

Example (part 2)
Billie discards 2 upgrade cards to advance her player disc 1 step on the performer development track. This allows Billie to have 4 performers in her circus caravan so she draws a performer card. Billie adds the mime to her circus caravan and puts a turquoise upgrade cube on top of it thanks to the talent upgrade card.

3 - SHOWTIME!

Are you ready to start the show? Let's find out! Send your performer to the arena.

★ Add a performer

Choose **one** of your **performers** and add it (along with any **upgrade cubes** on it) to the rightmost position in the **arena**.

★ Score VP

Score VP for your performance. For every cube your performer has in **common** with the previous performer, you score **1 VP**. For every cube your performer has which their predecessor does **not**, you score **2 VP**. **Remove** the upgrade cubes from the predecessor and return them to the general supply.

★ Remove performers

If there is a performer with the same **specialty** in line, **remove** that performer and all the performers to their left and place them on the discard pile.

★ Take upgrade cards

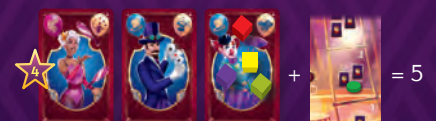
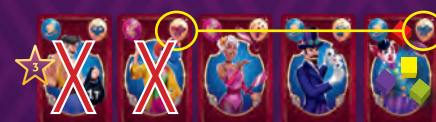
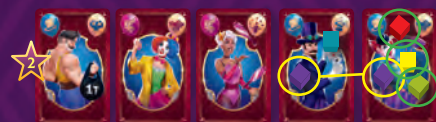
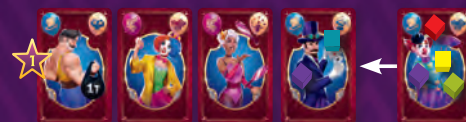
Take **upgrade cards** equal to the number of performers in the **arena** **plus** the number of additional upgrade cards indicated by your position on the development track.

If the pile of upgrade cards is empty, shuffle the discard pile to form a new draw pile.

★ Draw a performer card

Draw the top **performer card** and add it to your **circus caravan**.

Complete the following step:



Example (part 3)

Billie has to send 1 of her performers to the arena to perform! She takes the male clown with the 4 upgrade cubes, and adds it to the end of the line of performers in the arena.

The clown has 1 upgrade cube in common with the magician, his predecessor, which yields 1 VP. The clown has 3 upgrade cubes that the magician does not possess, which yields 3 times 2 VP, or 6 VP in total.

Billie removes the upgrade cubes from the magician and removes the previous clown and the strongman from the arena. She draws 3 upgrade cards, equal to the number of performers left in the arena, plus 2 additional upgrade cards according to her position on the upgrade development track.

To end her turn, she draws the top performer card and adds it to her circus caravan.

THE GRAND FINALE

In the final round, each player executes their turn **as usual**.



When all players have completed their turn, all remaining performers will perform the grand finale. In such a spectacle only the performers that stand out from the other performers in their specialty get noticed.

For each **specialty**, the player whose circus caravan includes the **performer with the most upgrade cubes** scores **3 VP**. In case of a tie, the player earliest in turn order wins.

If only one performer has a specific specialty, the player whose circus caravan contains that performer scores the 3 VP, even if that performer has no upgrade cubes.

END OF THE GAME

Score bonus points for your **upgrade cubes** according to the bonus point development track (see 'Develop your circus' on page 4). The player with the most victory points is the best circus director and wins the game!

Example:

At the end of the final round, it is time for the grand finale. Billie has 2 performers with the most upgrade cubes among all players, a clown and a strongman, and scores 6 VP. Billie has 6 upgrade cubes left in her circus and scores, according to the development track, 1 VP for every 3 upgrade cubes.



ADVANCED MODE

Use the setup rules for the advanced mode as described on page 2. The game is played over the course of **9 rounds**. Use all the rules from the basic mode and add the following rule:

During the 'rehearsal' (see pages 3-4) you may **discard 1 upgrade card** to execute one of the following 2 actions:

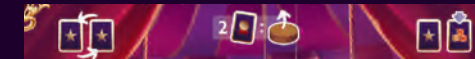


Switch a performer card along with any **upgrade cubes** on it with one of your opponents' performers or one in the arena. That performer may **not** have more upgrade cubes than your performer. If there is now a performer with the same specialty in the arena, remove that performer and all the performers to their left.



