THE MAGNIFICENT

RULEBOOK



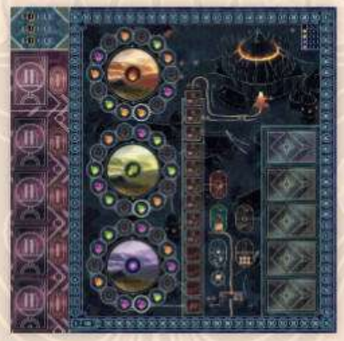
Ladies, Gentlemen and everyone outside the box:

The Magnificents are in town!
Buy your tickets, set your clocks -
This is not your average clown.
The tents are raised, the elements transpire -
The sawdust is literally on fire!
When the moon appears on the sunset's ember,
you know but this:
This will be a show to remember!



COMPONENTS

GAME BOARD



4 PLAYER BOARDS



(EXAMPLE)

DICE

5 5 5 4



SPECIAL EFFECTS (GEMS)

12 12 12 12



WAGONS



TRAINER MARKERS

8 8 8 8



SCORING MARKERS



HAT FIGURES

2 2 2 2



CAMP TILES

12 (LARGE)



16 (SMALL)



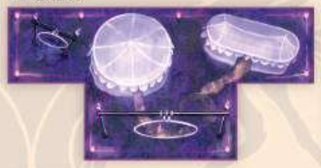
12 (LARGE)



16 (SMALL)



12 (LARGE)



16 (SMALL)



MASTER CARDS

56



(EXAMPLE)

BACKSIDE:



POSTER CARDS (POSTERS)

54



(EXAMPLE)

BACKSIDE:



STARTING POSTERS (6)

CIRCUS TENTS (TENTS)

16



(EXAMPLE)

BACKSIDE:



COINS

16 12 8 4



TRAINER TILES

12

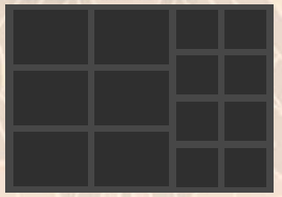


(EXAMPLE)

BACKSIDE:



PORTABLE PLASTIC BOX

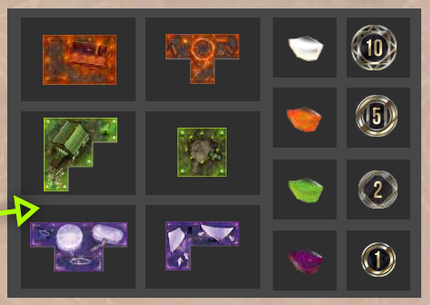


GENERAL SETUP

1. Place the **game board** in the middle of the table.

2. Make supplies of the following:
- **Coins** – sort them by value
- **Gems** – sort them by color
- **Camp tiles** – sort them by type

Put the pieces in separate compartments of the **portable plastic box**. The plastic box is the **general supply** and must be placed within every player's reach.



3. Determine a random **starting player** by rolling **dice.** Depending on the number of players, use the number of **dice** shown below (see also table on the game board). Leftover dice are returned to the box. The starting player roll all dice and place them on the MAIN TENT.

- **2-player game:** 3 orange, 3 green, 3 purple, 2 clear
- **3-player game:** 4 orange, 4 green, 4 purple, 3 clear
- **4-player game:** All dice

4. Set aside the 16 **master cards** marked with Roman numbers, I-IV (at the bottom-left side of the cards), for now.

(example)



