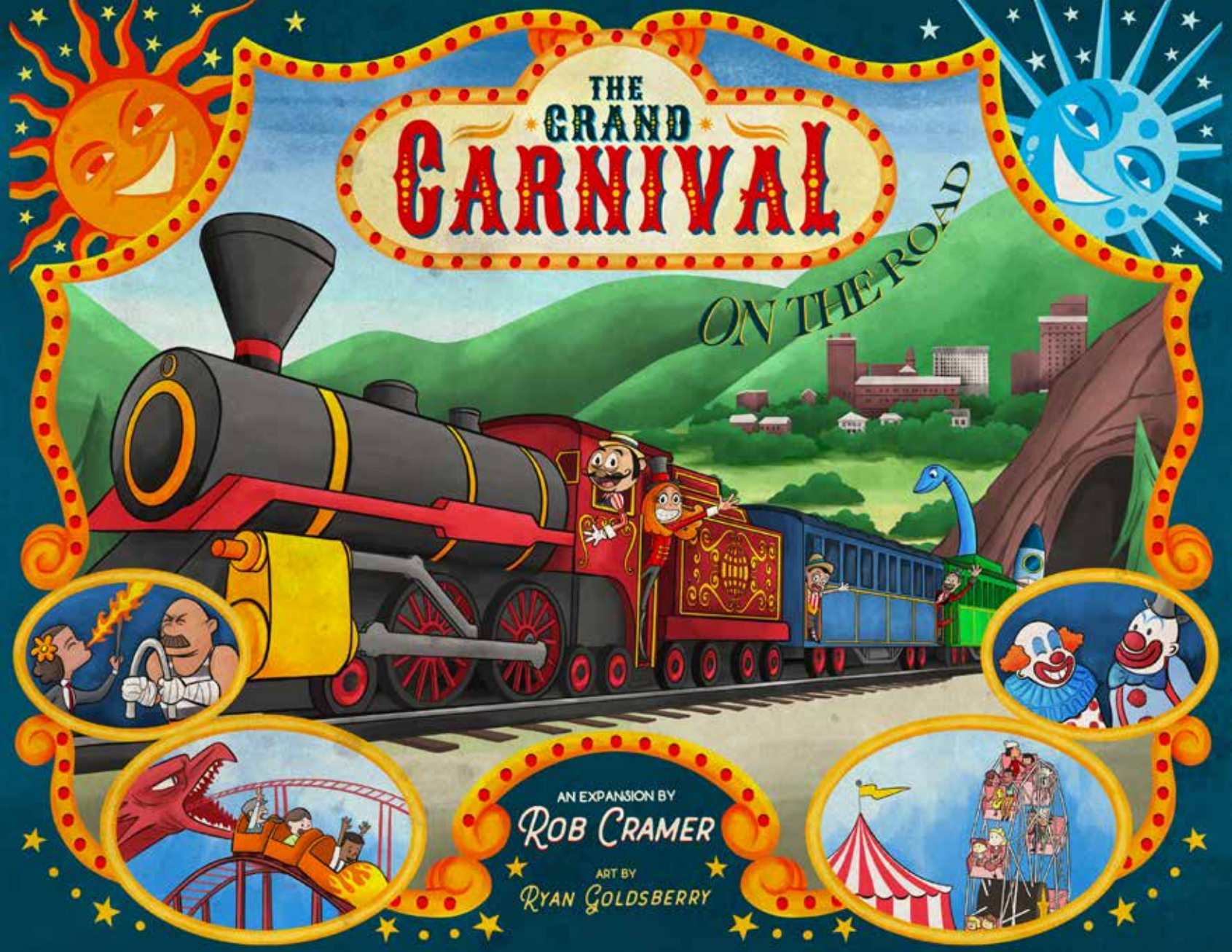

THE GRAND CARNIVAL
ON THE ROAD
AN EXPANSION BY
ROB CRAMER
ART BY
RYAN GOLDSBERRY

The Grand Carnival: On the Road

The carnivals in this town have gotten too big to stick around all summer, so it's time to take the show on the road! Clowns, enormous attractions, golden tickets, and more peanuts than you can handle are stopping in cities across the ol' US of A. Can you create the greatest carnival this country has ever seen?

Components

- 6 Enormous Attraction Tiles
- 5 Double Foundation Tiles
- 12 Mini Foundation Tiles
- 1 Engine Board
- 20 Clown Pawns
- 40 Golden Ticket Tokens
- 20 Peanut Tokens
- 9 Tricks of the Trade Cards
- 13 Grand Finale Cards
- 40 City Scoring Cards

How This Works

The Grand Carnival: On the Road expansion uses a series of game sessions (called cities) to introduce players to the new modules added to the original game. **It is strongly recommended that you play through the entire campaign**, visiting each city in the order they are listed in this rulebook, to help you learn the new modules of the game.

Once you've completed the campaign, you are welcome to revisit the cities to try and one-up your score—or challenge your friends to a rematch. **You can also mix and match the various modules to your liking**, creating your own unique carnival experiences.

Unless otherwise specified, all of the base game rules remain the same.

The Modules

The Grand Carnival: On the Road adds several new modules to encourage new strategies and provide more variation in your games. Modules must be included when required by the city campaign (see *Get This Show on the Road* on page 6). They can also optionally be added to other cities or the base game.

When playing with a module in a city that requires it, ignore the "Stand-Alone Scoring" section for that module and refer to the city scoring rules instead. When playing the base game with a module or in a city that doesn't require it, use the "Stand-Alone Scoring" section when scoring at the end of the game.

Clowns

Components: 20 clown pawns, limited in their supply

Setup: Place the clowns next to the attractions in the supply.

Gameplay: When building an attraction, you may "overpay" your action number to place clowns on the attraction you build. The number of clowns placed is equal to the "overpaid" amount.



Example: If you use a "5" action number to build a size-3 attraction, you may place up to 2 clowns on that attraction.

Each clown occupies 1 space of the attraction they are on, but they do not reduce the number of tickets the attraction can hold. An attraction can hold a number of clowns up to the number of spaces it covers.

