The Grand Carnival

A game for **2-4 players** that takes **45-60 minutes**

<1>Introduction

The sleepy community of Littleton comes alive each summer when the carnival comes to town. The summer of '37 was especially exciting—many carnivals arrived, competing to build the biggest attractions and draw in the largest crowds. But only one could win the coveted title of *The Grand Carnival*.

To score points, players can focus on building attractions, serving guests, or collecting tickets. Complete as many scoring goals as possible to earn a barrelful of points. The player with the most points at the end is the winner!

<1>Components

    52 Attraction Tiles (10 Tiny, 10 Small, 10 Medium, 10 Large, 12 Giant - See *Attractions* on page XX)
    4 Player Boards
    32 Action Pawns (8 pawns in each of the Player Colors)
    30 Guest Pawns (White)
    8 Carnival Barker Pawns (Red)
    40 Ticket Tokens (Blue)
    70 Foundation Tiles
    14 Trick of the Trade Cards
    1 Railyard Board
    1 Starting Player Tile
    1 Round Marker (to track 7 rounds)

<1>Setup

1. Place the **Railyard board** near the center of the table with the **round marker** on the "1" space of the round tracker.

2. Shuffle the **foundation tiles** and place them in a facedown stack on the "1" space of the Railyard board. Draw 4 foundation tiles, placing one each, face-up, on spaces "2" through "5" of the Railyard board.

3. Each player takes a **player board** and the 8 **action pawns** of the matching color. Each player places 5 action pawns above the 5 slots on the right of their player board, and places the remaining 3 action pawns near their player board in a personal supply.

4. Shuffle the 14 **trick of the trade cards**. Draw 3 cards and place them face up above the Railyard board. Return the remaining cards to the box.

5. Select random **attraction tiles** as follows:.
   - **For Two Players:** 5 attraction tiles of each size.
   - **For Three Players:** 6 attraction tiles of each size.
   - **For Four Players:** 8 attraction tiles of each size.

   Place the selected attraction titles in a general supply below the Railyard board, grouped by size. Return any remaining attraction tiles to the box.

6. Gather the 30 **guest pawns** into a general supply to the right of the Railyard board. Each player takes 2 guest pawns and places them on the two entryway spaces at the bottom of their player board.

7. Collect a number of **carnival barker pawns** as follows:
   - **For Two Players:** 5 carnival barker pawns
   - **For Three Players:** 6 carnival barker pawns
   - **For Four Players:** 8 carnival barker pawns

   Place these carnival barker pawns in a general supply to the right of the Railyard board. Return the remaining pawns to the box.

8. Collect the 40 **ticket tokens** in a general supply to the left of the Railyard board.

9. Give the **starting player tile** to the player who went to a carnival most recently. That player takes the first turn.

<1>Playing a Round

Players must meticulously plan their carnival while competing to build attractions, hire staff, and earn powerful tricks of the trade.

The Grand Carnival is played over a series of rounds. In each round, each player will take a total of five turns, starting with the starting player.

On your turn, you'll follow two steps in order:
1. Place one action pawn and take one action, described more in *Taking Action*.
2. Check your tricks of the trade, described more in *Tricks of the Trade* (page XX).

Once you have finished these two steps, your turn ends. Players continue taking turns until each player has taken five turns *(so they will have placed all five of their action pawns)*. At this point, the round ends.

At the end of a round, each player returns their five placed action pawns to the slots on the right side of their player board. Then, move the starting player token to the next player to the left, advance the round marker one space to the right, and begin a new round with the new start player.

At the end of the seventh round, the game ends, which is described more in *Ending the Game* (page XX).

<1>Taking Action

Take one of your 5 unused action pawns and place it on your player board, covering up one uncovered **action number**. The higher the number, the more effective your action this turn will be—careful planning is essential!

Then, take **one** of the following actions:

1. Place a Foundation
2. Move a Guest
3. Build an Attraction

You may only take an action if you can complete it.

After completing your action, determine if you have fulfilled the requirements of any tricks of the trade cards. (See *Tricks of the Trade* on page XX.)

<2>Place a Foundation

Take a face-up foundation tile from the Railyard. You can only take a foundation tile with a number up to your action number. Alternatively, you can draw the top foundation tile from the face-down stack.

For example, if you covered the "3" Action, you could take the "1", "2" or "3" tile or draw from the stack, but you couldn't take the "4" or "5" tile.