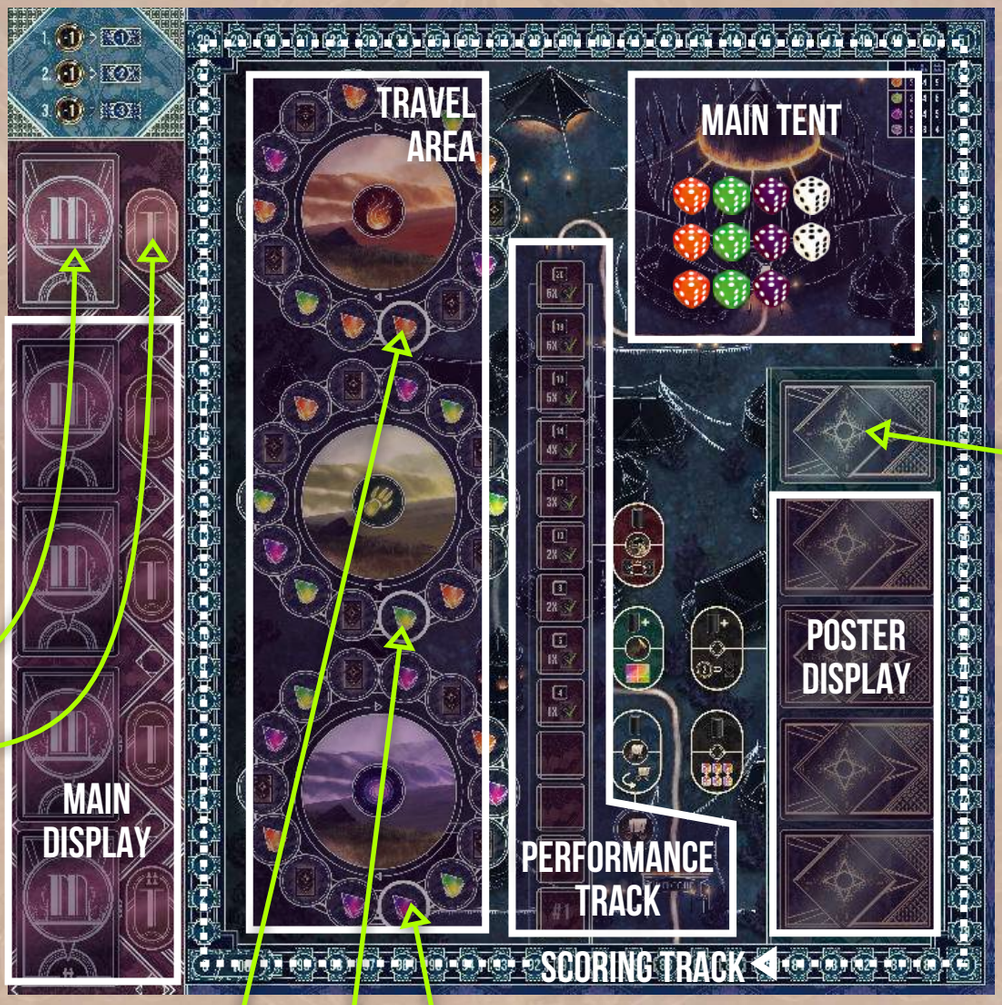
Shuffle all remaining **master cards** and all **trainer tiles** and make two facedown decks on the designated spaces.

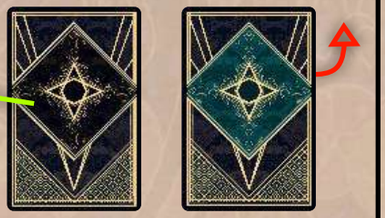


Draw master cards and trainer tiles from the decks and fill up the card spaces and tile spaces of the MAIN DISPLAY. Place all these cards and tiles face up.

- **2 or 3-player game:** Fill up the top three spaces (3 cards and 3 tiles).

- **4-player game:** Fill up all spaces (4 cards and 4 tiles).





7. Set aside the **starting posters** (green backside) for now. Shuffle the **remaining posters** and make a facedown deck. Place the deck on the designated space on the game board.

Draw 4 posters from the deck and distribute one to each space in the POSTER DISPLAY – face up.



(example)

5. Place the three **wagons** on their designated **starting spaces** (the highlighted space) in the TRAVEL AREA – one on each of the three tracks. The front of the wagons should be pointed towards the left (in clockwise direction).





(example)

6. Randomly place one **tent** face up on each of the 15 spaces with a poster symbol (5 on each track) in the TRAVEL AREA.

The leftover tent is returned to the box.