Once a clown is placed in a space, it cannot be moved.

If using the **Peanuts module**, you may also "overpay" using peanuts to increase the size of the attraction being built and/or the number of clowns being added to the attraction (see *Peanuts* on page 5).

Whether playing as part of a city campaign or as a stand-alone module, clowns only score when they are placed on attractions with one or more tickets.

Stand-Alone Scoring: Each clown is worth 2 points per guest adjacent to them. Each guest can only count for 1 clown.

Reminder: Whenever we say **adjacent**, *we mean up, down, left, or right. Not diagonal!*

Double Foundations

Components: 5 double foundation tiles

Setup: Give each player a random double foundation tile. Return any extras to the box. Each player immediately places this tile, covering two spaces of their Fairground on their player board. Unlike regular foundation tiles, players may use either side of their double foundation tile, and may rotate them in any orientation.



Gameplay: Double foundation tiles count as 2 foundation tiles for the purposes of tricks of the trade cards.

Stand-Alone Scoring: Just like regular foundation tiles, each uncovered mallet on your double foundation tile is worth -1 point at the end of the game.



Enormous Attractions

Components: 6 enormous attraction tiles

Setup: Place a number of enormous attractions in the supply equal to the number of players plus one. The **Peanuts module** must always be included with enormous attractions (see *Peanuts* on page 5).

Gameplay: Each enormous attraction is a size-6 attraction. In order to build an enormous attraction, you must use a "6" action number. This means you must spend at least 1 **peanut**.

Stand-Alone Scoring: Only gain the 22 points for *"Attraction Variety"* if you have all 6 sizes of attractions in your fair, rather than the 5 sizes of the base game. Additionally, each enormous attraction also counts as a single attraction sized 1-5 for purposes of *"Attraction Sets"* (each player may choose which size their enormous attraction counts as).

Remember: Ingore a module's stand-along scoring when playing a City campaign that requires that module.



Example: At the end of the game, you have 7 attractions with tickets—1 tiny, 1 small, 1 medium, 2 large, 1 giant, and 1 enormous. Because you have at least 1 attraction of each size (including an enormous attraction), you score 22 points for the attraction variety scoring. You decide to count your enormous attraction as a size-4 atrraction for the attraction set scoring, giving you an additional 12 points.

Golden Tickets

Components: 40 golden tickets, limited in their supply (unlike normal tickets)

Setup: Place the golden tickets next to the barkers in the supply.

Gameplay: When a guest ends their movement adjacent to a barker, any tickets they place that turn are golden tickets instead.



Golden tickets work identically to regular tickets, taking a space on an attraction and allowing that attraction to score. Golden tickets also count as regular tickets for the purposes of scoring thresholds and tricks of the trade unless specifically noted.

Stand-Alone Scoring: Each golden ticket is worth 2 points.

Grand Finales

Components: 13 grand finale cards

Setup: Look through the deck of grand finale cards, removing any cards with icons in the top-right corner that are associated with the modules you are not including in your game. Some grand finale cards have no icons and can always be included, regardless of which modules you are playing with.



Example: If you were playing a game with only the peanut and enormous attractions modules, you would remove the "Clown Car", and "Go for Gold" grand finale cards.

Shuffle the remaining cards and draw a number of cards equal to the number of players in the game, placing them face up above the Railyard board within view of all players.

Gameplay: After you finish taking an action (at the same time you are checking for completed tricks of the trade), check if you have met the goal for any of the available grand finale cards. If so, take the matching card and place it in front of you. Each player may only claim 1 grand finale card during the game.

Scoring (for both Stand-Alone and City Campaigns): A claimed grand finale card is worth 8 points.

Mini Foundations

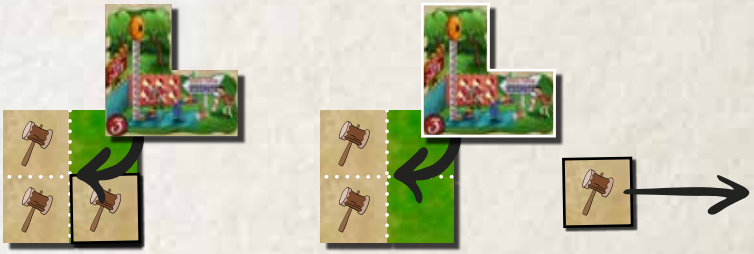
Components: 12 mini foundation tiles, limited in their supply

Setup: Place the Engine board to the side of the Railyard board, with the scoring side face-down. Place the mini foundation tiles in two piles on the Engine board.

Gameplay: When taking any foundation tile from the Railyard using at least a "5" action number (including actions that were raised to at least a "5" via one or more peanuts), you may take a mini foundation tile in addition to the foundation tile you select. Place the mini foundation tile to the side of your player board.



During this or any future turn, you may place the mini foundation tile, with either side facing up, on a foundation tile in your Fairground as a free action. If you build an attraction that covers a mini foundation, return the mini foundation tile to the supply before placing the attraction.



You cannot place a mini foundation tile on top of an existing mini foundation. Each mini foundation tile not placed counts as 1 visble mallet for the purposes of city campaigns, tricks of the trade, and grand finales unless specifically noted.

Stand-Alone Scoring: Each mini foundation tile still in your supply is worth -1 point.



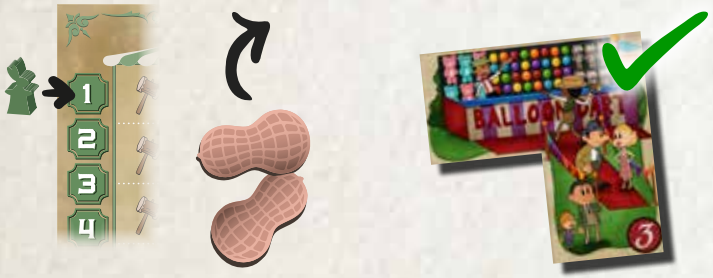
Peanuts

Components: 20 peanuts, limited in their supply

Setup: Place the peanuts in a supply.

