

**A COMPREHENSIVE GUIDE TO  
BUILDING & OPERATING  
A TABLETOP**

# **F** **UNFAIR**

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**A Good Games Publication**



# UNFAIR

— REVISED —



Ages 14+



2-5 players



25 min  
per player

## CONTENTS

Objective .....	2
What's In The Box .....	2
Setup .....	2
The Cards .....	4
How To Win .....	8
How To Play .....	8
The Golden Rules .....	10
Scoring At Game End .....	12
Packing Up .....	12
FAQs .....	12
Your Notes .....	12
Glossary .....	13
Credits .....	15

## WHAT'S IN THE BOX

The game includes:

- 1 double-sided game board
- 6 themed packs of cards – Gangster, Jungle, Ninja, Pirate, Robot, and Vampire
- 6 x Theme Randomiser tokens
- 1 Blueprint Closure card
- 5 Game Changer cards
- 2 Player Reference sheets
- 36 x “1 coin” tokens
- 28 x “5 coin” tokens
- 16 x “25 coin” tokens
- 6 x “125 coin” tokens
- 14 x Mesmerism tokens
- 1 Starting Player marker + a spare
- 1 Current Step marker (roller coaster miniature)
- 1 optional flat Current Step marker + a spare
- Scorepad & pencil

Each themed pack of 57 cards contains:

- 1 Theme Overview card
- 1 Round & Scoring summary card
- 1 Main Gate card
- 1 Loan card
- 3 “Funfair” City cards
- 3 “Unfair” City cards
- 5 Blueprint cards
- 13 Event cards
- 27 Park cards
- 2 Showcase cards

## OBJECTIVE

Build the city's greatest theme park, whatever it takes!

Over the course of 8 rounds, you will build attractions and upgrades using Park cards, match your park to Blueprint cards, and play Event cards to help yourself and hinder your opponents.

Your goal is to build the park that scores the most points at game end, using three main ways to score: building impressively tall attractions with lots of upgrades; completing Blueprints; and buying your way to victory with good old-fashioned cash.

You might recruit staff members to help you, or build a super attraction with a unique ability. Bribing officials and blackmailing politicians is also possible, but entirely optional.

*and so is winning...*

## SETUP

**Step 1:** Each player can choose one theme pack to include, or you can mix and draw Theme Randomiser tokens at random to choose which packs to play – one pack per player. There is no “core” pack, and players don't keep one pack to themselves – **all cards are shared**. To make setup quicker, give each player one pack to split up.

### Suggested packs for your first game

**2 players:** Robot, Pirate

**3 players:** Robot, Pirate, Vampire

**4 players:** Robot, Pirate, Vampire, Jungle

*5 players is not recommended for your first game.*

**Step 2:** Decide which side of the board to use. Both sides play the same game, but one side is more colourful with a layout suited to players sitting opposite each other. The other side has higher contrast and a layout suited to players sitting next to each other.

**Step 3:** Set aside the Theme Overview card from each theme pack – they're not used in play.

The overview card describes the features and any special rules of that theme pack.

**Step 4:** Give each player:

- A yellow Main Gate card, placed face-up in front of them.
- A grey Loan card, placed face-down above the Main Gate.
- A double-sided Round & Scoring summary card, placed within easy reach. *Don't use it as a coaster*
- 20 coins starting money.





**Step 5:** Place half of the remaining coins at each end of the board, to give all players convenient access.

**Step 6:** Separate the remaining cards by the design on their backs. The red Park cards from all packs go into one shared pile, green Event cards into another pile, and so on.

**Step 7:** Shuffle all piles well.



**Step 8:** Place the red Park cards face-down on the board in the matching spot to form the Park deck (A). Do the same for the green Event cards to form the Event deck (B), and the blue Blueprint cards to form the Blueprint deck (C).

**Step 9:** Count out 4 white-and-red "Unfair" City cards face-down into a temporary pile. Put the remaining "Unfair" City cards back in the box without revealing them.



**Step 10:** Place the Blueprint Closure card on top of the temporary "Unfair" pile, with the "Public Notice" side face-up.

**Step 11:** Count out 4 white-and-blue "Funfair" City cards face-down on top of the pile. **Do NOT shuffle these together.** Put the remaining "Funfair" City cards back in the box without revealing them. Match this 9-card pile to its place on the board to form the City deck (D).

**Step 12:** Deal 5 Park cards to each player as their starting hand. If a player receives no attraction cards (see page 4 for how to recognise an attraction card), they may choose to reveal their cards and discard them to draw a new hand of 5 Park cards, repeating until they have at least one attraction card. Shuffle any discarded cards back into the Park deck at the end of the process.

