

FUNFAIR



Designed by  Joel Finch

Illustrated by  Mr. Guddington



**GOOD GAMES
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OBJECTIVE

Build the best theme park in the city, over the course of six rounds. Score the most points at game end, using any or all of these ways to score:

- **Attraction size** – add upgrade icons to score more points.
- **Blueprints** – build your park to match specific plans.
- **Coins** – score points for your final coin total.
- **Staff members** - score points as marked.
- **Award** - match the Award condition to score the points.

For an example of what a built-up park looks like, see page 8.

WHAT'S IN THE BOX



5 × Award cards



4 × Gate cards



97 × Park cards



4 × Showcase cards



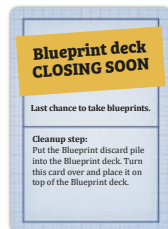
20 × Blueprint cards



12 × City cards



4 × Reference cards



1 × Blueprint Closure card



1 × Starting Player marker & plastic base



50 × "1 coin" tokens



24 × "5 coin" tokens



4 × "25 coin" tokens



1 × Current Step marker

- 1 × Game board (pictured on page 3)
- 1 × Scorepad & pencil (not pictured)
- 1 × Rulebook (shown here at 1:1 scale)

SETUP

Step 1: Decide which side of the board to use and place it on the table. Both sides play the same game, but one side is best for players sitting opposite each other, while the other side suits players sitting beside each other.

Step 2: Put the Current Step marker on the board at the City step to mark the start of the round.

Step 3: Give each player:

- A yellow Gate card, placed face-up in front of you. This stays on the table to start your theme park.
- A purple Showcase card, dealt out at random, and placed face-down above your Gate card. You may look at this card at any time, but keep it secret from other players.
- A Reference card. You may look at this at any time.
- 30 coins.

Step 4: Place half of the remaining coins at each end of the board, to give all players easy access.

Step 5: Shuffle the red Park cards. Place them face-down on the board in the matching spot to form the Park deck.

Step 6: Shuffle the blue Blueprint cards. Place them face-down on the board in the matching spot to form the Blueprint deck.

Step 7: Shuffle the light blue City cards. Count out two cards face-down, then place the Blueprint Closure card on top with the "Closing Soon" side face-up. Count out four more City cards face-down on top of that. Place this seven-card pile in the matching spot on the board to form the City deck. Put the remaining City cards back in the game box without looking at them.