Gameplay: When a guest ends their turn adjacent to food stands (size-1 attractions), take 1 peanut for each size-1 attraction they are adjacent to (whether or not you are placing a ticket on that attraction). Place the peanuts near your action tokens. Claimed peanuts can be spent on any future turn.

When taking an action, you may spend any number of peanuts to add 1 to the action number you covered for each peanut spent. Return spent peanuts to the supply.



Example: If you placed your pawn on the "1" action number and spent 2 peanuts, you could take a any action as if you placed your pawn on the "3" action number.

There are no restrictions to the newly increased action number: there may already be an action pawn on the new number. Also, the new action number may be above 5 (useful when playing with *clowns* and necessary when playing with *enormous attractions*).

Stand-Alone Scoring: Peanuts are worth 1 point per every 2 peanuts in your supply at the end of the game.

Other Components

Engine Board

Regardless of what city or modules you are playing with, you can use the back side of the Engine board to track player scores at the end of the game. Players should use their action pawns to track scores, adding action pawns to the +50 or +100 point sections as needed.



New Tricks of the Trade Cards

You can add a subset of new tricks of the trade cards to your deck that match the modules you are including in your game. Select the tricks of the trade cards by matching the icons in the top-right corner of each card with the icons associated with the modules you are including. In the case that multiple icons are in the top-right corner, all modules must be part of your game. Shuffle those cards with the tricks of the trade cards of the base game and then proceed with setup as usual.



Example: If you were playing a game with the clowns and peanuts modules (whether stand-alone or as part of a city campaign), you would add the "Send in the Clowns!", "Gather 'Round!", "Food Festival!", and "Blockbuster Attraction!" tricks of the trade cards.

For more details on specific tricks, see *Glossary: New Tricks of the Trade* on page 17.

Get This Show on the Road!

To introduce players to the new modules, we recommend you play through the following cities in the order they appear below. As you progress from city to city, you will be introduced to the various modules described above.

Each city offers different scoring opportunities which will either add to or completely replace the scoring opportunities of the original game. The mechanisms of each component will remain the same, but they may score in different ways. For example, players will always add barkers to their fairgrounds the same way, but barkers won't always be worth 3 points each, depending on the city you play.

Each cities includes underlined, required modules, which must be included in that game. Players are free to remove the other modules or add new ones to mix things up.

When playing a particular city campaign, deal each player a city scoring card from the associated city. Players should use that card in place of the scoring reference found on their player board.



Tulsa, Oklahoma

"A city of infinite possibility!"

SOLO OPTION

Modules to include:

- Double Foundations
- Mini Foundations

Scoring:

- For each attraction size (1 through 5), score an amount of points based on the number of attractions with at least 1 ticket on them in your Fairground, according to the table that follows:

# Attractions of Each Size	0	1	2	3+
Points	-5	-2	2	5

Example: If you had two size-3 attractions, each with a ticket on it, you would score 2 points for attractions of that size.

- Each attraction that has 2 or more tickets on it will be worth an additional 2 points.
- Each guest in the Bigtop is worth 2 points. Guests in your Fairground are worth no points.
- Each trick of the trade you complete is worth 2 points.
- Each barker in your Fairground is worth 2 points.
- Each visible mallet (including double foundations & mini foundations in your supply) is worth -2 points.

Birmingham, Alabama

"This city keeps getting bigger and better!"

Modules to play with:

- Double Foundations
- Mini Foundations
- Golden Tickets
- Grand Finales

Scoring:

- Each ticket on an attraction in your Fairground is worth 1 point.
- Each golden ticket on an attraction in your Fairground is worth 2 points.
- For guests you have in the Bigtop, score a number of points according to the table below:

# Guests in the Bigtop	1	2	3	4	5	+
Points	2	6	10	15	21	+3

Each additional guest beyond 5 guests in the Bigtop is worth 3 points. *For example, if you had 7 guests in the Bigtop, you would score 21 + 3 + 3 = 27 points.*

- For each set of attractions with tickets on them, based on the number of unique sizes in each set, score an amount of points according to the table below:

# Attraction Sizes per Set	1	2	3	4	5
Points	2	6	10	15	21

Example: If you had a 1-, 2-, 4-, and 5-sized attraction in your park (all with tickets on them), you would score 15 points (a set of 4 attractions of unique sizes). If you managed to get three 1s, two 2s, one 3, two 4s, and three 5s (all with tickets on them), you would score 21 + 15 + 6 = 42 points (a set of 5 attractions, a set of 4 attractions, and a set of 2 attractions).

Each attraction can only count for 1 set. Sets do not need to be adjacent to each other.

- Each visible mallet (including double foundations & mini foundations in your supply) is worth -2 points.

Knoxville, Tennessee

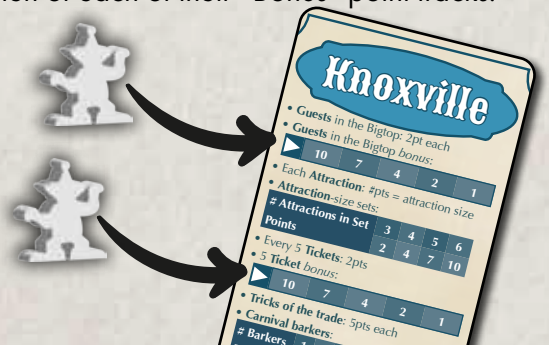
"A city racing towards the future!"

Modules to play with:

- Double Foundations
- Mini Foundations
- Golden Tickets
- Peanuts
- Enormous Attractions
- Grand Finales

Setup:

Give each player 2 clowns. Each player should place 1 clown to the left of each of their "Bonus" point tracks.



Scoring:

- Each guest in the Bigtop is worth 2 points.
- Every time a player moves a guest into the Bigtop, they may score bonus points. If a player is the first to move a guest into the Bigtop, they place a golden ticket on the "10" space below "Guests in the Bigtop bonus" on their scoring aid. All players then cover the "10" on their scoring aid with their clown.