Place this foundation tile face up on any empty space of your Fairground. Orient it so that its construction symbol *(a wooden mallet)* is pointing up.
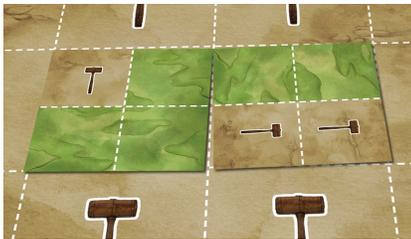
The tile on the left is placed correctly.
*The tile on the right is placed **incorrectly**.*

If you took a face-up tile, slide down foundation tiles on the Railyard with higher numbers to fill any empty space. Then flip over the top face-down tile and place it face-up in the empty "5" slot.

For example, if you took the "3" tile, slide the "4" tile down to fill the "3" slot, and slide the "5" tile down to fill the "4" slot. Draw a new foundation tile from the stack and place it face up in the "5" slot.

If you drew a tile from the facedown stack, you may also choose to cycle the Railyard—Discard all the face-up foundation tiles, and place them in a face-up discard stack nearby. Then, draw tiles and refill all of the empty Railyard spaces. Players cannot search through the discard stack.

> ## What's on a foundation?
>
> Foundations have two kinds of spaces: **walkways** and **construction sites**. Walkways show no construction sign, while construction sites do.
>
> Guests can only move along walkways, and attractions can only be built on construction sites.

If the stack of foundation tiles on the Railyard is ever empty, shuffle the discard stack of foundation tiles to form a new Railyard stack.

Move a Guest

Move a guest around your Fairground. You can move the guest a number of adjacent spaces up to your action number, plus one space per carnival barker pawn on your Fairground.

Guests can only move on walkways *(foundations with no construction signs)*. They cannot move onto attraction tiles, spaces without a foundation tile, or back onto an entryway space.

Guests cannot move into or through spaces with guests or carnival barkers.

> **Adjacent?**
> Whenever we say **adjacent**, we mean up, down, left, or right. Not diagonal!

Emptying the Entryway

After you move your guest, if both of your entryway spaces are empty, you must do the following:

- **Refill Entryway.** Take 2 guests from the supply and place one on each of your entryway spaces.
- **Add Staff.** Take a carnival barker pawn *(if any)* from the supply and place it on any empty walkway on your Fairground. If you cannot place a carnival barker on a walkway, it stays in the supply.

> **What do carnival barkers do?**
> Whenever you move a guest, you can move it one more space per carnival barker in your Fairground. Also, carnival barkers block guest movement, do not move, and do not visit attractions.

Moving Near Attractions

If a guest ends their movement adjacent to any attraction tiles, place a ticket token on an empty space of *each* adjacent attraction. Tickets can be placed on any space of an attraction, even spaces that aren't adjacent to the guest.

Attractions can hold a number of tickets equal to the number of construction spaces they cover. (*For example, a small attraction covers two spaces, so it can hold two tickets.*)

Moving Off the Fairground

If a guest moves off the top of your Fairground (onto the large tent), they stop moving and do not place tickets on any attractions. Any number of guests can be moved off the Fairground.

Build an Attraction

Choose an attraction tile below the Railyard and take it. You can only take an attraction tile that covers a number of construction spaces up to your action number. (*For example, if you covered the "3" Action, you could choose a tiny, small, or medium attraction tile.*)

Place the attraction tile on your Fairground, covering construction sites on foundations. *(It cannot cover walkways or entryway spaces.)* Attractions may be flipped to either side and rotated in any direction, regardless of their art.

<1>Tricks of the Trade

Tricks of the trade are powerful abilities that let you bend the rules.

At the end of your turn, check whether you completed any goals listed on the trick of the trade cards. If you did, take an action pawn from your supply and place it on that card (or cards). You can now use its listed ability, starting on your next turn.

Once a player completes a trick's goal, each other player must complete this goal on their next turn in order to gain the trick. If they do not, they will be locked out from completing it for the rest of the game. *(As a reminder, the other players can place one of their action pawns next to the trick.)*
- If a player completes the goal on their next turn, they move their action pawn onto the card. They can now use its listed ability.
- If a player does **not** complete the goal on their next turn, they take the action pawn next to that card and return it to the box. They can no longer complete the goal of this trick.

If the rules and tricks conflict, the tricks take precedent. For more details on specific tricks, see page XX.

<1>Ending the Game

The game ends at the end of the seventh round.