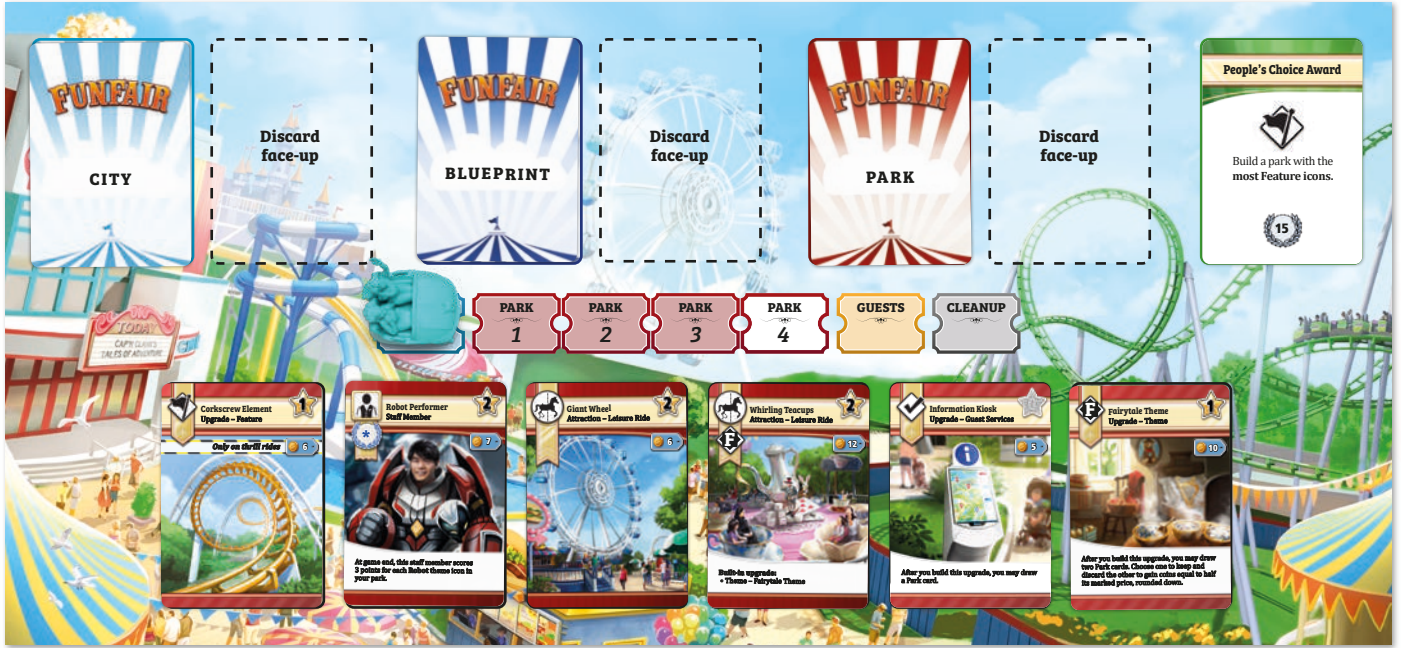


Step 8: Deal five Park cards to each player as their starting hand. If a player receives no attraction cards (that is, cards marked with the word "Attraction" below the card name), they may reveal their cards and discard them to draw a new hand of five Park cards, repeating until they have at least one attraction card. Shuffle all the discarded cards into the Park deck when everyone is done.

Step 9: Reveal cards from the Park deck to fill the six spots on the board, forming the Market.

Step 10: Shuffle the green Award cards and place them face-down on the board in the matching spot to form the Awards deck. Reveal the top card as the Award for this game.

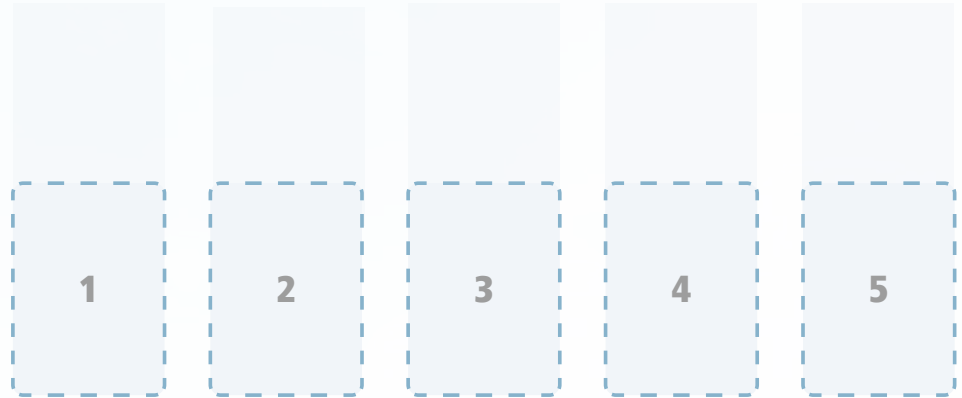
Step 11: Give the Starting Player marker to the person who most recently rode a roller coaster.



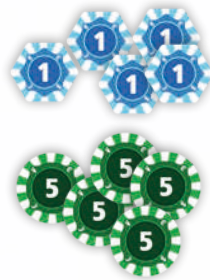
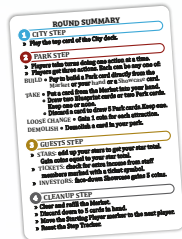
Leave space beside the gate to place staff members



Leave space to build up to 5 attractions in your park with upgrades above them



Leave space out of the way of your park to keep blueprints face-down



Reference

Coins

Hand

THE CARDS

Gate card

The Gate card is the entrance to your park, and it has 1 star. Stars are the main way you gain income from your park and will be explained in detail a little later.



Park cards

Your theme park is built out of Park cards of different types. All Park cards have some parts in common.

CARD NAME & CARD TYPE: Each Park card has a name, with its card type shown underneath.

STARS: Each Park card has a star value, to show how well it attracts paying guests.



BUILD PRICE: Each Park card has a blue price tag. Pay the price marked on this tag to build the card into your park directly from the Market or from your hand.



Attractions

Attractions are the main structures in your park.

i You can recognise attraction cards by the word "Attraction" in the card type under their name.

All attraction cards use this ribbon and circular icon shape.