During future turns, when a player (the same or different player) moves a guest into the Bigtop, they cover the number to the right of the clown on their tracker with a golden ticket, and then all players move their clowns to the right to cover that space. Once 5 guests have been moved to the Bigtop by any players, no guest bonus points will be scored (other than the 2 points per guest in the Bigtop mentioned above). At the end of the game, each golden ticket on this track is worth points equal to the number it covers.

Example: If you were the first player to move a guest to the Bigtop but never moved another guest there through the end of the game, you would score 2 points for having a guest in the Bigtop plus 10 bonus points for being first to do so.

- Each attraction with at least one ticket on it is worth points equal to the size of the attraction.

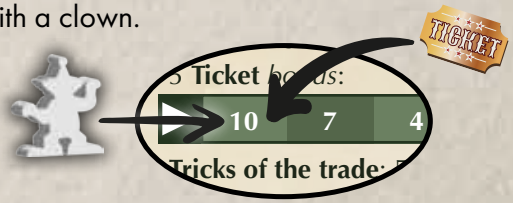
- When a player builds an attraction, they can choose to take a size-set bonus if they have just reached a certain number of different sized attractions in their Fairground (3, 4, 5, or 6 sizes). Place a golden ticket on the matching bonus on your scoring aid.



Each player can take only 1 size-set bonus during the game, and each size-set bonus size can only be taken by one player. At the end of the game, each golden ticket on this track is worth points equal to the number it covers.

- At any time on a player's turn, they may remove 5 tickets from attractions in their fairground to score bonus points. Golden tickets removed like this count as 2 tickets for this purpose only. Removed tickets are returned the the supply.

The first player to do this will place a golden ticket over the "10" space below "5 Ticket bonus" on their scoring aid. Then all players will cover the "10" on their scoring aid with a clown.



During future turns, when a player (the same or different player) removes 5 tickets, they will cover the number to the right of the clown on that tracker with a golden ticket, and then all players will move their clowns to the right to cover that same space. Once 5 ticket bonuses have been claimed, no additional ticket bonus points will be scored. At the end of the game, each golden ticket on this track is worth points equal to the number it covers.



Example: If you were the second player to remove 5 tickets from your fairground, but did not remove tickets after that, you would score 7 bonus points.

- At the end of the game, every 5 tickets left on attractions are worth 2 points.
- Each trick of the trade a player completes is worth 5 points.
- For each barker you have in your Fairground, score a number of points according to the table below:

# Barkers	1	2	3	4	5	6	7	8+
Points	1	4	9	16	25	36	49	64

- Each visible mallet (including double foundations & mini foundations in your supply) is worth -1 point.

Erie, Pennsylvania

SOLO OPTION

"The crown jewel of the tri-state area!"

Modules to play with:

- Mini Foundations
- Double Foundations
- Peanuts
- Enormous Attractions

Scoring:

- Count the number of spaces covered by attractions. Every 3 spaces covered is worth 3 points. Attractions must have tickets on them in order to be counted.



Example: If you had two 5- and one 4-sized attraction (each with tickets) covering 14 spaces, you would score 12 points.

- For every three guests in your Bigtop, you score 9 points. *For example, if you have 4 guests, you score 9 points.*



- If you have at least 3 barkers in your Fairground, you score 9 points.

- Every 3 tickets on attractions in your Fairground are worth 3 points. *For example, if you have 19 tickets, you score 18 points.*
- Every 3 peanuts you have at the end of the game are worth 3 points. *For example, if you have 5 peanuts, you score 3 points.*
- If you complete all three tricks of the trade by the end of the game, score 9 points.
- Every 3 visible mallets at the end of the game are worth -3 points.



Example: If you have 7 visible mallets, you lose 6 points.

Fort Wayne, Indiana

SOLO OPTION 1

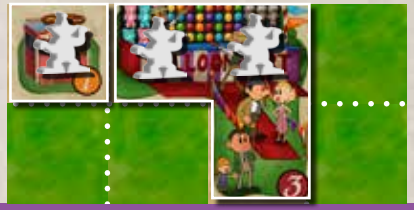
"A city surrounded by good fortune!"

Modules to play with:

- Mini Foundations
- Double Foundations
- Clowns
- Peanuts
- Enormous Attractions
- Grand Finales

Scoring:

- Each clown is worth 1 point per other adjacent clown.



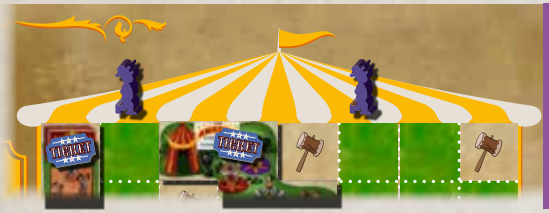
Example: If you had 3 clowns in a row, they would be worth 3 (1+2+1) points total.

- Each ticket on an attraction in your Fairground is worth 1 point.
- Each barker is worth points equal to the difference between the largest attraction it is adjacent to and the smallest attraction it is adjacent to. Both attractions must have 1 or more tickets on them to be counted. If a barker is only adjacent to 1 or 0 attractions, the barker is worth no points.



Example: If you had a barker adjacent to a size-5 and a size-2 attraction, that barker would be worth 3 points.

- Each guest in the Bigtop is worth points equal to the number of attractions with tickets that are adjacent to the Bigtop.



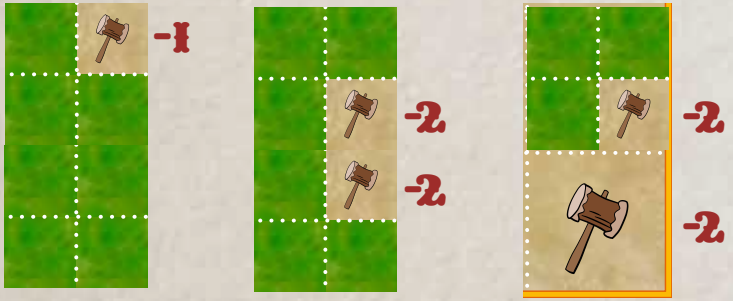
Example: Each guest would be worth 2 points.