**Step 13:** Deal 2 Showcase cards to each player. Players may look at their Showcase cards, but they are otherwise kept face-down on the table until used.

**Step 14:** Reveal cards from the Park deck to fill the 6 card spaces marked in the centre of the board. This forms the Market (E).

**Step 15:** The starting player is the person who ~~most recently rode a roller coaster.~~ *calls SHOTGUN*

**Optional:** If you wish to use Game Changers, select your preferred card or cards now (see page 8 for details). The Game Changer **First Date** is recommended if this is your first game of Unfair.



The starting setup for a player, showing space for five attractions to the right of the Main Gate card, with the game board above.

Each player starts with 2 Showcase cards, a hand of 5 Park cards, and 20 coins.




# THE CARDS

## Main Gate

Everyone starts with their own Main Gate. It allows you to build up to 5 attractions, and also gives you 1 star and a guest capacity of 15.

Stars are part of how you get income, and guest capacity is a limit on how many guests you can fit in your park. These will be explained in detail a little later. *on page 9, in fact →*

**Main gate icon**



**Stars**

**Capacity**

**Guest Capacity**

**Park limits:**

- Guest capacity: 15
- Total attractions: 5
- Super attractions: 1

Super attractions require 5 stars.

## Park cards

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

**TITLE & TYPE:** Park cards have a title, with a card type shown underneath.

**STARS:** Each Park card has a star value that attracts ~~paying~~ *suckers* guests.

**BUILD PRICE:** Each Park card has a blue price tag. Pay this marked price to build the card into your park.



**Card title**

**Stars**

**Card type**

**Build price**




## Attractions

Attractions are the main structures in your park.

**i**

You can recognise attraction cards by the word "Attraction" under the title.

All attraction cards use this ribbon and circular icon shape.



### ATTRACTION TYPES:



Thrill Ride



Sideshow



Leisure Ride



Nature Area



Theatre



Hotel



Food Outlet

**Icon shows attraction type**

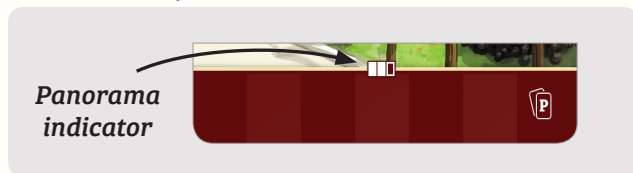
**Stars**



**POSITION:** Place attraction cards to the right of your main gate in the same order as you build them. **Once built, you cannot rearrange their order.**



**PANORAMA:** Some attraction cards have a symbol near the bottom of the card, indicating that the illustration is part of a larger panoramic scene. These currently have no scoring value. *but they look nice.*



## Upgrades – bigger, BIGGER!

Once you have an attraction in your park, you can build upgrades onto it. Upgrades increase your park's appeal to guests, earn you more points at game end, and are often needed to match blueprints (see page 6).

**i**

You can recognise upgrade cards by the word "Upgrade" under the title.

All upgrade cards use this ribbon and diamond icon shape.

### UPGRADE TYPES:



Feature



Theme, such as



Guest Services



Animal  
*(not very common)*



Quality

**Icon shows upgrade type**

**Upgrade limitation**

**Some upgrades should be fully displayed**

When an upgrade on the attraction would be demolished, demolish this upgrade instead.  
Upgrades cannot be added to the attraction while it has a **Flagpole**.

Display this rule box as a reminder.

**LIMITATIONS:** Some upgrades don't work with every type of attraction. When there is a limitation, it's shown on a black-and-yellow strip beside the price tag.

**DUPLICATED UPGRADES:** You can build as many upgrades with the same icon on a ride as you wish, as long as the exact name is different. For example, having two check-mark icons (for guest services) on the same attraction is fine, but having two **Air Conditioning** upgrades is not.

### Built-in upgrades

Some attractions have upgrades already built-in, which are indicated by a second or third icon on the card.

On cards with built-in upgrades, the rule box shows exactly which upgrade it is.

**Built-in feature upgrade**

**Rule box**

When the built-in upgrade is a theme, the letter on the icon shows which theme it is, so a separate rule box isn't needed.

**Built-in Pirate theme upgrade**

**No rule box**

You cannot add an upgrade to an attraction that already has a built-in upgrade of the same name.

Built-in upgrades count toward matching blueprints (see page 6). When scoring at the end of the game, built-in icons are counted as part of the attraction's icon size.



**MULTIPLE THEMES:** You can't have the same theme upgrade twice on the same attraction, but you can have more than one different theme. Having your ride themed for Pirate Vampires or Robot Jungle Pirates is perfectly fine.

### Staff Members

Staff members add their special abilities to your whole park. Place them to the left of your Main Gate, on the opposite side to your attractions.