At the end of the game, each player adds up their points as follows:
- Score 3 points per carnival barker pawn in your Fairground.
- Score 12 points if you have at least 15 tickets in your Fairground.
- Score points for moving guests off the top of your Fairgrounds, as shown below:

# Guests	Points
1	3
2	6
3	10
4+	15

- Score 22 points if you built at least 1 attraction of each size *(five in total) with at least one ticket each*.
- Score points if you built sets of attractions of the same size *with at least one ticket each*, as shown below:

	Tiny	Small	Medium	Large	Giant

Set of 3	3	5	8	12	18
Set of 4	5	8	12	18	25
Set of 5	10	13	19	26	35

- Lose 1 point per construction sign visible on your Fairground. *(This could come from empty spaces or uncovered construction sites on foundations.)*

No Ticket, No Score!
Let's say it again—if an attraction has no tickets, it does not score in any way. Nobody got to enjoy it, after all.

The winner is the player with the most points. If tied, the winner is the tied player with the most Tricks of the Trade cards. If the game is still tied, the winner is the tied player with the most tickets. If still tied, the tied players share the title of **The Grand Carnival**.

Example: It is the end of the game. You had 2 guests off the top, 3 carnival barkers, 12 tickets, and 8 attractions with tickets—1 tiny, 3 small, 1 medium, 2 large, and 1 giant. However, you have 4 uncovered construction symbols. You score 38 points: 6 points for guests off the top, 9 points for the 3 carnival barkers, 22 points for building one attraction of each size, 5 points for the set of 3 small attractions, minus 4 points for the visible construction symbols.

<1>Glossary: Attractions

Attractions can be separated into five groups, indicating how many construction signs they cover up. The attraction groups are:

Tiny (Food): Popcorn Stand, Cotton Candy, Corn Dog Stand, Caramel Apples, and Fried Pickles

Small (Stands): Fortune Teller, Age Weight Guessing, Petting Zoo, Organ Grinder, and Dunk Tank

Medium (Prize Booths): Balloon Darts, Milk Bottle Toss, Hit the Bell, and Shooting Gallery

Large (Performers): Tightrope Walker, Sword Swallower, Wax Works, Strong Man, and Magician

Giant (Rides): Funhouse, High Dive Act, Swing Ride, Tunnel of Love, Bumper Cars, Ferris Wheel, Wild West Show, Carousel, Devil's Wheel, Globe of Death, The Whip Ride, and House of Mirrors

<1>Glossary: Tricks of the Trade

"Bribe the inspectors!"
Goal: Finish a diagonal line of four foundations in your Fairground.

You may rotate a Foundation tile left or right when placed. Whenever you place a Foundation tile, you may rotate the tile by 90 degrees.

"Ticket trap!"
Goal: Have a guest finish their movement adjacent to 3 attractions. Can be triggered by "Weighted Milk Bottles"

May split building between 2 attractions. When taking the Build an Attraction action, you may build two attractions *(instead of one)* that combined cover a total number of construction sites up to your action number.

Combines with the "Underinflated balloons!" and the "Open early!" tricks.

"Create mystery!"
Goal: Have 5+ attractions built with no tickets.

Change an attraction's size by one when scoring. When scoring, you may choose one attraction to count as one size larger or smaller *instead* of its original size. It must still have a ticket on it to score.

"Find a mark!"
Goal: Move a guest 5 or more spaces in a single turn. The guest may not backtrack to any space they already entered this turn.

May split movement between two guests. When taking the Move a Guest action, you may split the movement between two guests. You must finish moving the first guest before you move the second. Each guest may visit an attraction as normal after moving. The movement bonus from Carnival Barkers is added to your total movement, not to each guest.

Combines with the "Practice your ballyhoo!", "Keep the crowd moving!", and "A big draw!" tricks.

"Keep the crowd moving!"
Goal: Move a guest off the top row of your Fairground.

Guests may move through each other for free. You may move guests into spaces with other guests. Moving into a space with a guest does not cost a point of movement, though you must still end a guest's movement in an empty space.

Combines with the "Practice your ballyhoo!", "Find a mark!", and "A big draw!" tricks.

"Make a spectacle!"
Goal: Build an attraction that spans three foundations.

Ignore the penalty for construction signs on empty Fairground spaces. When scoring, empty Fairground spaces are worth 0 points *(instead of -1)*. Uncovered construction sites are still worth -1 point.

"Open early!"
Goal: Place your 8th foundation on your Fairground.

Attractions built next to guests immediately gain tickets. When taking the Build an Attraction action, if you place an attraction next to at least one guest, immediately place ticket tokens equal to the number of adjacent guests onto that attraction.

Combines with the "Weighted milk bottles!" and "Ticket Trap!" tricks.