- Each attraction that touches 2 or more other attractions is worth 3 points. Each attraction must have at least 1 ticket.



Attractions are touching when at least one flat edge from each attraction are adjacent. Attractions diagonal from each other are not touching.

- Each visible mallet is worth -1 point. If a visible mallet is adjacent to another mallet (regardless of mallet size), it scores -2 points instead.



Savannah, Georgia

"The city with the most!"

Modules to play with:

- Mini Foundations
- Double Foundations
- Golden Tickets
- Clowns
- Peanuts
- Enormous Attractions
- Grand Finales

Scoring:

- Each attraction with at least one ticket on it will score points equal to its size.



Example: An Enormous attraction with at least 1 ticket on it scores 6 points.

- One size at a time (1-6), each player counts the number of tickets on attractions of that size. Golden tickets count as 2 tickets for this purpose. The player with the most tickets on each size of attraction scores 8 bonus points.
- Golden tickets are worth 1 point each.
- Each clown is worth 1 point. The player with the largest group of adjacent clowns scores 8 bonus points.

- Barkers are worth 1 point per guest they are adjacent to. The player with the most guests adjacent to their barkers scores 8 bonus points.
- Each guest in the Bigtop is worth 3 points. The player with the most guests in the Bigtop scores 8 bonus points.
- The player with the most peanuts at the end of the game scores 8 bonus points.
- The player with the most visible mallets loses 5 points. The player with the fewest mallets (including 0) scores 5 bonus points.
- **In the case of a tie** (for any of the bonuses or penalties above), all tied players score or lose the points.

Reminder: Grand finales always score 8 points when claimed, whether they are part of a stand-alone game or a city campaign.

Utica, New York

"The city of multiplicity!"

SOLO 1 OPTION

Modules to play with:

- Mini Foundations
- Double Foundations
- Golden Tickets
- Clowns
- Peanuts
- Enormous Attractions
- Grand Finales

Scoring:

- Score points equal to the total number of regular tickets (not golden) on attractions in your Fairground multiplied by the number of barkers in your Fairground.



Example: If you had 10 tickets on your attractions and 3 barkers in your Fairground, you would score 30 points.

- Each golden ticket is worth points equal to the number of golden tickets at the same attraction it is on.



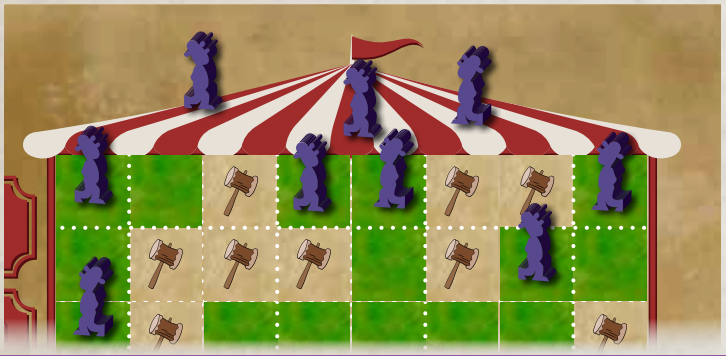
Example: If you had an attraction with 3 golden tickets, each golden ticket would be worth 3 points (for 9 points total).

- For each group of adjacent clowns, score points equal to the number of clowns in the group multiplied by the number of unique-sized attractions the group spans.



Example: If you had a group of 3 adjacent clowns on a size-1 and a size-2 attraction, you would score 6 points.

- Score points equal to the number of guests in the Bigtop multiplied by the number of guests below in your Fairground (including any on the Entry spaces).



Example: If you had 3 guests in the Bigtop, and 6 in your Fairground, you would score 18 points.

- Lose points equal to the number of visible mallets multiplied by itself (the number of visible mallets). *For example, if you had 3 visible mallets in your Fairgrounds, you would lose 3 x 3 = 9 points.*

Duluth, Minnesota

SOLO OPTION

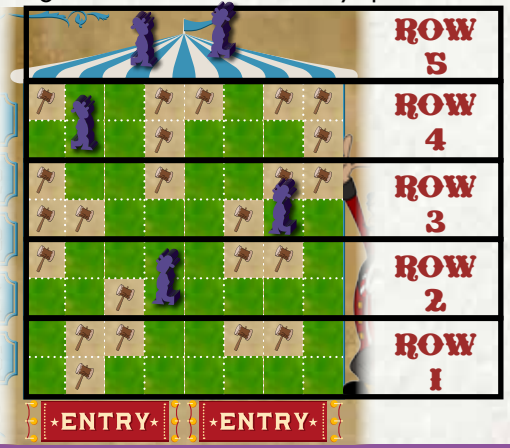
"City planning at its finest!"

Modules to play with:

- Mini Foundations
- Double Foundations
- Golden Tickets
- Clowns
- Peanuts
- Enormous Attractions
- Grand Finales

Scoring:

- Each guest in your Fairground is worth points equal to the row of foundation tiles that your lowest guest is present in, with the lowest row being 1 and the highest row being 4 (Entry spaces do not count as a row), with the Bigtop counting as row 5. Guests in entry spaces are not counted.



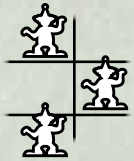
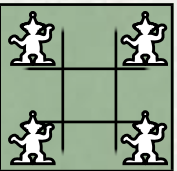
Example: If you have 2 guests in the Bigtop and 3 guests in your Fairground, with the lowest guest on the second row of foundation tiles, each guest is worth 2 points.

- For each of the 4 rows of foundation tiles on your player board, score 1 point if there is at least one ticket in that row or 3 points if there is at least one golden ticket in that row. Repeat this process for the 4 columns of foundation tiles on your board.



Example: You would score 6 points for the tickets in your rows of foundation tiles, and 5 points for the tickets in your columns of foundation tiles.