NOTE THE NAMES OF THE DIFFERENT AREAS OF THE GAME BOARD AND PLAYER BOARD (SEE NEXT PAGE) AS THEY ARE REFERRED TO LATER IN THE RULEBOOK

PLAYER SETUP

1. Each player chooses a player color and takes the following in this color:

   - 1 scoring marker, which is placed on space "0/100" of the SCORING TRACK. You move your scoring marker every time you earn ticket points (from now on called points).
   - 2 hat figures. The starting player places one of their hat figures on the "#1" space of the PERFORMANCE TRACK. The player sitting to the left of the starting player places his/her hat figure on the space above it, and so on. Each player places the other hat figure in front of them.



In this 3-payer game, black is starting player, followed by red and then yellow.

2. Deal one random **player board** to each player.

   Important: The players must make sure they have the **A-side** facing up!
   Each player board has a Roman number as a reference. For your first game, each player takes the four **master cards** with the corresponding number (from the cards that were set aside during *General Setup*). In a game with less than 4 players, all remaining *"starting master cards"* are **shuffled into the deck**.



Player board number

Player board side

This player receives Player Board "II" and makes sure she has the A-side facing up.

She also takes all Master Cards marked "II".

Starting supply

3. Shuffle the **starting posters** (green backside) face down and deal a random poster to each player – face up. Leftover starting posters are returned to the box.

Starting poster

4. Each player organizes their PLAY AREA as follows:

   - Your **starting poster** is placed face up just above your **starting tent** at the top-left corner of your player board.
   - Your **master cards** are placed face up somewhere beside your player board.
   - Take your **starting supply:**
     1. **Gems:** 1 of each orange, green, purple and clear, which are placed on matching spaces in your STORAGE**.**
     2. **6 coins** and 1 **trainer marker,** which are placed beside your player board (together with your hat figure).
     3. **Important: The starting player must give 1 coin to the last player in turn order.**





Starting tent (printed)

5. Choose a **trainer tile**: Depending on the number of players, draw a number of **trainer tiles** from the deck *(in addition to those already drawn during General Setup)* and place them face up on the table:

   - **2 or 3-player game:** 3 tiles
   - **4-player game:** 4 tiles

   Starting with the player to the right of the starting player and going counterclockwise, choose one of these tiles and place it face up on the leftmost space in your TRAINER AREA.

   In a 2-player game, the tile that was not chosen is shuffled back into the deck.

Master cards (marked "II")

ADVANCED SETUP: After your first game, you might want to play with alternative setups of the master cards and/or player boards:

- **Alternative setup of player boards:** Each player individually chooses whether to use the **A-side** or **B-side** of their **player board** (both the starting supply and the placement of the camp bonuses are different). *Note: Player Board II has a tent as part of the starting supply on its B-side. Whoever gets this board takes the leftover tent from General Setup, places it on any empty space in their TENT AREA and immediately gains the bonuses shown on the space (poster + coins/gems/trainer/points) – see details on page 5.*

- **Alternative setup of master cards:** Don't set aside any master cards during *General Setup*. After each player has received a random starting poster, deal 5 random master cards to each player's hand from the deck. Simultaneously, each player chooses one of the cards and places it face up in their PLAY AREA. The remaining cards are sent to their left-hand neighbor. Repeat these steps three more times until each player has chosen 4 master cards. Leftover cards are shuffled back into the deck.

GAMEPLAY

The game is played over **3 rounds**. In each round, the players take **4 turns** each. The players try to gain the most tickets (points) for their shows, which are mainly gained by setting up shows and by scoring their master cards. The players must expand their CAMPS (to recruit performers), travel (gaining special effects, raising tents and marketing their shows with posters) and set up shows (gaining points and coins). At the end of each round, all players gain a new master card, and then choose one of their cards to be scored. The master cards represent the decisions the Ringmaster (the player) makes, which consequently will earn points. In the game, players draft dice in order to get enough power to execute the actions they want. But **beware**: The higher total dice value of the same color you take, the stronger actions you get, but the more coins you must pay at round end!

