reputation of an entertainer that you sponsor, the more money you can earn with him.

3. Setup

1. Put the game board in the center of the table.

2. Shuffle all **village tiles**. Then place them **randomly** face up on the village spaces on the board, so that there is one tile on each village space. The other spaces and the royal court in the center must remain empty.



3. Sort the **entertainer cards** according to the 4 colors and place each deck face up next to the prestige path of the matching color.



4. Place each **marking piece** on the space with the value "5" on the prestige path of the same color.

5. Give each player **1 entertainer card of each color**. During the game, players should keep all entertainer cards face up in front of them organized by color so that other players can easily see how many cards they have.



6. Sort the **coins** according to their value and place them above the game board as a general stock. Then each player receives a total of **20 ducats**. Money can be hidden from other players during the game.



7. Put all **travel markers** in the bag and mix them thoroughly. Each player randomly draws 3 travel markers from the bag and keeps them concealed in his hand.

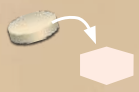


4. Playing the game

Whoever deems himself to be closest in strength to the strong lady becomes the starting player. Then the game proceeds clockwise.
On a player's turn, he should place his 3 travel markers from his hand onto the table in front of him.
Then he:



May perform **up to 2 entertainer actions.**
Each entertainer action allows the player to:
a) either become an entertainer's sponsor *OR*
b) release an entertainer from his sponsorship.



Must make the **travelling shows journey** through the kingdom by putting his travel markers on the game board.



At the end of his turn, the player must draw another 3 travel markers from the bag and keep them in his hand until his next turn.

Placing your 3 travel markers on the game board is **mandatory**. The entertainer actions are **optional**. So a player may perform two, one, or even no entertainer action at all.
Entertainer actions, however, can only be performed **before and/or after** the 3 travel markers are placed on the board. That is, placing the travel markers must be carried out successively and cannot be interrupted by performing an entertainer action.

Examples:
Correct: Performing one entertainer action, then putting the 3 travel markers on the board, then performing a second entertainer action.
Also correct: Putting the 3 travel markers on the board, then performing one or both entertainer actions.
Incorrect: Putting one travel marker on the board, then performing an entertainer action, then placing the 2 remaining travel markers.

4.1 Entertainer actions

a) Sponsor a new entertainer: You become the sponsor of an entertainer by taking an entertainer card of your choice from one of the entertainer decks and placing it in front of you. For this, you have to pay as much money to the stock as the marking piece on the applicable prestige path indicates (if it is on a "0", you get the card for free).

b) Release an entertainer from your sponsorship: You release an entertainer from your sponsorship by putting an entertainer card of your choice, from among those lying in front of you, back on top of the respective deck. For this, you get as much money from the stock as the marking piece on the applicable prestige path indicates.

Example: If you become the sponsor of a blue entertainer, you must return 4 ducats to the stock. (The blue marking piece is on the "4".)

If you release a yellow entertainer from your sponsorship, you may take 6 ducats from the stock. (The yellow marking piece is on the "6".)



Notes:
- There is no limit to the number of entertainer cards you may have lying in front of you.
- If a deck is empty, you cannot become the sponsor of another entertainer of that color for now.

4.2 Travelling



By placing a marker on a space, you make the travelling show of that color journey to that location. A travel marker can only be placed on a space that (a) does not contain another travel marker and (b) is either **adjacent to the headquarters** of the same color or to **another travel marker of the same color**.

Example: The next red travel marker may be placed onto any space with a check mark.



If it is not possible to place a travel marker according to the above rules, it is simply removed from the game and the player draws a new travel marker from the bag instead.

On many spaces of the game board there are **village tiles**. If you make a travelling show journey to a village, you simply put the travel marker on top of the tile. Each village tile (as well as the royal court) triggers an event which must be carried out right away. (The event always refers to the travelling show of the placed travel marker's color and applies to all players.)