Remove 2 upgrade cubes from the rightmost performer in the arena.

You may execute each action only **once** per game. Indicate this by placing one of your **player discs** on the indicated locations on the **game board**.



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If there is any issue with this product, please contact the vendor where you purchased this game, or contact our customer service at amuzagames.com

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CIRCUS

A game by Trehgrannik for 2-4 players

Come one, come all, to the greatest circus in town!
Come and admire our jugglers, strongmen, contortionists, clowns, magicians, and mimes! So what are you waiting for? Enter the big top and spend an evening you're not likely to forget anytime soon.

GAME COMPONENTS



1 double-sided game board



1 starting player card



36 performer cards



56 upgrade cards



9 poster cards



4 player color cards



12x



8x

48 upgrade cubes



24 player discs
(6 in each player color)

GAME SETUP

★ Place the **game board** in the middle of the table with the **basic** side faceup.

★ Each player chooses a color and takes the corresponding **player color card**.

★ Each player takes their **6 player discs** and places 1 on the "0" space of the **score track**. In addition, each player places a player disc on the bottom spot of each of the **3 development tracks** on the game board. Return the 2 remaining player discs to the box.

★ Place the **blank poster cards** and the **grand finale poster card** faceup above the game board. Shuffle the remaining poster cards, remove 2 cards randomly and return them to the box. Place the remaining poster cards faceup between the 2 blank cards on the left and the grand finale card on the right.

★ Shuffle the **performer cards** and form a facedown draw pile in the middle of the table. Draw 3 performer cards and place them faceup below the game board. If you draw performers with the

same specialty, replace them by other cards until you have a line of 3 performers with distinct specialties. This is called the **arena**.

★ Each player takes 2 performer cards from the draw pile and places them faceup in front of them. They represent the players' **circus caravan**.

★ Shuffle the **upgrade cards** and give each player 4 to form a hand. Place the remaining upgrade cards as a facedown draw pile in the middle of the table.



SETUP FOR ADVANCED MODE

Differences in setup for the advanced mode are as follows:

- ★ Place the **game board** with the **advanced** side faceup.
- ★ Each player keeps the 2 remaining **player discs** in front of them.
- ★ Play with **all the poster cards** instead of removing two.

GOAL OF THE GAME

In *Circus*, players send their best performers into the arena to perform. If your performer is better than the previous one, there will be a deafening cheer, the more applause you get, the more points you will receive. At the end of the show is a grand finale, after which the points get counted. The player with the most points is the best circus director in town and wins the game! *Circus* can be played in both basic and advanced mode. These are the basic rules. The advanced rules are on the other side.

GAMEPLAY

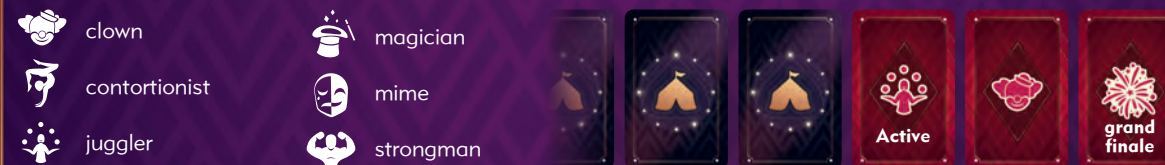
Circus is played over **7 rounds** corresponding to the number of **poster cards**. In player order, each player executes the following **3 steps** during their turn:

- 1 Box office:** Score bonus points for the performer on the poster.
- 2 Rehearsal:** Upgrade your performers and/or develop your circus.
- 3 Showtime:** Send your performer into the arena to perform.

1 - BOX OFFICE

Which performer is worth bonus points during this round?

The **first faceup** poster card in line is the **active poster card** for that round. Receive **1 victory point (VP) per upgrade cube** on the performers in your circus caravan with the **specialty** depicted on the poster card.



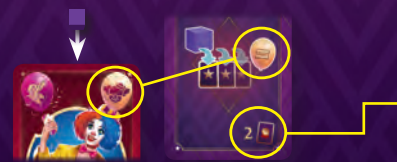
Ignore this step for the 2 blank poster cards (the first 2 rounds) and the grand finale poster card (the final round).