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

*Assuming they still work for you...*

You can have as many staff members as you wish.

**Staff member icon**

**Points value**

**Rule box**

### Resources

Resources also improve your whole park, and are placed with the staff members, beside the Main Gate.

You can have as many resources as you wish.

*They're not common, but can be useful.*

**Resource icon**

**Rule box**

### Showcase cards

The Showcase contains a small number of unique super attraction cards, a special kind of attraction with powerful abilities. *and a pricetag to match!*

**Super attraction indicator**

**Rule box**

Each player is dealt two Showcase cards at random at the start of the game.

**5-STAR REQUIREMENT:** The City Planning Department will permit you to build one of your Showcase cards only once your park has a star total of at least 5 (whether those attractions are open or not doesn't matter.)

*Only stars in your Park, not bonus events*

You must still pay the build price on the price tag to build a Showcase card into your park, just like a normal Park card, and super attractions **are** included in your 5 attraction limit.

The Main Gate sets the limit of super attractions in your park at 1, so if your super attraction is demolished, you may build the other, but you can't normally have both in your park at once. A demolished Showcase card is removed from the game.

**NO SHOWCASE BUILD:** If you decide not to build any super attractions, you may return both of your Showcase cards to the box at any time, without revealing them, to gain an extra 10 coins.

### Blueprint cards

Blueprints provide goals that reward you for building particular combinations of Park cards. How to get them is explained in the Park Step section (see page 9).

To score a blueprint, the cards in your park must match the blueprint's requirements at the end of the game (not during). Any unmatched blueprints score -10 points at game end.

**OUCH!**

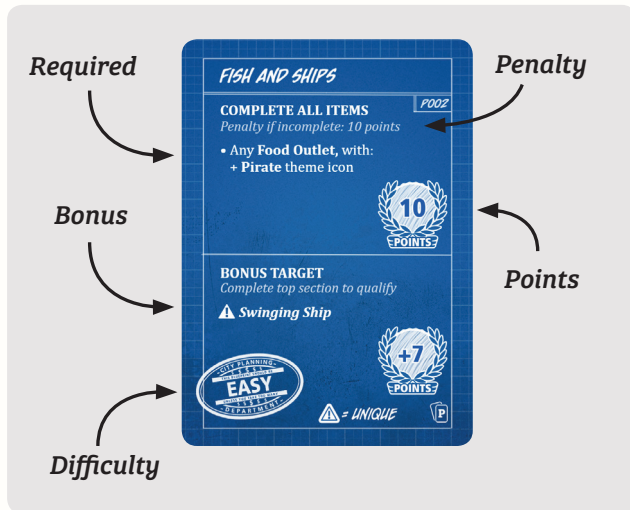
If you complete the "Complete All Items" section, you can then also complete and score the "Bonus Target" section. There is no penalty for incomplete Bonus Target sections.

You must have **at least** the items that the blueprint requires, but you can have other items too, unless the blueprint says otherwise.



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

You can have as many blueprints as you wish.



**SECRET:** Blueprints are kept secret, face-down on the table, and don't count as part of your hand.

Even if you complete a blueprint before game end, don't reveal it; they can only be scored at game end.

## Event cards *TRICK OR TREAT?*

Event cards are how you influence the game in your favour.

Each Event card has a choice of two events. The top is usually helpful to you straight away. The bottom is often useful later to interfere with your competitors.



Some events have a type, such as *Intrusion*, *Inspection*, or *Injunction*. You can defend against these attacks if you have a card that blocks them.

For example, **Review Board** is an *Injunction* event that tries to demolish a feature upgrade in your park. However, you can block it if you have **Powerful Friends**.

### Injunction Inspection Intrusion



Discarding a card to block an attack takes place immediately after the attacking event is played, without waiting for the next event turn. Blocking an attack does not use up your own event turn, and the blocking Event card isn't considered to have been played, only discarded.

**DELAYED EFFECT:** Some Event cards have a push-pin symbol. This indicates that they don't take effect immediately and should be kept "pinned" on the table as a reminder until they apply, then discarded at the end of the round in the Cleanup step.

**CLOSE ATTRACTIONS:** Some events can close your attractions. To indicate this, flip only the main attraction card face-down so that the back is showing. You gain no income from an attraction while it's closed, and any abilities of the main attraction card are not available.

**REOPEN ATTRACTIONS:** All Park cards are turned face-up again at the end of each round, so your attractions will reopen by themselves then.

*-if you don't use an event to reopen them earlier*

## City cards

A City card is a special kind of event that affects all players at the beginning of each round.



The City deck acts as the "timer" for the game. One card is revealed each round, and when the 8th and final City card is played, it indicates the start of the last round.