"Pick some pockets!"
Goal: Finish a column of foundations in your Fairground.

Place 1 ticket before scoring. At the end of the game, you may place 1 ticket token on any 1 attraction in your Fairground with an empty space.

"Posters around town!"
Goal: Finish a row of foundations in your Fairground.

View face-down tile. When taking the Place a Foundation action, and before covering an action number, you may peek at the top, facedown tile in the stack before taking a tile. If you peek at the top tile, you must take the Place a Foundation action.

"Practice your ballyhoo!"
Goal: Move two guests past the halfway point of your Fairground.

Guests may move diagonally. Your guests can move diagonally on walkways. *(Your guest must still be orthogonally adjacent to visit an attraction and place a ticket.)*

Combines with the "Keep the crowd moving!", "Find a mark!", and "A big draw!" tricks.

"Underinflated balloons!"
Goal: Build an attraction adjacent to two other attractions.

During setup, place two random attractions of each size near the Railyard.

May build attractions from a reserve. When taking the Build an Attraction action, you may choose an attraction of the proper size from this reserve instead.

Combines with the "Ticket trap!" trick.

"Think on your feet!"
Goal: Have 3 guests in an adjacent group.

You may choose a foundation from 1 slot above. When taking the Place a Foundation action, you may take the foundation tile from the slot +1 the action number you covered.

"Weighted milk bottles!"
Goal: Place your fifth ticket on your attractions.

Guests may visit diagonal attractions. When a guest stops their movement diagonally adjacent to any attractions, you can place tickets on those attractions as if they were adjacent, in addition to placing other tickets.

Combines with the "Ticket trap!" trick.

"The big draw!"
Goal: Place your third ticket on the same attraction.

Guests may move on construction sites. Your guests can now move on construction sites in addition to walkways. They will place tickets on adjacent attractions like normal if they stop on a construction site. You cannot build an attraction over a construction space that has a guest on it. During end-game scoring, guests on construction sites do not cover construction sites.

Combines with the "Practice your ballyhoo!", "Keep the crowd moving!", and "Find a mark!" tricks.

Only Game in Town (Solo Mode)

Introduction
Retirement is calling, but you want to throw one last carnival in your hometown. It's got to be the biggest fair this town has ever seen! You want to be remembered as a legend, right? You're the only carnival that's here all summer, but that doesn't mean this will be easy. Luckily, there are more tricks to be learned, even for an old dog like yourself.
.
Overview
Your goal is to build 2 of every size attraction in your fair, have them all take tickets from guests, and have no construction icons showing. Depending on how close you get will determine how your legacy is remembered in this town, so make it count! You'll gain points for carnival barkers, guests that move into the back end of your fair, tricks you learn, and extra attractions you build. You'll lose points for missing attraction sizes and visible construction icons.

Setup
1. Place the Railyard board in the center of the table and set up the Foundation tiles and round marker like in a multiplayer game. Take a player board.
2. Draw three tricks and place them next to the Railyard board.
3. Collect 3 random attractions of each size and place them near the Railyard board.
4. Place the guests and 3 carnival barkers in a supply near the Railyard board.

Playing a Round

Just like the multiplayer game, you will cover an action number on your player board and take one action per turn. Once you cover all 5 action numbers, you'll clear the action tokens and advance the round marker one space.

Tricks of the Trade

When you meet the goal of a trick of the trade, take the trick and place it by your player board.

In this mode, tricks won't stick around forever. At the end of the 2nd, 3rd, and 4th round, remove the 1st, 2nd, or 3rd Trick if you haven't met its goal yet.

Cycle the Railyard

Each time you clear the action tokens from your player board, you must cycle the Railyard. *(You may still cycle the Railyard each time you take a Foundation tile from the facedown pile, as normal.)*

Ending the Game

The game ends at the end of 7 rounds. Your score is determined differently than in the multiplayer game.

Score 1 point for each carnival barker in your fairground.
Score 1 point per Trick you learned.
Score 1 point per guest in the back end of your fairground.
If you built more than 2 of a particular size of attraction with tickets, gain 1 point per extra attraction.
Score 1 point per attraction that has more than 1 ticket on it.

Lose 1 point for each construction icon still visible on your fairground.
Lose 2 points for the number of attractions with tickets you are under 2 of each size.

Don't tally any other bonus points.

If your score is above 0, you win! Check your score to see how your town looks on your legacy.

0 or lower: Forgotten
1-4: Remembered
5-8: Honored
9-11: Revered
12+: Legendary