ATTRACTION TYPES:



Thrill Ride



Food Outlet



Leisure Ride



Sideshow



Theatre



POSITION: Attractions must be built in the first empty attraction space in your park, to the right of your Gate card.




NO DUPLICATE ATTRACTIONS: You can build up to five attractions in your park, but you cannot have more than one attraction with the **same name**.

Upgrades

Once you have attractions in your park, you can build upgrades onto them. Upgrades increase your park's appeal to guests, earn you more points at game end, and are often needed to match blueprints (see page 7).








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You can recognise upgrade cards by the word "Upgrade" in the card type under their name.




All upgrade cards use this ribbon and diamond icon shape.


UPGRADE TYPES:

	Feature		Fairytale Theme
	Guest Services		Jungle Theme
	Quality		Pirate Theme
			Robot Theme

Icon shows upgrade type



Build restriction



Some upgrades have a rule box with a special ability

After you build this upgrade, you may draw a Park card.


POSITION: Tuck the upgrade card under the attraction (and any other upgrades the attraction already has) with the striped top part of the upgrade card showing at the top so that the gold ribbon lines up. Once built, you cannot rearrange them.



Tuck upgrades behind at the top



RESTRICTIONS: Some upgrades have limits on how or where they can be built. Any restrictions are shown on a black-and-yellow strip beside the price tag.

NO DUPLICATE UPGRADES ON AN ATTRACTION: You cannot build more than one upgrade with the **same name** on the same attraction. For example, you cannot have two **Air Conditioning** upgrades on a **Cinema**.

However you **can** have the **same upgrade icon** more than once on the same attraction. For example, the **Cinema** can have **Air Conditioning** and a **Restroom**, both of which use the Guest Services check-mark icon. 

The same is true for Feature upgrades and Quality upgrades.

Each Theme upgrade uses its own letter for its icon. You cannot repeat a theme letter on the same attraction, even if it is built-in, because it would mean you were building a duplicate of that upgrade.

You **can** have several different themes on the same attraction. Having your attraction themed for Jungle Pirates or Fairytale Jungle Robots is perfectly fine.  

Built-in upgrades

Some attractions have upgrades already built-in. These are shown by a second icon on the card, along with rule box text to tell you exactly which upgrade it is.



SCORING BUILT-IN UPGRADES: At game end, any built-in icons are counted as part of the attraction's icon size, scoring more points. Built-in upgrades also count toward matching blueprints (see **Blueprint cards**, page 7).

Staff Members

Staff members add their special abilities to your whole park. When you recruit them (or "build their theme park career"), place them to the left of your Gate card, opposite your attractions.



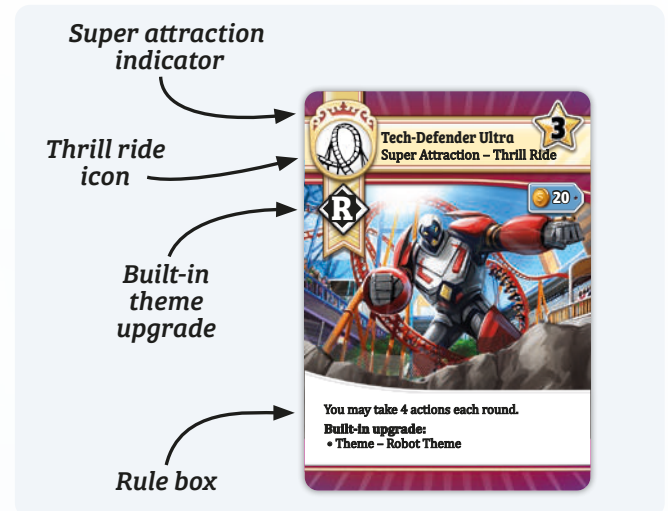
NO DUPLICATE STAFF MEMBERS: You can have as many staff members as you wish, but you cannot have more than one with the **same name**.

SCORING STAFF MEMBERS: In addition to any abilities they have, each staff member also adds their points value to your score at game end.

Showcase cards

Each Showcase card is a unique super attraction, an amazing thrill ride. Once built, it gives you 3 extra stars and allows you to take an extra action each round (see **Park Step**, page 9).

You are dealt a Showcase card at random during setup. They all have the same ability, but each one has a different built-in theme.



Keep your Showcase card face-down above your Gate card until you are ready to build it. You can look at your Showcase card at any time, but it does not count as part of your hand.