For the first half of the game, the City cards are helpful white-and-blue "Funfair" events.

In the second half, the City cards become white-and-red "Unfair" events, and are not helpful at all.

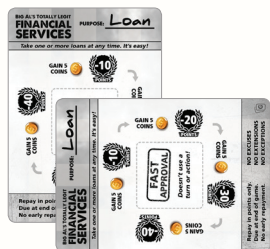


## Loan card

If you need extra money, for whatever reason, you can use your Loan card to get it.

Each loan gains you 5 coins, but costs you points at game end.

The Loan card starts out face-down to indicate you haven't taken any loans. If you take a loan, flip the card face-up. Turn it anti-clockwise with each new loan so that the top position shows how many loans you've taken and the points you owe.



You can take a loan at any time. It doesn't use a turn or take up an action. You can take as many loans at once as you wish, but you may not take more than 4 loans in total.

Loans cannot be repaid early with coins – only points will satisfy the ~~lender~~ *loan shark*

## Game Changer cards

Game Changers are optional cards with special rules that affect the way the game plays.

Don't want to beat up your friends? Declare **World Peace**. Prefer to start with a Showcase card already built? Have a **Grand Opening**.

You can choose to play with more than one Game Changer in a single game if you wish.



## HOW TO WIN

There are three main ways to score:

1. **Attraction size** – the more upgrades an attraction has, the more it scores.
2. **Blueprints** – build your park to match a specific plan.
3. **Coins** – buy victory with cold hard cash.
4. *Make sure your competitors don't.*

## HOW TO PLAY

You have 8 rounds to build the best theme park, and to stop your competitors from doing the same.

Each round has 4 steps:

- Events step
- Park step
- Guests step
- Cleanup step

## 1. Events step



### Draw an Event card

Each player draws one Event card from the Event deck in turn order.

### Play the City event

The starting player reveals the top card from the City deck, and each player follows its instructions in turn order. Place it in the discard pile when completed.

The City deck is the timer for the game. It has 8 City cards, and when the final City card is played, the current round is the final one.

Some Event cards defend against *Injunction*, *Intrusion*, or *Inspection* events. These defence cards may be used to block a City event of those types, just like any other event, and can be revealed when the City event is revealed.

If a City event affects multiple items simultaneously, the park owner may choose the sequence.

### Play events

In turn order, play as many events as you like, one at a time in turn with the other players. When playing an Event card from your hand, choose whether to use either the top half or the bottom half.

You can pass and still play an event again later in the same Events step, but the Events step will end as soon as each player has passed consecutively. So you cannot play again if you pass and everyone else passes too.

*Passing so you can go last will end in tears.*

**EVENT TYPES:** Some events have a type, such as *Intrusion*, *Inspection*, or *Injunction*. Announce the type when you play that event. Other players may immediately block it from affecting them if they have a suitable defence.

**PUSH-PIN:** Some events apply later in the round, during the Park or Guests step. These are marked with a push-pin symbol. Keep these "pinned" on the table as a reminder, and discard them during the Cleanup step.



**ABILITIES AS EVENTS:** Park card abilities that apply to the Event step are used as if they were Event cards, and you can activate them whenever it's your turn to play an event. Other players may block these too, just like normal events.

Anything that occurs during the Event step is considered to be an event, whether it comes from an Event card, a City card, or a Park card.

**MOVING CARDS:** Events can move a card from one park to another. When this happens, the card being moved keeps any tokens or money it has. If the card has an ability that has already been used this round, it cannot be used again – since the card doesn't leave or re-enter play, it's not a new card.



## 2. Park step



Players take three actions each round, one at a time in turn with the other players. Some cards permit a fourth action.

When it's your turn for an action, you have three main choices: Take, Build, or Demolish. You can also pick up Loose Change. You may choose the same action more than once.

### A. Take

Use a Take action to gain a card by doing one of the following:

- 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 pay when you build.
- Draw two cards from either the Park deck, the Events deck, or the Blueprints deck, and then choose one card to keep and one to discard. You can discard both if neither is of any use to you.
- Discard any card from your hand to draw five cards from the Park deck. Choose one to keep, then discard the rest.

**IMPORTANT:** Once you choose to keep a blueprint, it's permanent. It can only be discarded by some rare events.

You can only draw blueprints as an action during the first four ("Funfair") rounds. From Round 5 to the end of the game, blueprints are only available using events and abilities.

**SPEEDY PLAY:** When a player uses their action to draw cards, there's no need to wait for them to decide which one to keep. Nothing they choose can affect the next player's turn at that point, so play can continue straight away.