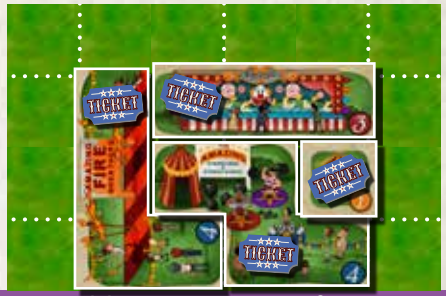
- Compare your clowns to the arrangements below. For each arrangement of clowns, score the associated points of the pattern they match. Each clown may only count for 1 arrangement. Arrangements may be rotated in any orientation.

Clown Arrangement				
Points	1	3	6	12

- For each complete square covered by attractions in your Fairground, score a number points according to the table below:

Attraction Square Size	2x2	3x3	4x4	5x5
Points	5	13	25	41

Each space in the square must be covered by an attraction and each attraction must have at least one ticket on it.



Example: You would score 13 points for your 3x3 square of attractions with tickets on each.

- Each visible mallet is worth -1 point. If a visible mallet is adjacent to an attraction, it scores -2 points instead. Mallets are considered adjacent to an attraction if you can trace a path through other mallets to an attraction.



Hartford, Connecticut

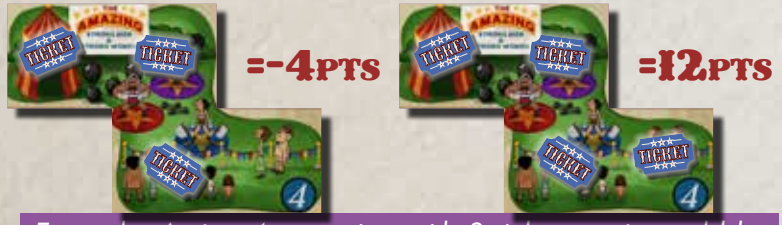
"Take a risk with the city's high rollers!"

Modules to play with:

- Mini Foundations
- Double Foundations
- Golden Tickets
- Clowns
- Peanuts
- Enormous Attractions
- Grand Finales

Scoring:

- Guests are worth -1 point if they are in the Fairground, but 4 points if they are in the Bigtop.
- Barkers are worth -2 points each.
- Golden tickets are worth 2 points each.
- Clowns are worth -1 point each, unless they are in a group of 5 or more adjacent clowns. Clowns in a group of 5 or more are worth 3 points each.
- If an attraction is not completely full of tickets at the end of the game, it is worth negative points equal to its size. If an attraction is full of tickets, it is worth points equal to 3 times its size.



Example: A size-4 attraction with 3 tickets on it would be worth -4 points. If that size-4 attraction had 4 tickets on it instead, it would be worth 12 points.

- For each size of attraction (1-6), if you do not have an attraction of that size (with at least one ticket on it) in your Fairground, lose 5 points.
- A completed grand finale is worth 8 points. However, if you did not gain a grand finale by the end of the game, lose 5 points.
- Each small mallet in your Fairground (including double foundations and mini foundations) is worth -3 points. Each large mallet is worth -2 points. If no mallets are visible in your Fairground, gain 10 points.

Des Moines, Iowa

"Keep Des Moines weird!"

Modules to play with:

- Mini Foundations
- Double Foundations
- Golden Tickets
- Clowns
- Peanuts
- Enormous Attractions
- Grand Finales

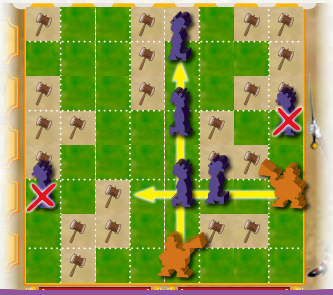
Scoring:

- Each normal ticket is worth 2 points for each adjacent golden ticket. Golden tickets are worth 0 points.



Example: You would score 10 points for your tickets.

- At the end of the game, point each barker's megaphone in a cardinal direction of your Fairground. Each barker may be pointed in a different direction. Trace a straight line out from each megaphone. Each barker scores 2 points for each guest in this line before hitting an attraction, construction space, or the edge of the board. Each guest can count for multiple barkers. Additionally, each guest in the Bigtop counts as being part of each barker's line of guests.



Example: You would score 5 points for your 2 barkers.

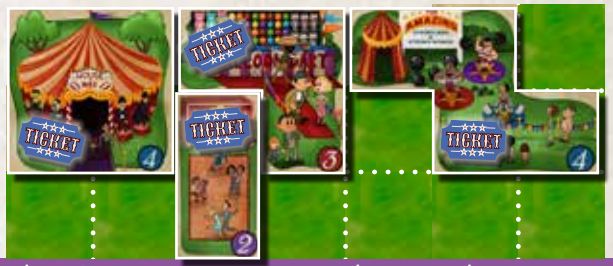
- Score 2 points for each line that can be drawn, uninterrupted by another clown, in a cardinal direction between two clowns that are not adjacent to each other. Clowns can be used in multiple connections and connections can be as far as possible. Ignore clowns if the attractions they are on have no tickets.



Example: You would score 6 points for your clowns.

- If you completed an odd number of tricks of the trade, gain 5 points per trick you completed. If you completed 0 or 2 tricks of the trade, gain 0 points.
- Each odd-sized attraction is worth points equal to the total size of all even-sized attractions it is touching. All attractions must have at least one ticket to be counted. Even-sized attractions are worth 0 points each.

Reminder: Attractions are touching when at least one flat edge from each attraction are adjacent.



Example: A size-3 attraction that touches one size-2 attraction and two size-4 attractions is worth 10 points.

- At the end of the game, for each size-5 attraction in your Fairground with at least 1 ticket, choose 1 of these options:
  - Place a guest from the supply into your Bigtop
  - Place a golden ticket on an attraction
  - Place a clown on an attraction
  - Gain up to 2 mini foundation tiles to place immediately
  - Build an attraction of any size (following regular attraction building rules)
- Each visible mallet is worth -2 points. However, if you have the most peanuts (or are tied for the most peanuts) each visible mallet is worth +1 point instead.