The starting player takes the first turn, followed by the other players in **clockwise order**. On your turn, you execute the following 3 steps:

1.TAKE ONE DIE

Choose one die from the MAIN TENT and place it on any vacant master card in your PLAY AREA. *In each round, you will eventually have 1 die on each of your 4 cards.*

On top of the card you chose, there is a bonus that **may** be used **once** and **any time** during your turn (with some exceptions). *For details regarding bonuses, see page 8.*

2.DETERMINE YOUR POWER

Determine your current power, which is the **value of the die you took this turn + all dice of the same color** that you have taken previously this round (those already lying on your master cards). *You use your power when executing actions (see below).*

Now, you **may** discard **gems of the same color as the die** in order to boost your power. For each gem you discard, you **increase your power by 2**. **Clear gems are "wild" (may be used as any color).**

Clear dice: If you took a clear die, you treat it as if it was of any color (orange, green or purple). To determine your power, add the value of all dice of **one chosen color**. **Important:** *A clear die only adds to your power on the turn it is taken. Clear dice lying on your master cards from previous turns are never added to your power.*

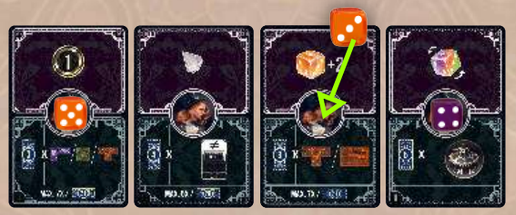
3.CHOOSE ONE *(and only one)* OF THE FOLLOWING 3 ACTIONS

BUILD **TRAVEL** **PERFORM**





See below for detailed rules concerning all three actions.



Anna takes an orange die with value 3. She adds the value of her other orange die for a total of 8 in power. The bonus on the chosen card lets her increase her power by 2 if used with an orange die. Her **power is therefore increased to 10**.



On her next turn, Anna chooses a clear die, and she decides to use it as if it was orange. She adds the values of her two orange dice, making her total power 11. She then discards 2 orange gems to increase her power by another 4, making her **final power 15**.

Trainers are very important in this game. During you turn, you may use **trainer spaces** (trainer tiles or common trainer spaces on the game board) for special abilities. Trainer abilities are described on page 6.



ACTION A : BUILD

If you execute a "Build" action, you expand your CAMP with camp tiles. The following rules apply:

- Choose **one** of the alternative "Build levels" shown at the left side of your player board – with a printed power requirement that is equal to or less than your current power (you don't have to use your full power). Small box = small camp tile (covering 4 spaces in your CAMP); Large box = large camp tile (covering 6 spaces).
- Take the corresponding camp tiles from the **General Supply**. You can only build camp tiles of the **same color as the die** you took this turn.
- The first camp tile you build may be placed anywhere in your CAMP. All subsequent tiles must be placed so that they share at least one border (one space) with another camp tile.
- Camp tiles may be rotated and/or flipped to the opposite side before they are placed in your CAMP. Once placed, you cannot move, flip or rotate the tile.
- If you cover **bonus spaces**, immediately gain the shown bonuses *(see page 8)*.
- If you build more than one camp tile on the same turn, you may build them in the order of your choice. You take the bonuses from the first tile before you build the next tile(s).



Chosen "Build action" (one large and one small camp tile)

Bonus spaces

On Carla's very first turn in the game, she chooses a "Build" action. With the green die and the discarded gems, she has a power of 10 (6+4). She may therefore take green camp tiles with a total value of no more than 10. She decides to build one large and one small camp tile (requiring 9 power).

She also gets a trainer marker and 2 coins as bonuses.

Note: *If the general supply of any camp tile is exhausted, you cannot acquire this camp tile any more.*

ACTION B : TRAVEL

If you execute the "Travel" action, advance the wagon that matches the **color of the die** along its track in a **clockwise direction**. Move the wagon a number of steps up to the value of your power (you don't have to use your full power).

Gems and posters: You gain a gem or a poster for every such symbol you pass through or land on (poster symbols will only become available after tents have been picked up).