Showcase cards are expensive to build, but you get some help from investors. Each round, if your Showcase card is face down when the park opens in the Guests step, you can accept 5 coins of investment to place on the Showcase card, to reduce the cost when you build it (see **Guests Step**, page 10).

You cannot use the coins on your Showcase card for any other purpose. If you do not build the Showcase card by game end, the investors take their money back and the coins are discarded before scoring.

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Special abilities

Many attractions, upgrades, and staff members have special abilities shown in their rule box.

After you build: Some abilities help you just once when you build that card.

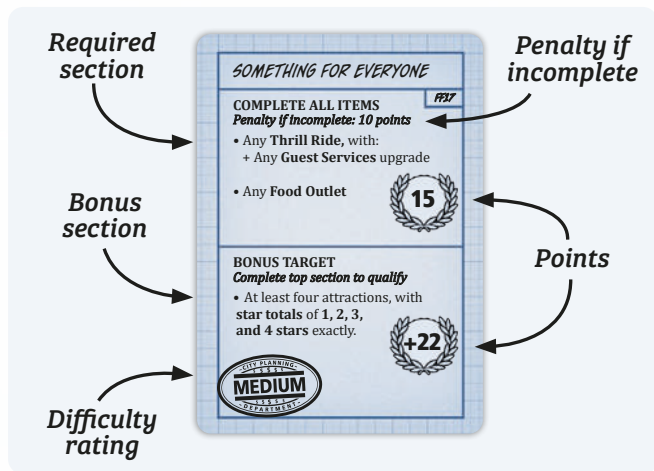
As an action: Some give you an extra choice to use when it's your turn to take an action.

Ongoing: A few abilities give you a permanent benefit, such as cheaper prices or an extra action.

Getting the most out of your abilities is key to Funfair success. Don't forget to check them!

Blueprint cards

Blueprints provide goals that reward you for building a particular combination of Park cards. How to get them is explained a little later (see **Park step action: Take**, page 10).



SCORING BLUEPRINTS: Your park must match the blueprint's required "Complete All Items" section at game end to score. Each blueprint you own that does not match the required section scores a penalty of -10 points.

If your park matches the required section, you can then also match and score the bottom "Bonus Target" section. There is no penalty for an incomplete bonus section.

Your park can have other items not shown on the blueprint — you must have **at least** those items, but not **only** those items.

You can use the same item to match more than one blueprint. For example, if you have one thrill ride, you can use it to match two separate blueprints that need a thrill ride.

i The difficulty rating for blueprints expects that you have at least the required attraction already available, either built or in your hand.

If you keep a blueprint, even one marked Easy, without having the base attraction it requires, you may find that Easy becomes Difficult.

PERMANENT: You decide which blueprints you'll commit to when you draw the cards, but once you choose to keep a blueprint, it's permanent.

NO LIMIT: You can have as many blueprints as you wish.

SECRET: Blueprints are not scored until game end, so keep them secret until then, face-down on the table. You can look at your own blueprints at any time, but they don't count as part of your hand.

City cards

City cards have a special effect that helps all players at the start of each round.



The City deck also acts as the timer for the game. One card is revealed each round for six rounds, and when the final City card is played, the current round is the final one.

GAIN: a card may tell you to "gain" coins, which means you take coins from the central pool. If a card gains a coin, the coin is placed on the card.

Blueprint Closure card

The City's Planning Office, in the form of the Blueprint deck, closes for the last two rounds of the game, and Blueprint cards are no longer available.

During setup, the Blueprint Closure card is added to the City deck after the fourth City card, to remind everyone when it is revealed that the Blueprint deck is about to close (see **City step**, page 9).



Award cards

One Award card is selected at random at the start of the game as an extra goal that players can try to achieve. It stays the same for the whole game.

At game end, each player whose park matches the Award requirement scores the points.

If more than one player is tied for the Award, all tied players score the full points.



HOW TO BUILD A THEME PARK

A guide to the layout and operation of a tabletop funfair.

Showcase

Investors add 5 coins to your Showcase card each round to offset the cost.



Upgrades

Truck upgrades under the top of the attraction card to make a stack like this, with the gold ribbon lined up.



Icon size of 6



Coins add more upgrades.

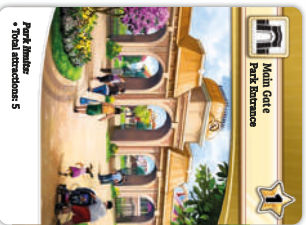
Blueprints

Keep them face-down and secret. They are not counted as part of your hand.