Glossary: New Tricks of the Trade

"Send in the clowns!"

Goal: Have 2 adjacent clowns on different attractions in your Fairground.

Ability: You may gain a guest whenever either Entry space is empty. You may choose to immediately add a guest to your empty Entry space. Only gain a barker if both Entry spaces are empty.

"Get your tickets here!"

Goal: Have 3 golden tickets.

Ability: When moving a guest to the Bigtop, place a ticket on an attraction adjacent to the Bigtop. Place a ticket on an attraction that is adjacent to the top edge of the board as if the guest were adjacent to it. Golden tickets can never be placed using this ability.

"Topsy turvy!"

Goal: Have a foundation tile in each corner of your Fairground.

Ability: Gain 2 mini foundation tiles. Immediately place them to the side of your player board.

"Showstopper!"

Goal: Build an enormous attraction.

Ability: When you cover your "1" action number, you may take 2 different "1" actions. The 2 actions may not be identical actions. When using this ability, you cannot use peanuts on either action.

"Gather 'round!"

Goal: Have 3 different guests adjacent to 3 different clowns.

Ability: Guests may move through barkers for free. You may move guests into a space with a barker without spending a space of movement. However, your guest must still end their movement in an empty space.

"Free peanuts!"

Goal: Have 3 peanuts in your supply.

Ability: When claiming a foundation tile with a "4" action, gain a mini foundation tile. When taking a Place a Foundation action, if you use a "4" or higher action number, you may take a mini foundation tile.

"Change of plans!"

Goal: Have 2 adjacent mini foundation tiles in your Fairground.

Ability: Whenever you place a foundation tile, you may rotate it 180 degrees. It must be a full rotation—you may not rotate it 90 degrees.

"Food festival!"

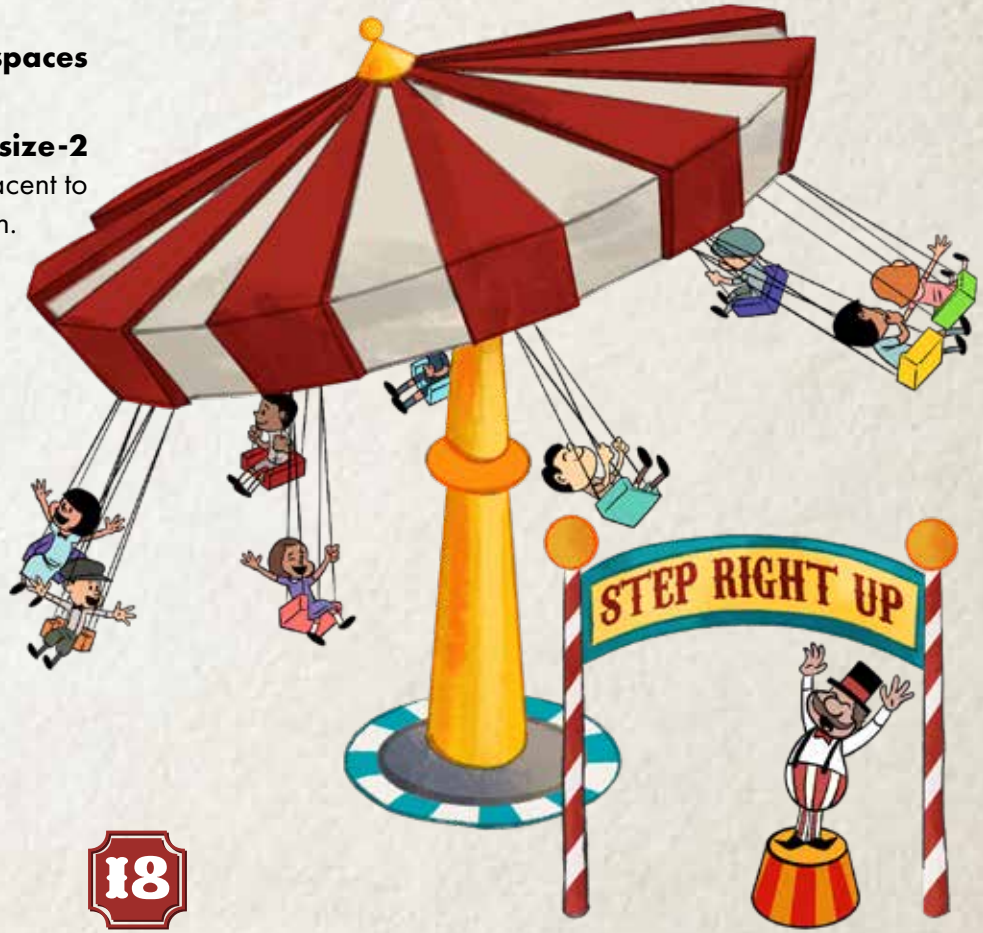
Goal: Have a foundation tile on all 4 center spaces of your Fairground.

Ability: Guests gain peanuts from size-1 and size-2 attractions. When a guest ends their movement adjacent to either a size-1 or size-2 attraction, take a peanut token.

"Blockbuster attraction!"

Goal: Build an attraction adjacent to 2 or more guests.

Ability: Guests gain peanuts from diagonal size-1 attractions. When a guest ends their movement diagonally adjacent to a size-1 attraction, take a peanut token.



The Only Show in Town (Solo)

Just because this is the only carnival for miles, it doesn't mean you can slack off! These cities deserve a great show and you're the only one who can deliver. Good luck!

Setup:

Follow the setup instructions from the base game with the following modifications: For step 7, place 3 carnival barker pawns to form a supply. For step 8, collect 3 random attraction tiles of each size. For step 9, you don't need the starting player token (but you can take it if you like).

Pick a city campaign and then a difficulty for your game:

- Easy
- Normal
- Hard
- Extreme

Follow the setup instructions for the city you select.

Playing a Round:

Follow the gameplay instructions from the base game, taking 5 turns and then advancing the round marker. At the end of each round, discard all foundation tiles in the Railyard and draw new ones.