Tent: To pick up a tent, you must **end your movement** on a tent (and you cannot move any further this turn).

Bernd takes a "Travel" action with a green die and a power of 8. He may move the green wagon up to 8 spaces. He decides to stop on the tent (after 7 spaces) to pick it up. He also gains 4 gems: two green, one purple and one orange.

He places the tent on a space in his TENT AREA and takes the bonuses (one poster and one trainer marker). The gems are placed in the STORAGE. Since he already has 2 green gems, he must discard one green gem for one coin.





Gaining Gems

When you gain a gem, place it on an empty matching space in your STORAGE.

Maximum storage capacity is 3 of each type of gem. If you gain a gem that you cannot store**, you gain 1 coin instead.** *Note that you cannot voluntarily discard gems to gain coins.*

Gaining Tents

When you gain a tent, place it on any vacant space in your TENT AREA (you cannot cover the preprinted tent to the left). Immediately gain the shown bonuses on the space *(see page 8)*.

Note: After you have gained your 4th tent, you cannot take any more tents. You may still end your movement on a tent without taking it.

Gaining Posters

Each time you gain a poster, draw the top poster from the deck or take any face-up poster from the POSTER DISPLAY. In the latter case, immediately replenish the POSTER DISPLAY with a new poster from the deck. The poster you took must be placed on an empty space in your POSTER AREA (not necessarily attached to a tent below it).

Note: If all five spaces in your POSTER AREA are occupied (and only then), you have three options: A) replace a poster and discard the replaced poster, B) discard the poster you take or C) choose not to take a poster at all.

ACTION C : PERFORM

With the "Perform" action, you stage shows that match the requirements on your posters and tents to earn points and coins.
Important: The color of the die used for this action is not relevant – only the power matters. Execute the following steps:



Carla has 13 in power. Space 12 is occupied, so she chooses to place her hat figure on space 10, allowing her to complete up to 2 posters.

1 The first time you choose this action in a given round, take your **hat figure** on the game board and place it on a **vacant** space on the PERFORMANCE TRACK **matching your power – or on any vacant space below**.

If you choose this action a second time in the same round, take the hat figure from your PLAY AREA instead. In case you choose "Perform" more than twice in a round, move one of your hat figures to the new space (even if the new space is further down than its current space).

2 Complete up to as many posters as shown on the space where you just placed your hat figure. *You may even choose not to complete any posters at all.*
In order to complete one poster, the **following requirements** must be met:

- The poster must have a **tent directly below** it. *Note that the left space in the TENT AREA already has a preprinted tent that you may always use with a poster above.*
- Each poster shows one or more camp tiles. You need to have **all these camp tiles** built in your CAMP. If you complete multiple posters, the camp tile requirements are added together. In order to complete several posters with the same camp tile, you need **several copies** of that camp tile in your CAMP.
- Discard the **gems shown on the poster** *(about half of the posters in the deck have gem requirements). Remember that clear gems are "wild".*
- Some tents also have a gem requirement. To complete a poster above such a tent, you also need to discard the **gem shown on the tent** *(or a clear gem).*

Receive the points and coins shown on all completed posters and on the tents below completed posters. Flip completed posters over and put them in a facedown pile next to your player board. **Tents are not removed** – they may be used again.

3 After completing posters, you may freely **reorganize any number of your remaining posters** in your POSTER AREA.

Carla may only complete her leftmost and rightmost poster (as there is no tent below her middle poster).

She checks if she fulfills all camp tile requirements: In her CAMP, she has the two orange camp tiles, two purple camp tiles and the two large green camp tiles shown on these cards.

She pays the required gems for the posters (orange, green, purple), plus the extra orange gem for the rightmost tent.

She earns a total of 27 points and 6 coins (including 2 coins for the preprinted tent). The two completed posters are put face down in a stack in her PLAY AREA.

Finally, she reorganizes her remaining poster, moving it to a position with a tent.