### B. Build

Use a Build action to place a Park card into your park, with these limitations set by your Main Gate:

- Your park can only have 1 super attraction.
- Your park can have 5 attractions in total, including a super attraction.
- You cannot repeat upgrades with the same name on the same attraction. This includes upgrades that are built-in. You can have the same upgrade on different attractions though.

You can build a card from your hand, or directly from the Market. **Always refill the Market immediately after a card is removed. For all practical purposes, the Market never has a blank space.**

Pay the build price marked on the card's price tag, and place it into your park, face-up in front of you on the table.

If the card you build is an attraction, it goes into the first available spot in your park's five attraction spaces. If it's an upgrade, it goes onto an attraction by sliding it behind the existing attraction card. If it's a staff member or a resource, it goes to the left of your Main Gate.

**SUPER ATTRACTIONS:** You can choose to build a super attraction from your Showcase cards if your park doesn't already have one. Your park must have a total of at least 5 stars before you can build a super attraction.

**CLOSED ATTRACTIONS:** You may build upgrades on a closed attraction if you wish.

**LOANS:** If you need extra money to pay for building, you can take a loan (see page 8). *No money? Don't like loans? Draw an Event or Blueprint.*

### C. Demolish

Use a Demolish action to remove something from your park, perhaps to make way for a different attraction.

You can only demolish a single Park card with a Demolish action, but if you demolish an attraction, all of its upgrades are then demolished along with it.

Cards you demolish in this way go into the Park discard pile, not into your hand.

**BUILT-IN UPGRADES:** If a built-in upgrade would be demolished, the attraction it's part of closes instead. The upgrade is automatically repaired by the time it opens again.

*Tricky!*

### D. Loose Change

Use a Loose Change action to gain 1 coin for each attraction in your park, whether open or not, by picking up the lost coins that fall out of your guests' pockets.

## 3. Guests step

When your park opens its gates, guests will visit, paying for entry and spending extra on things like souvenirs and snacks.



**COUNT YOUR STARS:** To work out your income, add up the total of the stars on all cards in your park, including attractions and upgrades, staff members, resources, and your Main Gate, along with any extra Event cards you've played.

**DO NOT count stars on closed attractions or their upgrades.**

The total number of stars represents how many guests want to visit your park.

**LIMIT TO GUEST CAPACITY:** Your park has the capacity to hold a maximum of 15 guests. You can build more than 15 stars in your park, but it cannot hold more guests than its capacity, so you can only sell tickets to a maximum of 15 guests.

Staff members, resources, and other cards can increase your guest capacity.

**CHECK YOUR TICKETS:** A ticket-with-coin symbol marks cards you've played that take effect during the Guests step, as a reminder. **Don't forget to check the City card too.**





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Guests usually bring in 1 coin each per round. Some events increase the amount you get per guest.

For example, instead of getting 1 coin for each guest, you would get 2 coins with a *Sponsorship Deal*, or 3 coins with a *Celebrity Guest*.

**TAKE YOUR MONEY:** Once you've worked out your star total and coins per guest for the round, gain the coins you are entitled to. Don't forget to add any extra income from staff members or other card abilities.

	<b>2</b>	
	<b>+ 0</b>	
	<b>+ 1</b>	
	<b>+ 1</b>	
	<b>+ 2</b>	
	<b>+ 2</b>	
<hr/>		<b>= 8</b>

You may use an action to build a *Vampire Theme* on this attraction for free.

The stars on this attraction and its upgrades total to 8. The attraction size is 6 icons.

**Remember:**

**Count your STARS**

**Check your TICKETS**

**Take your MONEY**

**Closed attractions and special abilities**

Any special abilities of those face-down cards are not available either. Any abilities of upgrade cards on closed attractions are still available though, unless the card itself says otherwise.

*The rule is: if you can't see the rule, you can't use the rule. See?*

**4. Cleanup step**

Do these things, in no particular order:



- Discard any Event cards still in play.
- Turn face-down cards in your park face-up.
- Discard all the cards in the Market and refill it.
- Discard cards from your hand until you are within the hand limit of 5, counting both Park and Event cards. Blueprint and Showcase cards do not count towards this total.
- Move the Starting Player marker to the next player in turn order.

**Refilling the decks**

Whenever the Park, Blueprint, or Event 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 event or action.

**THE GOLDEN RULES**

**#1: Cards can change the rules.**

If a rule on a card contradicts a rule written in this rulebook, the card wins.

A rule on a card that says you cannot do something beats a rule on a card that says you can do something.

For example, if you have an Event card that says you can demolish something, and a Park card that says you cannot demolish it, the "cannot" rule wins.

**#2: What's done is done. "No takesy-backsies"**

You must carry out all required game actions. For example, collecting your income is not an optional step, so if you forget to take your money in the Guests step you must fix that oversight. *What were you thinking?!*

However, if a card says you *may* do something and you don't do it, there's no rewinding to change it.