The events are:



Parson's smile: By giving a great performance, the entertainers managed to make the village's grim parson smile. The **reputation** of the travelling show **increases by 1** (the marking piece on the prestige path is moved up 1 space).



Helping hand: It's always good to have a strong lady. Whether it's the mayor's children falling from a tree or oxen which have to be pulled from the mud. The strong lady has been in the right spot in the nick of time. The **reputation** of the travelling show **increases by 2**.



Legendary performance: The entertainers have outdone themselves: People are falling into each other's arms, children's laughter is heard in every corner of the village, old folks giggle on and on. The **reputation** of the show **increases by 3**.



Royal court: The entertainers give a brilliant performance at the royal court. The King is very excited and showers the entertainers with praise. The **reputation** of the travelling show **increases by 5**.



Thief: One of the entertainers is suspected of theft. The show is driven from the village in disgrace. The **reputation** of the travelling show **decreases by 3** (the marking piece on the prestige path is moved 3 spaces backwards).



Botched performance: Sometimes nothing works. The dizzy dancing bear has no desire for wine, the beardless dwarf grew some stubble, and the far-sighted fortune-teller has no idea what the future holds. In short, the performance of the travelling show is totally messed up. The **reputation** of the show **decreases by 2.**



Delay: In a fever of excitement, the whole village has gathered on the marketplace. However, the show arrives much later than advertised because the flea-tamer could not find his fleas. The **reputation** of the show **decreases by 1**.



Pay day: Eureka! The show came across a very prosperous village. As patrons for this travelling show, this is a special joy to you. **For each entertainer of that color** that a player has in front of him he collects **2 ducats** from the stock.
Example: The effect of the village tile "Pay day" is triggered by a red travel marker. You have 3 red entertainers in front of you. For this you get 6 ducats from the stock. The player to your right has 2 red entertainers and receives 4 ducats. The other players have no red entertainers and get nothing.



Illness: The entertainers had to sleep in a dirty backyard and are now infected with a nasty illness. Sponsors of this travelling show have to pay money, so that the competent healer can fix them up. **For each entertainer of that color** that a player has in front of him he must **pay 2 ducats** to the stock.
Special case: If a player does not have enough money to pay the costs, he must immediately release entertainers from his sponsorship until he is able to pay the costs. However, each released entertainer gives that player **only half the money** (rounded down) of the current value on the particular prestige path.

Note:
The marking piece on any prestige path can never be moved beyond the value "25" or the last "0" before the headquarters. Ignore any effects that would move the marker past these spaces.

5. End of the game

Certain village tiles on the board have red borders surrounding them.
The game ends **immediately after** a player's turn when:

a) a maximum of **one red-bordered village tile** is unoccupied
(i.e. has no travel marker on it)
AND
b) the royal court is occupied by a travel marker.

In rare cases, the game also ends immediately when, at the end of a turn, the last travel marker is drawn from the bag.

Now, each player receives one last payment: Each entertainer gives his patron as many ducats as the marking piece on the respective prestige path shows.
Example: At the end of the game, the blue marking piece is on the "7", the red one on the "12". You have 1 blue entertainer card and gain 7 ducats. You also have 2 red entertainer cards and gain 24 ducats.

Then count your money. **The player with the most ducats wins the game.** In the case of a tie, the victory is shared.

Variant: For a little more tactical depth, at the beginning of the game, have each player draw 4 travel markers instead of 3. However, on a player's turn, he still only puts 3 travel markers on the board. At the end of his turn, he decides whether he wants to keep the 4th marker for his next turn and therefore draw 3 new ones or return the 4th marker to the bag and then draw 4 new ones.

Credits

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Distribution: Pegasus Spiele GmbH
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Reiner Knizia expresses his **gratitude** to those who contributed to the development of this game, in particular Iain Adams, Sebastian Bleasdale, Chris Bowyer, Chris Dearlove, Drak, Gavin Hamilton, Ross Inglis, Kevin Jacklin, Simon Kane, Chris Lawson and Dave Spring.