TRAINER ABILITIES

On your turn you may use any number of **trainer markers (trainers)** on **trainer spaces** (either on the common spaces on the game board or on your trainer tiles on your player board). **At the end of your turn, move all trainers used this turn to the area by the MAIN TENT.** In the table below, you'll find an overview of all **trainer spaces**. Most of them require that you execute a specific action in order to take effect. *Note: Some trainer spaces are more powerful than others – on purpose.*
The symbol on top of each space tells you how many trainers that are required to trigger the effect:

- Place **one** trainer to trigger the effect **once**.
- Place **one or more** trainers to trigger the effect one or more times (**once per trainer**).
- Place **two** trainers to trigger the effect **once**.



Bernd chooses the "Build" action this turn and may therefore place trainers on the two shown trainer spaces. He can now build one extra large camp tile, and two of the buildings can have different colors than the die he took. Eventually, all four trainer markers are moved to the MAIN TENT area.

	GENERAL (regardless of the action you choose)	BUILD (only with "Build" action)	TRAVEL (only with "Travel" action)	PERFORM (only with "Perform" action")
GAME BOARD	When taking a die, immediately turn it to the **opposite** side (e.g. 5 to 2) For each trainer, pay 2 coins to take a poster *(see page 5)* – any time.	For each trainer, one of the camp tiles you build can have a different color than the color of the die	Move the wagon counter-clockwise	Before you do the "Perform" action, freely organize your posters
TILES	For each trainer, gain 2 coins – any time Gain 1 clear gem – any time For each trainer, you get +1 on the die you take this turn (e.g. you get +2 if you place 2 trainers)	+2 on the die when you do "Build" action Build one additional large camp tile without any added power requirement Double the effect of all bonuses that are covered by **one** of the camp tiles you build this turn. *Note: This effect cannot be used for a camp tile gained from a card bonus*	+3 on the die when you do "Travel" action. Double the bonus when placing a tent (e.g. receive 2 posters and 4 coins)	Gain 1 point per poster completed this turn Disregard one camp tile requirement on one poster (not a gem requirement) +2 on the die when you do "Perform" action For each trainer, complete one extra poster this turn (in addition to what is printed on the PERFORMANCE TRACK space)

Note: When you gain a trainer, this may be used in the same turn. But this trainer cannot be used to improve or change the specific step that gave you the trainer. E.g. you cannot use a trainer just gained from placing a camp tile to double the bonus of the same tile (but you may use the trainer to double the bonus of the next tile).

ROUND END

When all players have taken 4 turns, the round ends. Now, go through the following steps:

1. **PAYMENT:** For each color (orange, green, purple), calculate the total value of the dice lying on your master cards. You must pay **coins** equal to the **highest** of these values. **In addition, you must pay the total value of all clear dice.** *Note: You don't pay for any die symbols printed on cards.*

   If you cannot pay the required number of coins, you must pay whatever you have. Then, for **each** missing coin, you lose points : **-1 point in round 1, -2 points in round 2, -3 points in round 3** (move below "0" points on the SCORING TRACK if necessary).

2. **NEW MASTER CARD & TRAINER TILE:** First, each player that has 2 hat figures on the PERFORMANCE TRACK, returns the lowest one to their PLAY AREA. Then, following the order of the remaining hat figures, starting with the player on top, each player in turn chooses one set – one **master card** and the **adjacent trainer tile –** from the MAIN DISPLAY (there are no trainer tiles in the last round). Place the card next to your four other master cards. The trainer tile is placed on a vacant space in your TRAINER AREA.

   In a 2-player game only*: If there is* **at least one vacant space between** *the two players' hat figures, the player whose hat figure is on top discards one set (master card + trainer tile) before the other player takes the last set. If not, the other player may choose between the two remaining sets and discards the last set.*

3. **SCORE AND DISCARD A MASTER CARD:** Each player must now choose one of their five master cards to score (the master card they just acquired may be the one they choose to score). Gain points by moving your scoring marker. After scoring, this card is put in a discard pile. *See* **Card Scoring**, *page 8*.