Tricks of the Trade:

When you meet the goal of a trick of the trade, place 1 of your action markers on it. Tricks won't stick around forever! At the end of the 2nd, 3rd, and 4th rounds, remove the 1st, 2nd, or 3rd trick—from left to right—if you have not yet met its goal.

Ending the Game and Scoring:

The game ends after 7 rounds. Ignore your final point total. Instead, each city scoring condition has a solo threshold in points *(see page 20)*. There are different thresholds for different difficulties. Lose 1 point for each scoring condition in which you did not meet or exceed the threshold.

-5 or lower	Forgotten
-4	Acknowledged
-3	Admired
-2	Honored
-1	Revered
0 or higher	Legendary

Add that title to your matching difficulty to get your final title:

Easy	Charlatan
Normal	Promoter
Hard	Impresario
Extreme	Genius

For example, if you scored -2 points and were playing on Normal difficulty, your title would be "Honored Promoter".

Grand Finales:

Ready to add some extra pep to your solo game? Add a few Grand Finales in to really mix things up.

Setup: After setting up your solo game as usual, choose a finale difficulty and draw an equal number of grand finale cards:

Relaxed	3
Regular	4
Difficult	5
Severe	6

Deal the grand finale cards out in three columns evenly, starting with the right column.

Gameplay: When you reach the goal of a grand finale card, take it and place it in front of you. At the end of the 5th, 6th, and 7th rounds, discard all of the unclaimed grand finale cards in the [illegible].



Scoring: For each grand finale card you claimed, gain 1 point. Lose 1 point for each grand finale card you failed to claim.

Add your finale difficulty to the end of the other titles you received to get your ultimate title:

Relaxed	Citywide
Regular	Statewide
Difficult	Countrywide
Severe	Worldwide

For example, if you scored -3 points, were playing on Hard difficulty, and Regular finale difficulty, your ultimate title would be "Admired Impresario Statewide".

Solo Mode Thresholds

When playing solo with a city, you are expected to reach a certain threshold for various scoring conditions. You lose 1 point for each threshold not met. *For example, if you playing the Tulsa solo game at Normal difficulty and your barkers scored 2 points, you have met the threshold and would not lose a point. However, if you were playing at Hard difficulty and your barkers only scored 2 points, you have not met the threshold (which is 4 points), and would lose 1 point.*

See the following pages for each city's solo scoring condition thresholds.

Tulsa, Oklahoma

Scoring Condition	Easy	Normal	Hard	Extreme
Each Attraction Size	6pts	10pts	13pts	15pts
Attractions with 2+ Tickets	8pts	12pts	16pts	20pts
Guests in the Bigtop	2pts	4pts	6pts	8pts
Tricks of the Trade	0pts	2pts	4pts	6pts
Barkers	0pts	2pts	4pts	6pts
Visible Mallets	-6pts	-4pts	-2pts	0pts

Birmingham, Alabama

Scoring Condition	Easy	Normal	Hard	Extreme
Tickets	10pts	12pts	15pts	18pts
Golden Tickets	8pts	12pts	16pts	20pts
Guests in the Bigtop	6pts	10pts	15pts	21 pts
Set of Attractions	31 pts	38pts	47pts	52pts
Visible Mallets	-12pts	-8pts	-4pts	0pts

Erie, Pennsylvania

Scoring Condition	Easy	Normal	Hard	Extreme
Attractions	30pts	33pts	36pts	42pts
Guests in the Bigtop	0pts	9pts	9pts	21 pts
Barkers	0pts	9pts	9pts	9pts
Tickets	12pts	15pts	18pts	21 pts
Peanuts	0pts	3pts	6pts	9pts
Tricks of the Trade	0pts	0pts	9pts	9pts
Visible Mallets	-9pts	-6pts	-3pts	0pts

Fort Wayne, Indiana

Scoring Condition	Easy	Normal	Hard	Extreme
Clowns	4pts	8pts	12pts	16pts
Tickets	12pts	15pts	18pts	21 pts
Barkers	2pts	5pts	8pts	10pts
Guests in the Bigtop	3pts	8pts	12pts	15pts
Attractions	18pts	24pts	30pts	36pts
Visible Mallets	-12pts	-8pts	-4pts	0pts

Utica, New York

Scoring Condition	Easy	Normal	Hard	Extreme
Tickets / Barkers	24pts	30pts	40pts	45pts
Clowns / Attractions	20pts	25pts	32pts	40pts
Golden Tickets	20pts	25pts	36pts	45pts
Guests	12pts	20pts	30pts	36pts
Visible Mallets	-16pts	-9pts	-4pts	-1pts

Duluth, Minnesota

Scoring Condition	Easy	Normal	Hard	Extreme
Guests	5pts	10pts	15pts	20pts
Tickets / Golden Tickets	16pts	24pts	30pts	36pts
Clowns	6pts	9pts	12pts	18pts
Attraction Squares	13pts	25pts	38pts	46pts
Visible Mallets	-10pts	-8pts	-5pts	-2pts

Hartford, Connecticut

Scoring Condition	Easy	Normal	Hard	Extreme
Guests	0pts	5pts	8pts	13pts
Barkers / Golden Tickets	2pts	6pts	10pts	14pts
Clowns	0pts	15pts	18pts	21pts
Attractions (total)	24pts	30pts	36pts	45pts
Visible Mallets	-12pts	-8pts	-5pts	10pts
Grand Finales	-5pts	-5pts	0pts	0pts

Des Moines, Iowa

Scoring Condition	Easy	Normal	Hard	Extreme
Tickets	6pts	12pts	18pts	24pts
Barkers	4pts	8pts	12pts	16pts
Clowns	8pts	12pts	16pts	20pts
Tricks of the Trade	0pts	5pts	5pts	15pts
Attractions	20pts	28pts	34pts	40pts
Visible Mallets	-10pts	-8pts	-6pts	-4pts



Credits

Game Design: Rob Cramer **Game Development:** Jeff Beck **Illustrations:** Ryan Goldsberry **Rulebook:** Benjamin Kocher

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