*Sure, plead with your friends, they might be SOFTIES. Or maybe they'll just point at the NAME OF THE GAME...*





# HOW TO BUILD A THEME PARK:

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

## Loans

Flip this card when you take your first loan and rotate it for each loan you take after that.



## Upgrades

Tuck them under the attraction card to make a stack.



## Blueprints & Showcase

Keep them face-down and secret.



## Ride heights

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

This attraction has an icon size of 7 icons.



## Staff & Resources

These make your park run more smoothly and more profitably.



## Main gate

Your park starts with just this card and no loans. Good luck.



## Closed...

Flip only the bottom card face-down to show the whole attraction is closed.



## Special abilities

Don't forget to use your park cards' special abilities.



## Park size

Your park can have up to 5 attractions.



*Keep some space for your MONEY!*



## SCORING AT GAME END

Total the scores for each player on the scorepad provided.

### Attraction size

*Count every icon!*

Score each attraction individually 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 in the table.

Staff members, resources, and the Main Gate score nothing for size - only attractions and their upgrades are counted.

Attractions with more than 25 icons score the maximum points. *#unfair*

### Blueprints

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

If you complete the Complete All Items section, you can also score the Bonus Target section if its requirements are also met. There is no penalty for incomplete Bonus Target sections.

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
18	163
19	181
20	200
21	220
22	241
23	263
24	286
25	310

### Coins

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

### Other cards

Staff members all have points marked on them. Some other cards have extra scoring noted in their abilities.

Cards in your hand score nothing.

### Loans

If you have taken any loans during the game, deduct the points shown on your Loan card.

### Tie-breaker

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

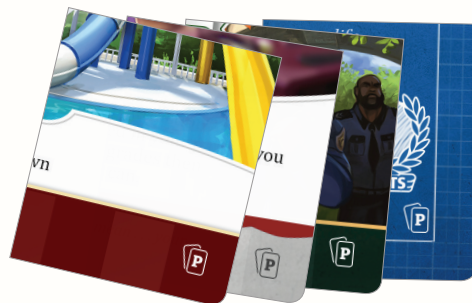
If still a tie, the player with the largest number of completed blueprints wins.

If still a tie, most cash wins.

In the unlikely event that it's still a tie, it's winner-takes-all Rock/Paper/Scissors for victory.

## PACKING UP

Each card has a small theme pack symbol in the bottom right-hand corner. All players should take some cards and separate them into piles with the same theme pack symbol and put them back into their matching theme pack slot.



Since you will sort the cards by colour when setting up the next game, there's no need to sort by colour when packing up. *but if you're like me, you will anyway, because having them out of order just feels wrong...*

## FAQS

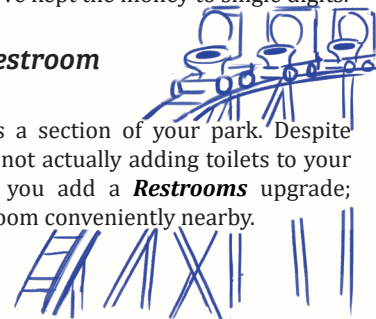
**Only 15 guests?! Only 1 coin per guest?! What kind of shabby theme park is this?**

The capacity of your park is actually measured in tens of thousands of guests, so a full park can have 150,000 guests each month. For simplicity, we just say "15 guests".

Likewise, you can consider coins to be worth \$100,000 each. To minimise the maths, we've kept the money to single digits.

**How could I build a restroom on a roller coaster?**

Each attraction represents a section of your park. Despite the amusing visual, you're not actually adding toilets to your roller coaster cars when you add a **Restrooms** upgrade; you're just building a restroom conveniently nearby.



## YOUR NOTES

- Choose cheap stars for early income.
- Loans are your friend - buying big can pay off.
- Blueprints are not that scary. Maybe you find one that fits your park. If not, don't keep any. *Easy.*
- Messing with your competition can be fun - but try to get something you want out of it too, since they'll come after you either way!
- Mix it up! Trying to score only one way = tragedy!
- Don't get too attached to your stuff. You probably won't get to keep it all...



## GLOSSARY

**Action** – Each round, in the Park step, players get three actions in total to draw cards, build or demolish something in their park, or to look for loose change. Actions are taken one at a time, in turn with other players. Events or abilities may sometimes allow a player to take a fourth action.

**Added** – When a card is built or moved so that it is in a location where it was not previously, then it has been added. See also: Build, Move.

**Adjacent** – An attraction card is adjacent to another if it is placed immediately beside it, on either side. For example, the first attraction you build must be adjacent to your Main Gate. Staff members and resources don't have a fixed location, and are not considered adjacent to anything.