Staff members

Good for your income, and your points. No double-ups on your staff though!

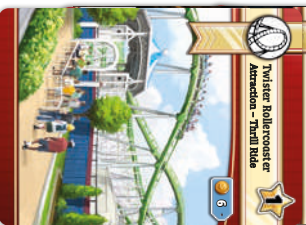


Main gate

Your park starts with one star from this card. Good luck!

Special abilities

Don't forget to use the special abilities of your attractions and upgrades.

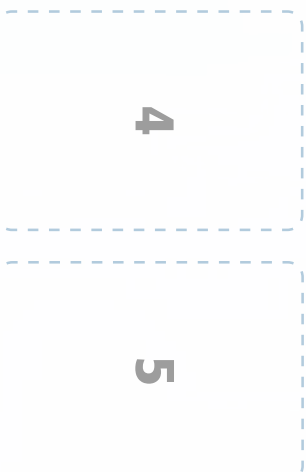


Ride height

Attractions can be as tall as you like, just don't repeat an upgrade!

Park size

Your park can have up to 5 attractions, including a Showcase super attraction, but no duplicate attractions!



HOW TO PLAY

You have six rounds to build the best theme park. Each round has four steps:

1. City step
2. Park step
3. Guests step
4. Cleanup step

Use the Current Step marker by sliding it along the step tracker on the board as the round progresses.



1. City step



The current starting player reveals the top card from the City deck, and each player follows its instructions completely, one at a time, in turn order.

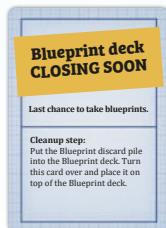
The City card remains active for the whole round. It is not officially discarded until the end of the round, but for convenience you can place it face-up on top of the discard pile immediately.

The City deck is the timer for the six rounds of the game. When the final City card is played, the current round is the final one.

Round 4: Blueprint Closure warning

After the City card is played on Round 4, the Blueprint Closure card will be revealed in the City deck.

It is not a City card itself, and does not make a new round. It's a reminder that the Blueprint deck closes in the next round, so Round 4 is your last chance to take Blueprint cards.



After Round 4 ends, add the Blueprint discard pile to the Blueprint deck, then flip the Blueprint Closure card over and place it on top. The Blueprint deck is closed for the rest of the game, and players cannot draw cards from it or look through it.

2. Park step



Beginning with the current starting player, you take at least three actions each round, one action at a time, in turn with the other players.

All of the Park actions together form the Park step. Each action is not a separate Park step by itself.

In turn order, each player takes their turn for Park action 1, then each player completes Park action 2, then Park action 3. Once a player has built their Showcase super attraction, they can also take a Park action 4 each round.

When it's your turn for an action, you have four choices:

- **Build**
- **Take**
- **Loose Change**
- **Demolish**

You may choose the same action more than once in a round.

Park step action: Build

Use a Build action to place a Park card into your park directly from the **Market** or from your **hand**, with these limitations:

- Your park can have up to **5 attractions in total**, including a Showcase super attraction.
- You cannot have two attractions with the same name.
- You cannot have two staff members with the same name.
- You cannot have two upgrades with the same name **on the same attraction**. That includes themes and other upgrades that are built in. You can have the same upgrade **on different attractions**.

First, pay the build price marked on the card's price tag, and take the card from the Market or your hand.

Always refill the Market first thing after a card is removed. For all practical purposes, the Market never has a blank space.

Then place the card into your park, face-up in front of you. **Check the card you just built for any special abilities.**

BUILD ATTRACTIONS: place the new attraction into the first empty space of your park's five attraction spaces, to the right of your Gate card.

BUILD UPGRADES: add the upgrade to the top of an attraction by sliding it behind the existing cards, leaving the top part poking out.

RECRUIT STAFF MEMBERS: place the new staff member to the left of your Gate card. ("Recruit" is another word for "build".)



DON'T FORGET! You can build straight from the Market, without taking the card into your hand first.

SHOWCASE SUPER ATTRACTIONS: You can build your super attraction into your park by using an action and paying the cost, just like a normal attraction, but you can also use any coins placed on it by investors to reduce the amount you need to pay.

You cannot use coins on your Showcase card for any other purpose. If you do not build the Showcase card by game end, the investors take their money back and the coins are discarded before scoring.