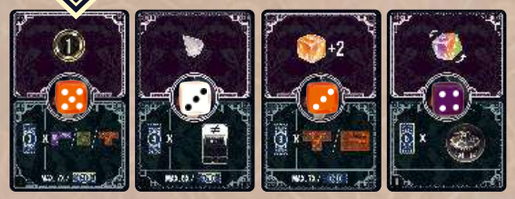
4. **PREPARE FOR THE NEXT ROUND (ONLY AFTER ROUND 1 AND 2)**:

   - All trainer markers by the MAIN TENT are returned to the respective owners.

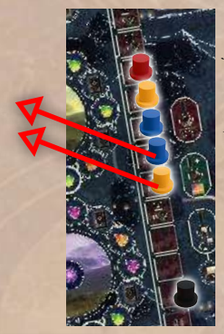
   - Replenish the MAIN DISPLAY with new master cards and trainer tiles from the decks *(in the same way as in General Setup)*. **Before the last round, you don't draw trainer tiles.**

   - Hat figures on the PERFORMANCE TRACK are moved to the bottom of the track, keeping their relative order. The starting player in the next round is the player whose hat figure is moved to space "#1" (the one at the very bottom). In the next round, players still take turns in clockwise order, regardless of the positions of the other players' hat figures

   - The new starting player collects all dice, rerolls them and places them on the MAIN TENT.



Anna must pay 11 coins (8 for orange dice + 3 for the clear die) at the end of **round 2**. *Since she only has 9 coins, she pays 9 coins and lose 4 points (2 x 2).*



First, the lowest blue and yellow hat figures are returned to their owners. Red will be the first player to choose a set, while black player will take the last remaining set. Note that black did not "Perform" this round, but will still get a set and will become the new starting player.



Red player takes this set, placing the trainer tile in his TRAINER AREA, and the master card in his PLAY AREA.

GAME END

After the end of the third round, the game ends. Do the following in the order shown:

SCORE MASTER CARDS (half the value): Score **half the value** of each of your four remaining master cards (each card rounded down). *See* **Card Scoring,** *page 8*.

SCORE COINS: Gain **1 point** for each remaining **5 coins.**

SCORE AREAS: Gain **4 points** for each of the 9 rectangular areas in your CAMP that are fully covered. **Players may use their remaining gems to fill any empty spaces in areas with one gem per space**. *Placing gems only helps for completing areas; bonus spaces are* **not** *rewarded when placing gems, and the gems don't help you to score completed rows or columns (scoring criteria on some of the master cards).*



Carla uses one purple and one orange gem to fill in the two empty spaces in the rectangular area. Then, she scores 4 points for this area.

SOLO GAME MODE

Try to get as high score as possible. **200+ points** *is a victory (which is quite challenging). But maybe you want to challenge yourself even more? With* **220+ points**, *you may call yourself Ringmaster; with* **240+ points**, *you are simply Magnificent!*

SETUP CHANGES: Roll 1 die of each color + 2 clear dice and place them on the MAIN TENT. Remaining dice are placed in a **reserve** near the game board. Fill the MAIN DISPLAY with 4 master cards and 4 trainer tiles. Draw another 6 master cards and choose 4 that you place in front of you as your starting cards. Shuffle the two leftover cards back into the deck. Draw 2 random trainer tiles from the deck and place one in your TRAINER AREA. Shuffle the other back into the deck. Place hat figures of unused player colors on **spaces 6, 10 and 16** of the PERFORMANCE TRACK. These spaces will be occupied for the whole game.

GAME PLAY CHANGES: At the **beginning** of each **turn** (even the first), you **may** discard any one card from the POSTER DISPLAY. Take one die from the **reserve** of the color indicated by the **bottom symbol** (orange, green or purple) on this card, roll it and add it to the MAIN TENT. Replenish the POSTER DISPLAY with a new card from the deck.