**Affected** – An event affects you if the rules of that event would make a measurable change to anything you own or control, and the event is not blocked. You probably want to know if you can use *Instant Karma* on someone who just tried to hit you, and the answer is "only if they actually succeeded".

**Attraction** – A Park card that has the word "Attraction" as part of its card type. A card with *Super Attraction – Thrill Ride* is still an attraction; it's just not a basic attraction. Sometimes "attraction" is used to refer to the combination of an attraction card and all of its upgrade cards.

**Attraction size** – See: Icon size.

**Attraction space** – A space in which an attraction can be built. Each park starts with 5 unused attraction spaces.

**Attraction type** – If you are allowed to choose an attraction type, you can choose anything that occurs in the card type text on an attraction card, other than "Attraction" itself. Super, Theatre, Sideshow, Thrill Ride, Leisure Ride, Food Outlet, even just Ride by itself, all are acceptable choices.

**Available** – This has the same meaning as "open", but is used to refer to staff members only. A staff member is available when they are face-up in the park.

**Available coins** – The money that a player has ready to spend. Their available coin total doesn't include any money that is attached to other cards, nor does it include money they could get by taking a loan.

**Block** – To prevent an event from affecting you. When an event is blocked, it is not cancelled. Any effects it has on other players still happen.

**Build** – Placing a Park or Showcase card into your park that wasn't in play previously. The new card can come from the Market, your hand, your Showcase cards, or another source if a card allows it. Usually building means paying the build price marked on the card's price tag, but in some cases it's discounted or free. See also: Recruit.

**Build price** – The build price of a Park card is the price marked on the card in the blue price tag, adjusted by any event cards or City event effects that change the price. If you are instructed to "pay to build" or "pay the current build price", it refers to the price you would pay if you were building the card as an Action in the Park step.

**Bury** – To place a card face-down under another card in your park. Once buried, the card is no longer active and has no special abilities. It is not turned face-up in the Cleanup step.

**Capacity** – See: Guest capacity.

**City event** – Each round a City card is revealed and played. These are events that are initiated by the City, not by any player. Any cards that talk about events, particularly blocking those events, work equally well on City events as on regular events.

**Close** – When an attraction is closed, guests can't use it. None of its stars are counted, including those on all of its upgrades. The main attraction card is turned face down when an attraction is closed, and any abilities on that card are not available. Abilities on the upgrades remain available, however.

**Coins** – The standard currency. Yes, when it says "gain 1 coin", a "25" coin is technically one coin, but you know what it means, and so do the people you're playing with. [stern look] Yes, they could have been called "dollars" or "bucks", but they're not.

**Competitor** – A player who is competing with you; specifically, any player except you.

**Deck** – A pile of cards, face-down, of one particular type such as Park, Event, Blueprint, or City.



**Demolish** – To remove a card from your park and from play. When a card is demolished it usually goes to the discard pile. However, some attraction cards have built-in upgrades; if a built-in upgrade is demolished, the attraction closes instead of discarding the card. See also: Dismiss.

**Discard** – To place a card into its matching discard pile from wherever it currently is. Demolishing something usually leads to discarding it, but demolish and discard are not the same thing.

**Discard pile** – Cards that have been used and are no longer in play are added face-up to the discard pile for that card type. Cards in any discard pile are public knowledge and can be searched by any player at any time. Once a deck has been emptied, its discard pile is shuffled up and turned face-down to become the new deck.

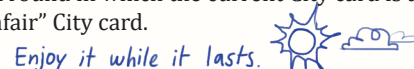
**Dismiss** – This has the same meaning as Demolish but is used to refer to staff members only. Demolishing people just sounds wrong.

**Draw** – Take one or more cards from the top of the specified deck. Whether the cards become part of your hand depends on the type of card. Park and Event cards can go into your hand, but Blueprint and Showcase cards are placed face-down on the table in front of you.

**Employer** – This has the same meaning as Owner, but is used to refer to staff members only.

**Exhume** – To remove a buried card from under a card in your park.

**"Funfair" round** – A round in which the current City card is a white-and-blue "Funfair" City card.





**Gain** – Take coins or other currency out of the central pool of money.

**Guest** – There's one born every minute. Each guest pays a ticket price to enter your park. Sometimes you can also earn extra income from your guests.

**Guest capacity** – The maximum number of guests your park can hold. This is not the same as your maximum income – there is no maximum on your income.

**Hand** – The collection of cards you hold in secret that are not active in your park. The usual hand limit is 5, enforced during the Cleanup step at the end of each round. Blueprint and Showcase cards cannot be part of your hand. Ever.