Park step action: Take

You can use a Take action to:

- **TAKE FROM MARKET:** Put a card from the Market into your hand for later, then refill the Market. There is no coin cost for taking a card – you only pay when you build.
- **DRAW 2 KEEP 1:** Draw two cards from the Blueprint deck, or two cards from the Park deck, and then choose one or none to keep. This is used mainly to choose blueprints.
- **DISCARD TO SEARCH 5:** Discard a Park card from your hand to draw five cards from the Park deck. Choose one to keep and discard the rest.

IMPORTANT: You are not required to keep a blueprint if you use your action to draw two Blueprint cards, but if you do choose to keep one, it's permanent.

REFILLING THE DECKS: Whenever the Park or Blueprint deck runs out of cards, shuffle the matching discard pile and replace it as the new deck. Do this as soon as the deck is emptied, even in the middle of an action.



SPEEDY PLAY: If the player before you draws cards, and your turn doesn't depend on what they keep, you can take your action straight away to reduce the time between turns.

Park step action: Loose Change

Use a Loose Change action to gain 1 coin for each attraction in your park by picking up the lost coins that your attractions have shaken out of your guests' pockets.



Park step action: Demolish

Rarely, you may need to use a Demolish action to remove something from your park, perhaps an attraction or upgrade in order to match a blueprint.

You can only demolish a single Park or Showcase card with a Demolish action, but if you demolish an attraction, all of its upgrades are demolished along with it since they are no longer attached to anything.

Park cards you demolish in this way go into the Park discard pile, not into your hand. Showcase cards you demolish are removed from the game.

There is no refund for demolishing.

3. Guests step



All players work out their income at the same time.

Gold stars in your park show how many people **want to visit** your park. People become **guests** once they have paid at the gate and been let inside to visit your park. They may also spend extra on things like souvenirs and snacks.

To determine your income:

1. Count your stars

To work out your **star total**, add up the numbers shown in the gold stars on all cards in your park. This includes attractions, upgrades, and staff members — and don't forget your gate!



Gain 1 coin for each star in your star total.

2. Check your tickets

Some of your staff members may have a ticket symbol, a reminder that they earn extra income in the Guests step.



Gain coins according to the abilities of your staff members.

3. Entertain investors

Each round that your Showcase super attraction is not yet built, you can show off your exciting plans to investors.

Gain 5 coins to place on your Showcase card.

The total grows each round. You can use these coins to reduce the amount you need to pay from your own money when you build your super attraction. After four rounds of investment, you could even build the super attraction for free!



Investors never add more than 20 coins, and you cannot use their money for any other purpose.

4. Cleanup step



Do these things, in this order:

1. Discard all the cards in the Market and refill it.
2. Discard cards from your hand so you are within the hand limit of 5 cards. Blueprint and Showcase cards are not part of your hand — they're kept face-down on the table.
3. Move the Starting Player marker left, to the next player.

If there are any cards remaining in the City deck, the next round is ready to begin. If the City deck is empty, the game is over and it's time to score.

SCORING AT GAME END



Total the scores for each player on the scorepad provided, or use the free web app to do all the hard work.

www.funfair-game.com/scoring

Or scan this QR code with your phone.

Attraction size

Score **each attraction separately** for the total number of icons included in its ribbon, counting all upgrades, including built-in upgrades, and the main attraction icon itself.

Count every icon on its ribbon, then look up the corresponding score for that size.

Staff members and the gate score nothing for size – only attractions and their upgrades are counted.

Icons	Points
1	5
2	8
3	12
4	16
5	20
6	25
7	31
8	38
9	46
10	55
11	65
12	76
13	88
14	101
15	115
16	130
17	146

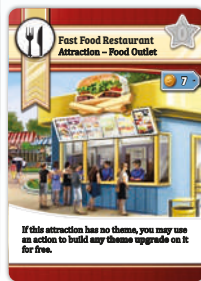
Icon size of 6



Icon size of 4



Icon size of 1



Blueprints

Reveal your blueprints and show that you have completed them. If your park matches the required "Complete All Items" top section, score the points shown. If you fail to match the requirements, subtract 10 points instead.

If your park matches the required section, you can then also match and score the "Bonus Target" bottom section. There is no penalty for an incomplete bonus section.



Coins

Score 1 point for every 2 coins you've earned.