2 - REHEARSAL

Give the audience a night to remember! Make your performance the most talented and the most stunning of circus experiences! Upgrade your performers and/or develop your circus **in the order you prefer**.

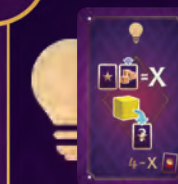
UPGRADE YOUR PERFORMERS

Play **one or more upgrade cards** from your hand to **add upgrade cubes** to the **performer cards** in your **circus caravan**.



Each card has a **cost** that you pay by discarding additional upgrade cards. Form a discard pile in the middle of the table.

Each performer can only have **one** upgrade cube of each **color**. If a performer receives an additional upgrade cube of the same color, nothing happens.



Inspiration

Add a **yellow cube** to **one** of your performers of your choice. The cost to play this card is **4 minus** the number of **upgrade cubes** present on the **rightmost** performer in the **arena**. The minimal cost is 0.



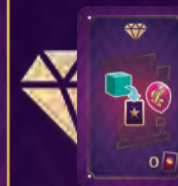
Impression

Look at the **gender** of the **rightmost performer** in the **arena**. If it matches the upgrade card, add a **red cube** to **one** of your performers of your choice in your **circus caravan**.



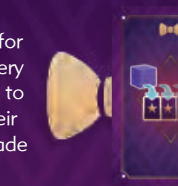
Practice

Add a **green cube** to **all performers** of the **gender** depicted on the card.



Talent

Place this card **in front of you** for the remainder of the game. Every time you add a **new performer** to your circus caravan, look at their **gender**. If it matches the upgrade card, add a **blue cube** to your new performer.



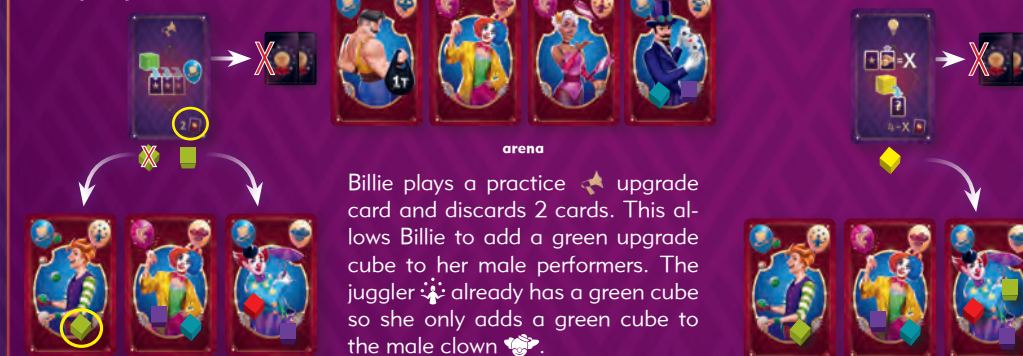
Costume

When you play a card with a **yellow symbol**, choose a **specialty**. Add a **purple cube** to **all the performers** with that specialty. When you play a card with a **yellow symbol**, add a **purple cube** to the performers with a **different specialty**. If you have more than one performer with the same specialty, add a cube to **one** of them.



Unlike other performer cards, the **mime** performer card has no specified gender. Use these cards as a **male or female** card, even during the same turn.

Example (part 1)



Billie plays a practice upgrade card and discards 2 cards. This allows Billie to add a green upgrade cube to her male performers. The juggler already has a green cube so she only adds a green cube to the male clown.

Secondly, Billie plays an inspiration upgrade card. The cost is 4 minus 2, which is the number of upgrade cubes present on the rightmost performer in the arena, and she adds a yellow upgrade cube to the male clown.

DEVELOP YOUR CIRCUS

Once each turn you may discard 2 upgrade cards to advance your player disc **1 step** on one of the **3 development tracks**:

Performers: The number of **performer cards** your circus caravan can hold. As soon as you can hold more performers than you have in front of you, immediately take the top performer card from the draw pile and add it to your circus caravan.



Upgrades: The number of additional **upgrade cards** you can take at the end of each round.

Bonus points: The amount of bonus points you score for **upgrade cubes** you have in your circus caravan at the end of the game.