**Icon size** – An attraction's icon size is how many icons it contains, including the attraction card itself and all of its upgrades. The total includes built-in upgrades – count every icon on the attraction's ribbon.

**Immediately** – As part of the same turn or action.

**Injunction event** – A bureaucratic attack; the City Planning Office altering the city building codes and using the legal system to suit themselves. It can be blocked by having **Powerful Friends**.

**Inspection event** – A regulatory attack; the city enforcing the existing city codes. It can be blocked by having an appropriate **Safety Certificate**.

**Intrusion event** – A physical attack; terrible people breaking into your park and then breaking things in your park, which can be blocked if you have **Security Guards**.

**Keep** – When you keep a card, Park cards and Event cards go into your hand, while Blueprint cards are placed face-down in front of you. Cards are not part of your hand until you keep them.

**Largest attraction** – Refers to having the largest icon size, not any other measure.

**Lose** – Put coins or other currency into the central pool of money.

**Marked coin price** – When the price to build a Park card is shown on its price tag in coins, the card has a marked coin price. If the price is marked in some other currency, then you must pay in that currency to build the card. However, its marked coin price is 0 for the purposes of calculating its value in coins. Discounts that affect the marked coin price do not affect prices in other currencies. See also: Build price.

**Market** – The six card spaces on the board where Park cards are displayed face-up. Cards revealed here can be built as if they were in your hand, or taken into your hand for later. The Market is always refilled as soon as a card is removed.

**Move** – A card moves when it's already in play and changes location from one attraction to another or from one park to another. The card does not go out of play when it moves, and it is not built or demolished, recruited or dismissed. Any special abilities that have already been used before the card is moved do not reactivate after moving. Any coins or tokens on the card move with it.

**Open** – When an attraction is open, guests can use it. All of its special abilities are available, and its stars can be counted as part of your park's star total, along with those on all of its upgrades.

**Owner** – The player in whose park the card is located, or who played an event, is its owner. See also: Employer.

**Park** – Your park consists of the park entrance card (usually your Main Gate) plus the Park cards in play that you own, such as attractions, upgrades, staff members, and resources.

**Play** – Playing a card means making the card active, usually using up your turn to do so.

**Price** – See: Build price.

**Random** – When asked to choose at random, shuffle the options and take the top one. Watching your opponent's face while you hover your hand over each card is not random.

**Recruit** – This has the same meaning as build, but is used to refer to staff members only.

**Redundant** – This glossary entry.

**Reopen** – To make an attraction open again. The main attraction card is turned face-up when an attraction is reopened.

**Reveal** – To show the face of a card to all players.

**Resource** – A Park card that has the word "Resource" in its card type. Resources are placed to the left of your Main Gate and benefit the entire park.

**Spend** – This has the same meaning as lose. Make of that what you will.

**Staff member** – A Park card that has the words "Staff Member" in its card type. Staff members are placed to the left of your Main Gate and benefit the whole park. They are not attached to any attraction. They can be recruited into your park or dismissed from it.

**Star total** – Your park's star total is the total of the numbers on all gold stars in your park, excluding any closed attractions and their upgrades, and face-down cards such as unavailable staff members.

**Stars** – These represent how attractive a Park card is to potential guests. Park cards have their star value marked with a gold star symbol.

**Steal** – Take coins or other currency from another player.

**Suitable attraction** – When you build or move upgrades, they must end up attached to a suitable attraction, meaning that all rules of the attraction and the upgrade must be followed. For example, a **Picnic Area** is not a suitable attraction to have any upgrade because a **Picnic Area** says on the card that it cannot be upgraded. Likewise, any thrill ride would not be a suitable attraction for **Air Conditioning**, because **Air Conditioning** says that it cannot be built on a ride.

**Turn Order** – Players take turns in a clockwise sequence beginning with the starting player. Yes, it's clockwise as viewed from above the table. No, these rules are not from a mirror universe.



**Unavailable** – This has the same meaning as closed, but is used to refer only to staff members. It just sounds nicer.

**“Unfair” round** – A round in which the current City card is a white-and-red “Unfair” City card.

**Upgrade** – A Park card that has the word “Upgrade” in its card type. Upgrades can only be built onto attractions in your park and must follow the suitable attraction rules; they cannot be built by themselves.

**Visiting** – When guests buy a ticket, they’re visiting your park. However, even if lots of people want to visit your park, you cannot have more guests visiting than you have guest capacity to hold them.

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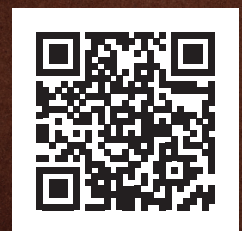
## Muse

Extra special thanks to my wise, awesome, and lovely wife Kate, for putting up with my special brand of ~~crazy~~ bull\$#!+





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