Staff Members

Staff members all have their points value marked on them.

If you have any Theme Performer staff, calculate their score according to their ability, scoring for each matching theme icon you have in your park.



For example, the **Pirate Performer** scores 3 points for each Pirate theme icon in your park. The park shown to the left has two Pirate theme icons, one built in to the **Swinging Ship** and the other added to the **Twister Rollercoaster**, so the **Pirate Performer** scores 6 points.

Award

If your park matches the Award requirement, score the Award points.

If more than one player matches the Award, each of those players scores the full points.



Tie-breaker

In the event of a tie, the winner is the tied player with the largest star total in their park.

If still a tie, the tied player with most completed blueprints wins.

If still a tie, the tied player with the most coins wins.

In the unlikely event that it's still a tie, you will just need to play again to determine the winner!

QUICK REFERENCE

ATTRACTION TYPES



Thrill Ride



Leisure Ride



Theatre



Food Outlet



Sideshow

UPGRADE TYPES



Feature



Guest Services



Quality



Fairytale Theme



Jungle Theme



Pirate Theme



Robot Theme

OTHER ICONS



Star value earns coins equal to its value



Price to build in coins



Points scored at game end



Cannot add more upgrades to this attraction



Staff Member

STRATEGY TIPS

- **STARS!** Building the best theme park takes money, so build stars into your park early to set up your income, and watch for combos to save or earn extra money. Cards with no stars can wait.
- **EFFICIENCY:** Don't forget that you can build straight from the Market into your park, and save the cards you have in your hand for later.
- **VARIETY:** There are many ways to score more points — building tall attractions, hiring the right staff, completing blueprints, or winning awards. Explore them all!
- **BLUEPRINTS:** You will likely need at least two or three to stay competitive. Make sure you can get the base attraction required by the blueprint before you keep it, or you may find that Easy becomes Difficult!
- **MORE EFFICIENCY:** You only get around 20 actions per game. Make each one count.
- **SHOWCASE:** Your Showcase attraction gets cheaper the longer you wait, but sometimes the extra actions you get by building it earlier can really pay off.

Credits

Game design: Joel Finch
Development: Kim Brebach
Illustration: Mr Cuddington
 (David Forest and Lina Cossette)
Rulebook: Joel Finch

Playtesters:

Adam Kitching, Adam May, Alex Finch, Alina Stelling, Amanda Goldsmith, Amanda Myers, Amy Munsil, Ben Nelson, Brad Dilley, Brandon Gilmore, Brooke Long, Cayt Mirra, Chad Pethybridge, Chantelle Simms, Chris Antony, Cole Feeser, Conro Norock, Daniel Brites, David Parizot, Dennis Berwick, Edward Palmer, Evie Halliday, Francois Valente, Gayle Richardson, Geoff Thompson, Geoff Watson, Ivan Kanner, Jacob Johannsen, Jaime Lawrence, Jason Byass, Jason Gieske, Jeff Darran, Jen Wagner, Jenelle Wagner, Josh Wilson, Joshua Lawrence, Juan Rizos, Justin Chia, Karl Lange, Kate Finch, Kate Norris, Kenny Sabir, Kevin Sieg, Kim Brebach, Kimberley Duncan, Kohen Taylor, Kris Morris, Lauric Tan, Levy Daelman, Liana Taylor,

Lina Cossette, Lisa Hamilton, Lizzy Funkhouser, Martin Biesheuvel, Martin Egan, Marty Mirra, Matt Freitas, Max Vigne, Michael Joss, Michael Ross, Mike Norris, Mikey D, Missy Freeman, Nathan Everett, Paddy Boylan, Paige Pitt, Paul Long, Pete Wrigley, Rachel Darran, Rachel Lancaster-Wilson, Ralph Dik, Ray Jablonskis, Richard Ashen, Robert Gasio, Robert Hogan, Scott Hunstad, Sebastiaan Granade, Sebastian Welsh, Shannon Taylor, Steve Dee, Stu Brown, Sylvie Duncan Brebach, Thomas Skowron, Tim Crawford, Tim Munsil, Tom Cox, Tom Wuyts, Torsten Stelling, Vincent Deloso, William Hamilton, Xavier Duncan Brebach, Zachery Goldsmith.

Artists

See more of the work of Mr Cuddington:

www.mrcuddington.com



Funfair scoring app

www.funfair-game.com/scoring



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