ROUND END CHANGES: When choosing a set of master card + trainer tile from the MAIN DISPLAY, your choices are limited by your position on the PERFORMANCE TRACK. Before you choose a set, for each hat figure above your own hat figure, discard the topmost set (e.g. with two hats above you, discard the two topmost sets).
Discard all remaining cards and tiles from the MAIN DISPLAY and refill the display as normal. Start a new round by rolling 1 die of each color + 2 clear dice and place them on the MAIN TENT. All remaining dice are placed into the reserve.

CARD SCORING

At the bottom of each master card, there is a scoring criterion. At the end of each round, you score one of your five master cards. At the end of the game, your four remaining master cards are scored at half value. Many cards have a maximum number of points you can score (printed at the bottom of the card). When you score half the points at game end, the **maximum score is also halved** (rounded down). *Not all unique scoring symbols are shown below, since the rest are similar to the ones displayed.*



4 points for each **small orange camp tile** you have built.



5 points for each **large orange camp tile** you have built.



3 points for each **small camp tile** – of any color – you have built.



4 points for each **large camp tile** – of any color – you have built



1 point for each space in your largest continuous **rectangle or square of orange** camp tiles.



3 points for each **orange camp tile** you have built.



6 points for each **column** you have fully built in your CAMP. *Note: At game end, score this before you fill in spaces with gems.*



7 points for each **row** you have fully built in your CAMP. *Note: At game end, score this before you fill in spaces with gems.*



3 points for each **tent** in your TENT AREA (**not** including your starting tent).



3 points for each **colored gem** you have in your STORAGE (clear gems don't count in this case).



3 points for each **coin** you choose to **pay** (after you have paid for your dice).



Score points equal to the space number of your **hat figure** on the PERFORMANCE TRACK at round end.



"Choose one Magnificent character (there is one character on each poster). Score 5 points for each of your completed posters with this character – incl. starting poster.



4 points for each different Magnificent characters on your completed posters – incl. starting poster (there is one character on each poster).



4 points for each **completed poster** with **orange symbol** – fire symbol (including starting poster)



8 points.



3 points for each own **trainer marker** on the game board and in your PLAY AREA.



Score the total value of your **most valuable dice color + any clear dice** at round end (the same value that you just paid for with coins).



Score **twice** the total value of your **clear Dice** at round end.

BONUSES

Bonuses are gained when activating a master card, covering up a bonus symbol with a camp tile and when placing a tent in the TENT AREA. You can never use a bonus twice (for instance discard 2 trainer markers to build two small green camp tiles). Here is an overview of all types of bonuses. *Not all unique symbols are listed, since the rest are similar to the ones displayed:*



Take 1 Coin.



Take one poster *(as described on page 5). In your CAMP, there is one bonus that lets you take 2 posters.*



Copy another master card: Use a bonus on any of your three other cards.



Gain 5 points



+2 on the die you take this turn if the die is orange - or if the die is clear and you use it as orange.



Return one trainer marker to the **reserve** to build a small green camp tile. If you cover any bonus symbols with this tile, you gain the bonuses.



Add 1 purple gem to your STORAGE (or 1 coin if you already have 3)



+1 on the die you take this turn, regardless of the color.



Discard any 3 gems to build a small orange camp tile. If you cover bonus symbols, you gain the bonuses.



Take 1 trainer of your own color from the reserve and add it to your PLAY AREA.



When you take a die at the start of your turn, immediately turn the die to **any** value.



Pay 2 coins to take one trainer of your own color from the reserve and add it to your PLAY AREA.

Thanks to all play testers, especially Lin Heidi Isaksen, Geir André Wahlqvist, Trond Arvid Røise, Åsmund Svensson, Ronny Eftevåg, Aleksander Lindahl Kronstad, Vegard Stillerud, Kristian Elvsveen, Christian Magnus Fredheim, Vetle Oldeman Christensen, Kjetil Svendsen, Sturla Johansen, Helene Johansen, Ove Wahl, Anna Wermlund, Morten Pedersen, Lasse Krabye, Hege Borgland and Tommy Skodje.

Game design: Eilif Svensson & Kristian A. Østby.
Artwork: Martin Mottet

Aporta Games AS

www.aportagames.com

All rights reserved

© 2019. Aporta Games.